

Lily Busenbark's Research Proposal

Part 1a: Introduction

Area of Research:

The area of communication for this study includes gaming communication and gender communication, as well as how they intersect. Gaming communication in this study refers to how players create shared meaning and social structures within online communities of cooperative online gaming. Gender communication in this study will examine how women interact with the social fabric and community of “gamers”, and how the ingrained misogyny in many online gaming communities affects female gamers.

Study Paradigm:

My research will examine through the lens of the interpretive paradigm. This study paradigm posits that reality exists as a synthesis of lived experiences, and that truth is a collaborative effort between individuals to produce a cohesive narrative of knowledge. Instead of traditional monolithic views of an objective universal truth, the interpretive paradigm instead focuses on the subjective experiences of humans and seeks to contextualize them within their own cultural framework. Considering that women in gaming are actively marginalized in environments that are uncontrolled, this paradigm is fitting to allow for more precise and thorough research.

Significance of this Scholarship:

This scholarship is significant as it represents a large gap in knowledge of the specific lived experience of women in the gaming community. While there are some studies out such as **“It’s Just Not Safe: Gender-Based Harassment and Toxicity Experiences of Women in Esports”**, (Crothers et al., 2024) the majority of studies done on the gaming community revolve around men, typically excluding women in general.

This research affects society for the better as it highlights and strengthens inclusion by making visible the barriers holding women back from full participation in gaming communities. I have personally experienced such barriers in my own gaming experiences as a woman. As a young adult I was very active in the online gaming community. However, I experienced a large degree of verbal harassment from the men I interacted with that I masked my gender before eventually leaving the gaming community altogether. Women make up a large part of the gaming community yet report feelings of discontentment and exclusion with their experiences. Additionally, documenting how women tend to navigate these communities reveal patterns that can be used to better the experiences of men and women alike.

Justification for Research:

This research is justified as not only does it explore a large gap in knowledge, (specifically that of women's experiences in the online gaming community), but because it addresses the needs of a large amount of people. The gaming community grows every year as digital entertainment develops, and women as well as men often turn to gaming as a source of recreation. While the stereotype of the male teenager playing Call of Duty in his mother's basement remains prevalent as the archetypical "gamer", and a majority of gamers are male, we can see that female players make up 45% of American video game players according to the article "**To Be or Not to Be a Female Gamer: A Qualitative Exploration of Female Gamer Identity**" (Crothers et al., 2024). This study aims to bridge the gender gap in gaming and shed light on how a favorite pastime for millions can be an unnecessary source of outdated chauvinistic scorn.

Theoretical Framing:

The theoretical framing I will be using in this study is the Online Disinhibition Theory. It is well documented that people feel a sense of anonymity when they interact with others online, but studies show that even the lack of eye

contact increases the likelihood of hostile social interactions. Without a “face to the voice”, it becomes far more likely for negative socializations to occur. This, coupled with the preexisting misogyny present in online gaming communities, is a key theoretical framework for understanding women’s interactions in online gaming. It can be seen in studies such as **“they don’t mean to hurt”: Female gamers’ reluctance in recognizing and confronting sexism in gaming as an online-offline juxtaposition**” (Deng, 2024) that individuals express higher levels of depravity due to the lack of personhood ascribed to women in these communities. Deng stated that “Some participants reported exposure to straightforward verbal harassment in games’ built-in chat functions, while a few others described traumatizing experiences of their avatars being sexually assaulted by unknown male gamers’ avatars, such as mimicking sexual intercourse movements in MMORPGs (Massively Multiplayer Online Role-Playing Games)”. This is a clear example of the difference in the cultural acceptance of the treatment of women online as compared to in person.

Research Question or Hypothesis:

What are the experiences of women in online gaming when faced with gender-based violence in the digital manosphere?

Part 1b: Literature Review

Literature Review:

- **Crothers et al. (2024)** studied female gamers who had previous experience in esports. They found that many women felt discomfort or were excluded based solely upon gender. This is important because it shows negative female gamer experience at the highest levels in the industry and has little ethical concerns due to the anonymity provided in the study.
- **Deng (2024)** studied female representation in video games as well as female gamers. They found that female gamers often resort to not socializing verbally to hide their gender and experienced discomfort in the portrayal

of women in games. This is important as it shows the manosphere is also prevalent in the design of games, and not just the communities surrounding them. Few ethical concerns due to anonymity of responders.

