# Article information:

Video games with porn-type heroines are harming children, body image experts say | Daily Telegraph  
<https://www.dailytelegraph.com.au/news/nsw/video-games-with-porntype-heroines-are-harming-children-body-image-experts-say/news-story/e042e2f34e1e91763925d68f76095352>

# Article summary:

1. Body image experts warn that video games with porn-type heroines are harming Australian children.

2. The increasingly graphic sexual poses and depictions of women in mainstream video games fuel harmful stereotypes and body dysmorphia.

3. The depiction of women in video games is negatively affecting both boys and girls, contributing to a culture of self-surveillance and over-sexualization.

# Article rating:

Appears moderately imbalanced: The article provides some useful information, but is missing several important points or pieces of evidence that would be required to present the discussed topics in a balanced and reliable way. You are encouraged to seek a more balanced perspective on the presented issues by exploring the provided research topics and looking at different information sources.

# Article analysis:

The Daily Telegraph has published an article claiming that video games featuring female characters with “impossibly big breasts” and unrealistic bodies are harming Australian children. The report cites concerns from body image experts who argue that the increasingly graphic sexual poses and depictions of women in mainstream video games fuel harmful stereotypes and body dysmorphia. Among the characters singled out for criticism are Rainbow Mika and Laura Matsuda from Street Fighter V, and Honoka from the Dead or Alive franchise. The report also quotes research by the Salvation Army which suggests that only 16% of Australian girls are happy with their body weight. However, critics have argued that the article is one-sided, lacking in evidence to support its claims, and potentially biased against video games.

# Topics for further research:

* Research on the impact of video games on body image and self-esteem
* Criticisms of the Salvation Army's research methodology on body image in Australia
* Discussions on the portrayal of women in video games and its effects on gender stereotypes
* Debates on the role of parents and guardians in regulating children's exposure to video games
* Analysis of the potential biases and agendas of media outlets reporting on video games
* Studies on the prevalence and effects of body dysmorphia in young people in Australia

# Report location:

<https://www.fullpicture.app/item/9601a62b72874f188ec171bf423c0341>