

REFERENCES

- Blackstone, A. M. (2003). Gender roles and society. In J. R. Miller, R. M. Lerner, & L. B. Schiamberg (Eds.), *Human ecology: An encyclopedia of children, families, communities, and environments* (pp. 335–338). Santa Barbara, CA: ABC-CLIO.
- Brannon, L. (2017). *Gender: Psychological Perspectives*. (7th ed.). New York: Routledge.
- Brescoll, V. L. (2016). Leading with their hearts? How gender stereotypes of emotion lead to biased evaluations of female leaders. *The Leadership Quarterly*, 27(3), 415–428. <https://doi.org/10.1016/j.lequa.2016.02.005>
- Bristot, P. C., Pozzebon, E., Canal, F. Z., Da Rosa Carraro, J. A., & Frigo, L. B. (2020). Women representativity in games. *CLEI Electronic Journal*, 22(2). <https://doi.org/10.19153/cleiej.22.2.7>
- Cerezo-Pizarro, M., Revuelta-Domínguez, F., Guerra-Antequera, J., & Melo-Sánchez, J. (2023b). The Cultural Impact of Video Games: A Systematic Review of the literature. *Education Sciences*, 13(11), 1116. <https://doi.org/10.3390/educsci1311116>
- Connell, R. (2009). Gender, Men, and Masculinities. *QUALITY OF HUMAN RESOURCES: GENDER AND INDIGENOUS PEOPLES*, Volume 1.
- Connell, R. W. (2005). Change among the Gatekeepers: Men, Masculinities, and Gender Equality in the Global Arena. *SigNS*, 30(3), 1801–1825. <https://doi.org/10.1086/427525>
- Copenhaver, B. B. (2002). "A Portrayal of Gender and a Description of Gender Roles in Selected American Modern and Postmodern Plays." *Electronic Theses and Dissertations*. Paper 632. <https://dc.etsu.edu/etd/632> <https://dc.etsu.edu/cgi/viewcontent.cgi?article=1789&context=etd>

Cruea, S. M., "Changing Ideals of Womanhood During the Nineteenth-Century Woman Movement" (2005). University Writing Program Faculty Publications. 1. https://scholarworks.bgsu.edu/gsw_pub/1

Deskins, T. G. (2013) "Stereotypes in Video Games and How They Perpetuate Prejudice," McNair Scholars Research Journal: Vol. 6 , Article 5.

Domsch, S. (2013). *Storyplaying: Agency and Narrative in Video Games*. Narrating Futures, Volume 4.

Dworkin, A. (1983). Right-Wing Women. General Publishing Co. Limited.

Eagly, A. H., Wood, W., & Diekman, A. B. (2000). Social role theory of sex differences and similarities: A current appraisal. In T. Eckes, & H. M. Trautner (Eds.), The developmental social psychology of gender (pp. 123-174). Erlbaum.

Eagly, A. H., Wood, W., & Johannesen-Schmidt, M. C. (2004). Social Role Theory of Sex Differences and Similarities: Implications for the Partner Preferences of Women and Men. In A. H. Eagly, A. E. Beall, & R. J. Sternberg (Eds.), The psychology of gender (2nd ed., pp. 269–295). The Guilford Press.

Esposito, N. (2005). *A Short and Simple Definition of What a Videogame Is*. Digital Games Research Conference 2005, Changing Views: Worlds in Play. Vancouver, British Columbia, Canada: Authors & Digital Games Research Association DiGRA.

Ethridge, D.E. (2004). "Research Methodology in Applied Economics" John Wiley & Sons

Evteeva, M. (2022). INTERNALIZED MISOGYNY: THE PATRIARCHY INSIDE OUR HEADS. Journal of Integrated Social Sciences, 14(1), 82–108. [https://www.jiss.org/documents/volume_14/JISS%202024%2014\(1\)%2082-108%20Internalized%20Misogyny.pdf](https://www.jiss.org/documents/volume_14/JISS%202024%2014(1)%2082-108%20Internalized%20Misogyny.pdf)

Gergen, K.J. (1985). Theory of the self: Impasse and evolution. In L. Berkowitz (Ed.), Advances in experimental social psychology. New York, Academic Press.

Harrington A, Marshall BL, Müller HP. Encyclopedia of social theory. London: Routledge; 2006. pp. 420–422.