- **Kuss and colleagues (2022)** studied female gamers' motivation for playing games despite misogynistic environments. They found that female gamers have the same motivations as males but often face more hurdles. This shows how the manosphere influences gaming for the worse. Few ethical concerns due to anonymity of responders.
- **McLean et al. (2018)** studied how online gaming specifically is harder for female gamers due to lack of social support. They found that female gamers often suffer anxiety or loneliness due to being unable to meaningfully interact with the social network of online games. This is integral to the exclusion of women theory for this research and has few ethical concerns due to the anonymity of responders.
- **Vermeulen and colleagues (2017)** studied how female gamers feel about the term "gamer". They found that the term "gamer" often had negative connotations for women, who often didn't self-identify with the term even if applicable. This shows how repeated exclusion fosters a separation of group identity, and the study itself has few ethical concerns due to the anonymity of responders.
- **Kuznekoff & Rose (2012)** studied responses to male and female voices respectively when conveying the same information in online gaming voice-chat. They found that the female voice received over 3x as many negative interactions as the male voice or no voice at all despite delivering the same information. Ethical concerns exist since the responders were not informed of their participation in a study, but the nature of "gamertags" acting as aliases alleviate most privacy concerns.
- **Runions & Bak (2015)** studied how technology leads to greater moral disengagement and therefore more bullying than in traditional in-person

settings. This study collected others and worked as a literature overview of the topic, so there is little to no ethical concerns with the aggregate study.

- **Drakett et al. (2018)** studied online “meme” forums to determine sexism’s popularity among the most popular memes on three major websites. They found that heteronormative and sexist material was popular among these websites, showing how sexism can be normalized when divorced from reality on the internet. There are no ethical concerns with this study as the information was collected from sources that posted anonymously and have no privacy concerns.
- **Fox & Tang (2014)** researched gamers propensity towards several metrics such as empathy, sexism, social dominance orientation, and conformity to masculine norms. They found that male gamers tend to harass female gamers as a way of “proving” their heterosexuality and masculinity to their peers as a form of social ingroup reinforcement. Given the anonymous nature of the survey conducted, there are no ethical concerns with the study and its methodology.
- **Adefope & Bayraktar (2025)** studied how male gamers perceive themselves as the social “ingroup” and female gamers as an “invasive social outgroup” that encroaches upon the male-dominated space. The research was conducted via survey and maps the behaviors of male gamers’ interactions with female gamers. There are no ethical concerns of note with this study given the anonymity of responders.

Ethical Considerations:

Due to the nature of the articles which I have referenced there are very few ethical concerns to keep in mind. The aforementioned studies each maintained the importance of anonymity and privacy for the participants involved. Within my own research I will mitigate risk by preserving the anonymity of my respondents and participants. Finally, I will ensure that all applicants are treated with a standard of respect, understanding, and sympathy in all interactions.

Part 1c: Annotated Bibliography

Crothers, H., Scott-Brown, K. C., & Cunningham, S. J. (2024). 'It's Just Not Safe': Gender-based harassment and toxicity experiences of women in esports. *Games and Culture*. <https://doi.org/10.1177/15554120241273358>

The researchers in this qualitative study sought to understand the experiences of women in gaming, specifically those who had competed in esports, and who had also experienced exclusion, misogyny, or other negative treatment based upon their gender. The method of data collection involved 30-minute interviews wherein each participant was asked about their backgrounds, apprehensions on joining esports, negative experiences due to their gender, how those experiences impacted them, and how teams or leagues could better handle harassment of that kind. The researchers found that the respondents largely experienced exclusion from roles based solely upon their gender, stereotyping of their behavior from teammates, and overall misogyny that negatively impacted their motivation for and enjoyment of the game in which they competed. This source is useful to my topic as it illustrates the larger industry-wide systemic misogyny which has yet to be properly addressed by industry leaders. This results in higher prevalence of misogyny and normalizes the exclusion of women in gaming, with the distinct possibility of reinforcing manosphere-centric ideals within gaming as a whole.

