# Article information:

Pocket - Why I don't play League of Legends&colon; sexualization
<https://getpocket.com/read/2314212306>

# Article summary:

1. The article discusses the sexualization of female characters in League of Legends, particularly Miss Fortune's unrealistic proportions and revealing outfit.

2. While not all female champions are sexualized, many fall into an "in-between" category with some sexualization present.

3. Male characters in the game are not presented in a sexualized manner, highlighting a double standard in character design. The author calls for action to address this issue.

# 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 article titled "Why I don't play League of Legends: sexualization" is a critical analysis of the female characters in the popular game League of Legends. The author argues that many of the female characters are blatantly sexualized, with unrealistic proportions and revealing outfits. The article provides evidence to support this claim, including comparisons to real-life cosplays and screenshots from the game.

However, the article does have some potential biases. For example, the author only focuses on the sexualization of female characters and does not mention any positive aspects of the game or its characters. Additionally, while the author acknowledges that not all female characters are sexualized, they do not provide a balanced analysis of these characters or explore why some may be more sexualized than others.

The article also makes some unsupported claims, such as when it suggests that Riot Games should "know better" than to sexualize their female characters. While it is certainly valid to criticize companies for perpetuating harmful stereotypes and objectification, it is unclear what specific actions Riot Games has taken (or not taken) in regards to this issue.

Furthermore, while the article provides examples of sexualized female characters, it does not explore counterarguments or alternative perspectives. For example, some players may argue that these character designs are simply meant to be visually appealing and do not necessarily reflect real-world standards or expectations.

Overall, while the article raises important points about representation and objectification in video games, it could benefit from a more balanced analysis and exploration of alternative perspectives.

# Topics for further research:

* Counterarguments to sexualization in video games
* Positive aspects of female characters in League of Legends
* Factors influencing the sexualization of female characters in video games
* Impact of sexualized character designs on players
* Criticisms of Riot Games' handling of representation in League of Legends
* Historical context of sexualization in video games

# Report location:

<https://www.fullpicture.app/item/a5a5d8b155a05c5d20a769215435ad0c>