Kumar, A. M., Goh, J. Y. Q., Tan, T. H. H., & Siew, C. S. Q. (2022). Gender Stereotypes in Hollywood Movies and Their Evolution over Time: Insights from Network Analysis. *Big Data and Cognitive Computing*, 6(2), 50. <https://doi.org/10.3390/bdcc6020050>

León González, M., Infantes Paniagua, Á., Thornborrow, T., & Contreras Jordán, O. (2020). Associations Between Media Representations of Physical, Personality, and Social Attributes by Gender: A Content Analysis of Children's Animated Film Characters. *International Journal Of Communication*, 14, 23. <https://ijoc.org/index.php/ijoc/article/view/16149>

Manor, S. (2025). Widows and the termination of the gender contract. *Ageing and Society*, 45(2), 233–252. doi:10.1017/S0144686X23000351

McGillis, R. (2009). He Was Some Kind of a Man: Masculinities in the B Western. Wilfrid Laurier Univ. Press.

Mercadal, T., PhD. (2023). Hero. | EBSCOhost. <https://www.ebsco.com/research-starters/literature-and-writing/hero>

Muriel, D., & Crawford, G. (2018). Video games as culture: Considering the Role and Importance of Video Games in Contemporary Society. Routledge Advances in Sociology.

National Science Board. (2024). *The STEM labor force: scientists, engineers, and skilled technical workers* | NSF - National Science Foundation. (n.d.). <https://ncses.nsf.gov/pubs/nsb20245/executive-summary>

- Pan, R. (2023). Video games and gender equality: How has video gaming become a mens privilege? *Communications in Humanities Research*, 6(1), 37–44. <https://doi.org/10.54254/2753-7064/6/20230045>
- Perreault, M. F., Perreault, G., & Suarez, A. (2021). What Does it Mean to be a Female Character in “Indie” Game Storytelling? Narrative Framing and Humanization in Independently Developed Video Games. *SageJournals: Games and Culture*, 17(2), 244–261. <https://doi.org/10.1177/15554120211026279>
- Sczesny, S., Nater, C., & Eagly, A. H. (2018). Agency and communion. In Routledge eBooks (pp. 103–116). <https://doi.org/10.4324/9780203703663-9>
- Skolnick, E. 2014. *Video Game Storytelling*. New York: Watson-Guptill Publications.
- Smyth, J. D., Swendener, A. and Kazyak, E. (2018), Women's Work? The Relationship between Farmwork and Gender Self-Perception. *Rural Sociology*.
- Spence, J. T. (1984). Masculinity, Femininity, and Gender-Related Traits: A Conceptual Analysis and Critique of Current Research In B. A. Maher & W. B. Maher (Eds.), *Progress in Experimental Personality Research* (Vol. 13, pp. 1–97). Elsevier. <https://doi.org/https://doi.org/10.1016/B978-0-12-541413-5.50006-1>
- Stets, J. E., and Burke, P. J. (2001) Femininity/Masculinity. In Edgar F. Borgatta and Rhonda J. V. Montgomery (Eds.), *Encyclopedia of Sociology*. New York: Macmillan.
- Sultana, A. (2012). Patriarchy and Women’s Subordination: A Theoretical Analysis. *Arts Faculty Journal*, 4, 1–18. <https://doi.org/10.3329/afj.v4i0.12929>
- Tong, R. (2009). Feminist thought: A More Comprehensive Introduction. Westview Press.
- Walby, S. (1989). THEORIZING PATRIARCHY. *Sociology*, 23(2), 213–234. <http://www.jstor.org/stable/42853921>

- Ward, L. M., & Grower, P. (2020). Media and the development of gender role stereotypes. *Annual Review of Developmental Psychology*, 2(1), 177–199.
<https://doi.org/10.1146/annurev-devpsych-051120-010630>
- Welter, B. (1966). The Cult of True Womanhood: 1820-1860. *American Quarterly*, 18(2), 151–174. <https://doi.org/10.2307/2711179>
- West, C., and D. H. Zimmerman. 1987. "Doing Gender." *Gender & Society*
- Wijaya, R. K. a. R., Wardhani, E. M., Bataiv, M. F., & Kamaluddin, A. D. (2024). Narrative assets in video games as Linguistic's research. Proceeding of International Conference on Science Health and Technology, 465–471.
<https://doi.org/10.47701/icohetech.v5i1.4228>
- Wolf, M. J., and Perron, B.(editors) (2003). *The Video Game Theory Reader*. London: Routledge.