Deng, Z. (2024). "they don't mean to hurt": Female gamers' reluctance in recognizing and confronting sexism in gaming as an online-offline juxtaposition. *New Media & Society*, 28(1), 270–288. <https://doi.org/10.1177/14614448241287831>

This qualitative study's goal was to better identify the traits within gaming that female gamers find sexist, the reactions of female gamers to sexism in video

gaming, and what factors decide their coping strategies within this framework. The information was collected via interview questions that were deliberately open-ended so that patterns of sexism would be identified by the respondents themselves. Participants responded that while online gaming's social aspect portrays the usual misogynistic trends as documented by other studies, there also remains a strong bias towards the "male gaze" in the actual content of many games. Many respondents cited the hyper-sexualization and objectification of women in games as a source of discomfort, and tacit reinforcement of misogynistic behavior. In response, many respondents took to either attempting to ignore content they found sexist or to not use voice chats when playing online games due to the associated social stigma. It was uncommon for sexist behavior to be directly confronted by female gamers despite the discomfort they expressed with the actions. This study is valuable to my proposal as it shows that sexism in gaming culture is extremely imbedded within the social fabric of the medium. The sexism present in gaming extends from the most casual level to highly competitive esports, and leaders within the industry do little to dissuade misogyny.

Kuss, D. J., Kristensen, A. M., Williams, A. J., & Lopez-Fernandez, O. (2022, January 21). *To be or not to be a female gamer: A qualitative exploration of female gamer identity*. MDPI. <https://www.mdpi.com/1660-4601/19/3/1169>

In this study, qualitative interview questions were asked with the goal of showcasing the positive interest of women in gaming despite negative experiences. The interviews consisted of a video interview with one of the paper's authors and a written interview portion with open-ended questions. When questioned about their identity as "female gamers" given the prerequisite for the study, the respondents would either opt to simply drop the "female" and primarily take the label of "gamer" sans gender or deny the label as being descriptive of them whatsoever. Additionally, female gamers reported that they felt discouraged at revealing their gender as such due to perceived in-game social stigma. However,

despite the negatives reported, many of the women responded that gaming gave similar benefits as male gamers (i.e., immersion, social connection, and achievement.) This data is important for my research proposal as it highlights the artificial nature of the gender disparity in gaming culture. Gender does not play a significant role in terms of motivations for seeking out video games, but women see greater harassment and negative feedback compared to men in these online spaces. This leads to an experience that is negatively tainted by the manosphere for women and normalizes negativity towards women in those who participate in any aspect of gaming.

McLean, L., & Griffiths, M. D. (2018). Female gamers' experience of online harassment and social support in online gaming: A qualitative study. *International Journal of Mental Health and Addiction*, 17(4), 970–994. <https://doi.org/10.1007/s11469-018-9962-0>

This qualitative study was conducted with the goal of expanding upon female gaming studies as a whole and exploring female social support while playing online video games. Specifically, the study looks at how online video games often require teamwork and coordination, and how negative social support adversely impacts female gamers. The data were collected via an online discussion forum as well as posts from 271 female gamers which were analyzed thematically. The data showed female gamers were likely to play anonymously (as to hide their gender identity), playing alone, or frequently moving “groups.” This study is important for my research proposal as it shows the reinforcement of negative female gamer experiences due to social ostracization in online gaming. Many female gamers in this study reported feelings of anxiety and loneliness due to repeated negative social interactions, and the male-dominated social order is a prominent example of how additional preventative research is necessary.

Vermeulen, L., Van Bauwel, S., & Van Looy, J. (2017). Tracing female gamer identity. an empirical study into gender and stereotype threat perceptions. *Computers in Human Behavior*, 71, 90–98.
<https://doi.org/10.1016/j.chb.2017.01.054>

The study seeks to determine how the label of “gamer” is self-applied to the identity of women, including how women do or do not self-conceptualize themselves with a gaming identity. The study collected data by survey, only looking at respondents who were both female and had played video games at any time in their past. The study found that women who feel more strongly connected to other women are less likely to consider themselves a “gamer”, and vice versa. As can be seen by the study, the cultural perception of gaming has shifted into masculine territory despite women making up 40-50% of all gamers. This study is useful to my proposal as it incorporates how the social perception of what a “gamer” is and is not both reinforces and is reinforced by the stereotype of gamers being only male. Additionally, the study found that the female respondents were motivated by “threat perception”, or the expectation of male hostility for “invading.” This is further evidence that the toxicity women experience is self-perpetuating, and that women experience negative gender bias on a regular enough basis to create gender norms.

