

Video Games as a Cyberfeminist Space for the Expression of Multiple Female Identities

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Abstract

The study explores the representation of female characters in various video games across different cultural contexts. By situating the analysis within cyberfeminism and the theory of identity and discourse, a critical evaluation is conducted of how female characters are constructed and performed through language and interaction within cyber environments. Through an in-depth examination of selected video games, the study investigates how nine videogames embody identity constructs, visual design elements, and discursive styles in the portrayal of female characters, shedding light on the intersections of gender, culture, and technology. The study reveals several important patterns, including how video games provide spaces for experimenting with identity while also reinforcing traditional gender norms. Even so, the findings show that video games create complex spaces where female characters make choices, express themselves, and respond to social and cultural expectations. It highlights the potential for video games to serve as a space for diverse digital expressions of identity. These findings show that video games can be seen as important cultural texts that both represent and question common ideas about gender in cyber environments. This study thus contributes to ongoing discussions regarding gender representation in media.

Keywords: Cyberfeminism; Video games; Digital Identity; Female representation; Discourse analysis