Kuznekoff, J. H., & Rose, L. M. (2012). Communication in multiplayer gaming: Examining player responses to gender cues. *New Media & Society*, 15(4), 541–556. <https://doi.org/10.1177/1461444812458271>

The study seeks to find how the online gaming community react to women and men differently via voice communications. The study was conducted on Halo 3 for the Xbox 360 online matchmaking. Interactions were coded for negative, positive, and neutral reactions to prerecorded voice lines that were played over the voice chat feature of the game. The researchers found that the “female” voice

received over 3 times as many negative interactions despite conveying the same information. This research is important to my study as it shows a quantitative measurement of female-targeted hostility within online gaming communities instead of surveying individual women. This illustrates the nature of the male-dominated space and how women receive far more repeated negative interaction than their male counterparts.

Runions, K. C., & Bak, M. (2015). Online Moral Disengagement, Cyberbullying, and Cyber-Aggression. *Cyberpsychology, Behavior, and Social Networking*, 18(7), 400–405. <https://doi.org/10.1089/cyber.2014.0670>

This research functions as a literature review on the nature of cyberbullying. More specifically, it examines how online spaces can serve to inadvertently encourage demeaning and verbally aggressive behavior via the alienation of the victim(s) and the anonymity of the perpetrator(s). The article makes specific mention of how information and communications technology (ICT) facilitates near-constant contact with the outside world. While online gaming is not as pervasive as modern social media usage, it still operates under the affordances of other ICT avenues. This is integral to my study as it illustrates how in spite of misogyny being publicly seen as uncouth it continues to affect women in private online spaces.

Drakett, J., Rickett, B., Day, K., & Milnes, K. (2018). Old jokes, new media – Online sexism and constructions of gender in Internet memes. *Feminism & Psychology*, 28(1), 109–127. <https://doi.org/10.1177/0959353517727560>

The study examines how online humorous images or “memes” function as an avenue for sexist sentiments to be communicated en masse in internet circles. The study searched the top 80 highest-rated “memes” on three different websites (memegenerator.net, quickmeme.com, weknowmemes.com/generator) and examined each for sexist or “gendered” humor. The researchers concluded that the online

“meme” scene communicated many “heteronormative, masculinized identities” and that the culture was therefore dominated by these sentiments. This is important to my research as it shows how online spheres are typically dominated by patriarchal norms despite it not specifically having to do with online gaming.

Fox, J., & Tang, W. Y. (2014). Sexism in online video games: The role of conformity to masculine norms and social dominance orientation. *Computers in Human Behavior*, 33(33), 314–320. <https://doi.org/10.1016/j.chb.2013.07.014>

The study conducted research along several metrics, including social dominance orientation, lifetime video game play, conformity to masculine norms, empathy, and its own Video Game Sexism Scale (VGSS.) The study sought to examine how both men and women’s views of gender roles, gender equality, and empathy affected their beliefs towards women in gaming. The study concluded that men are often hostile to women in online gaming environments to both “prove” their heterosexuality to other men via sexual harassment and to exercise power over women in a field that rewards them for doing so. This is important to my study as it shows the incentives men have for engaging with the toxic masculine atmosphere many online gaming cultures have.

Adefope, O. A., & Fatih Bayraktar. (2025). Social Identity Framework and Gender-Based Harassment in Digital Gaming Spaces: A Scoping Review. *Human Behavior and Emerging Technologies*, 2025(1). <https://doi.org/10.1155/hbe2/1811677>

The study seeks to map male gamer identity in order to better understand the more negative aspects of male behavior and how it affects women. “Gamer” as an identity is often seen socially as inherently “male”, which leads to women being seen as a “socially invasive” outgroup. This is important to my research as it maps

the behavior of male gamers in order to understand the causal mechanisms behind harassment of female gamers.

Part 1d: Reference List

- Crothers, H., Scott-Brown, K. C., & Cunningham, S. J. (2024). 'It's Just Not Safe': Gender-based harassment and toxicity experiences of women in esports. *Games and Culture*. <https://doi.org/10.1177/15554120241273358>
- Deng, Z. (2024). "they don't mean to hurt": Female gamers' reluctance in recognizing and confronting sexism in gaming as an online-offline juxtaposition. *New Media & Society*, 28(1), 270–288. <https://doi.org/10.1177/14614448241287831>
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- Vermeulen, L., Van Bauwel, S., & Van Looy, J. (2017). Tracing female gamer identity. an empirical study into gender and stereotype threat perceptions. *Computers in Human Behavior*, 71, 90–98. <https://doi.org/10.1016/j.chb.2017.01.054>
- Kuznekoff, J. H., & Rose, L. M. (2012). Communication in multiplayer gaming: Examining player responses to gender cues. *New Media & Society*, 15(4), 541–556. <https://doi.org/10.1177/1461444812458271>

- Runions, K. C., & Bak, M. (2015). Online Moral Disengagement, Cyberbullying, and Cyber-Aggression. *Cyberpsychology, Behavior, and Social Networking*, 18(7), 400–405. <https://doi.org/10.1089/cyber.2014.0670>
- Drakett, J., Rickett, B., Day, K., & Milnes, K. (2018). Old jokes, new media – Online sexism and constructions of gender in Internet memes. *Feminism & Psychology*, 28(1), 109–127. <https://doi.org/10.1177/0959353517727560>
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- Adefope, O. A., & Fatih Bayraktar. (2025). Social Identity Framework and Gender-Based Harassment in Digital Gaming Spaces: A Scoping Review. *Human Behavior and Emerging Technologies*, 2025(1). <https://doi.org/10.1155/hbe2/1811677>

Research Designs: You’ve already described the paradigm that your project falls under. Remind the reader of this and then also identify the broad methodological approach (qualitative or quantitative) and the specific method that you will use in the proposed study. This can be done in one or two sentences.

We will be viewing our research data through an interpretive paradigm. Research under the interpretive paradigm assumes that both reality and truth are subjective, requiring a gathered consensus from many individuals to establish the truth. Following that philosophy, we will be analyzing and codifying the collected data via qualitative methods. Furthermore, the nature of the subjective experiences of women require qualitative research more than quantitative.

Population(s): Describe the populations you intend on studying. Describe the geographic location of the population, demographic characteristics, other characteristics, etc. The appropriateness of your sample should be clear.

The population we plan on studying are adults who identify as women within online gaming communities in the United States. These communities could form around any type of online game that involves communication between players (and therefore resulting in a subculture.) Due to the nature of online communication methods, there is no specific geographic limit on the study's population. However, we will be limiting participants to those who reside within the United States and are fluent in English. Finally, participants must have had some form of experience with both online gaming as well as online gaming communication sites.

Sample(s) and Sampling Strategies: In this part of the method section, you should describe the participants you propose studying. Include who they will be (demographic characteristics), how many individuals will be included in your study, and how they will be recruited (sampling strategy). Include details about unique features that may set your sample apart from the general population. Specifically note if your study limits participation in any way. For instance, participants must be at least 18 years old and enrolled in college or registered to vote. Think about what's important/makes sense for your study.

The participants which we are seeking to collect data from for this study are American adults ages 18 to 45 who identify as women within online gaming communities who have had past experience with both online gaming as well as online gaming communication sites and speak fluent English. We proposed recruiting 25 to 30 participants as this will likely result in appropriate data saturation. The sampling strategy which we will use in the research is the volunteer

strategy. The volunteer strategy will be utilized as all interactions with participants will occur digitally and online, with participants choosing to partake in the research of their own volition. The study limits participation as it restricts participants to adult women ages 18 to 45 and disallows interaction with individuals outside of those ages. While children and teenagers aged 13 to 17 may share similar experiences as the adult participants, they are disallowed from participation to avoid any ethical issues regarding children consenting to research studies. Additionally, the study is geographically limited to participants who reside within the United States and are fluent in English as it will make it easier to codify the collected data based off of similar contexts.

Data Collection Methods and Procedures: Briefly describe the procedures you propose using to collect data (e.g., surveys, interviews, observations). This should go into some detail, even though it may be brief. What steps will you take to actually collect data? In this section, you should also explain why specific methods were chosen over others. This rationale is important for demonstrating that the methods you've chosen are appropriate for answering the research question(s) and appropriate for the nature of the study.

The primary data collection methods will be surveys and structured interviews offered to adult women with experiences in online gaming communities. These surveys will primarily be disseminated via online communication sites such as Discord, subreddits, and other gaming specific communities. After a brief vetting period, participants will have the option to either complete the survey or sign up for a 30 – 45-minute zoom interview. The interviews will follow a guideline that establishes codes for harassment experiences and coping methods which may have arisen from said harassment. The participant will sign an informed consent form wherein they are asked to consent to the meeting audio being recorded for ease of

data collection. The data from both surveys and interviews will be safely stored in an online database that will represent the anonymity of the participants.

Interview Guidelines: What are you studying (concepts)? If you are proposing a qualitative study, you should create the guide you will use to collect data (observation protocol or interview/focus group guide).

For qualitative studies, you should also describe how your interview questions are aligned with and support the theory that you are using in your study.

This study will examine how women experience sexism and gender-based violence in online gaming interactions through a qualitative, interpretive paradigm using structured interviews and surveys through online gaming communication sites. Due to the nuanced reality of the interpretive paradigm, we will be using structured interviews with clearly predefined terms as they relate to the data collected from the study.

Introduction interactions:

Interviewer will introduce themselves to the participants and establish a brief connection, making an effort to help the participant to be more comfortable while maintaining professionalism.

Throughout the interview, the interviewer will ensure that they listen carefully and don't rush the participant as they may discuss private or painful memories and experiences.

Interview questions:

1. Can you please tell me about your background as a female gamer, maybe some of your favorite games or online communities? In those communities do you prefer to remain anonymous or is your gender and/or sex identity public?
- Reasoning: We wish to begin with simple questions and move up to more complex or difficult questions, additionally it will be important to establish a

baseline for the data collected from participants. Additionally, as the online disinhibition theory is our guiding framework we need to establish whether the participant remained anonymous.

2. Have you had any negative experiences within these communities that made an impact on you?
 - Reasoning: We will try to encourage the participant to open up without guiding questions.
3. Have you experienced harassment from other players within online communities? Did those experiences impact your likelihood to continue participating in those communities?
 - Reasoning: After allowing the participants opportunity to share without specific prompting now we will attempt to guide the conversation without controlling.
4. Have you witnessed other women experience harassment in online communities? How did you or others around you respond?
 - Reasoning: The purpose of this question is to determine if the participant has witnessed harassment on a community-wide basis.
5. Do you feel as if your gender or sex identity affects the way other players in the community view/treat you?
 - Reasoning: We wish to discover if the participant experienced sexism outside of harassment in the online communities.

Conclusion interactions

The interviewer will thank the participant for their time and contributions to the study, emphasizing the impact that their participation in the study could make on the future of women's experiences with online gaming communities.

Data Analysis Approach: Describe how you will analyze the data you collect. Remember, as a class, we are deciding on the paradigm that we will be using for the semester. Your data analysis must be appropriate to

respond to the research question or hypothesis you have proposed. Your data analysis must go beyond frequencies and vibes.

We will analyze the collected data through the interpretive paradigm. This means that we will be establishing codes for specific themes that occur in participants experiences. These codes will simplify and organize the data into manageable portions. The following list includes the thematic codes that are relevant to this study:

- Sexism
- Gendered violence
- Harassment
- Sexual harassment
- Exclusion
- Gendered norms
- Identity
- Microaggressions
- Manosphere

Part 2b: Project Preparation

Resources Needed: List the resources that you will need to carry out your project. You will need time! Will you need a computer? An iPad? A phone to record an interview? A space to conduct focus groups? **Note, you should have access to all of the resources you need to carry out this project.

In order to complete this study, we will need the following resources:

- Access to a computer and internet
- Access to online gaming communication sites
- Access to digital writing software such as Microsoft Word, Microsoft Excel or Google Docs.

- An account with Zoom or other online meeting sites in order to conduct interviews
- Access to online survey dissemination sites such as SurveyMonkey, Qualtrics, Google forms etc.
- Access to headphones or earbuds with microphones for conducting interviews

For this study our researchers will need an estimated nine months for the completion of the research. The head researcher requests a stipend of \$7,200 for 360 hours of work on the study.

Access and Skills: Describe the access you have to actually carry out this study. You should include a description of the access you have to your proposed population and sample. You should also describe the skills you have to analyze the data you intend on collecting.

As a woman who is a member of many online gaming communities, I have both personal experience with harassment in online gaming communities and access to many peers who have also experienced it. I have access to the proposed population as they are more likely to feel safe to share their experiences with. The following skills will be utilized during access to the proposed population:

- Listening skills
- Writing ability
- Qualitative data review skills
- Digital communication skills
- Data analyzation abilities

