# Article information:

Off the Rack ~ Boobs & Video Games – hourglassy.com  
<https://hourglassy.com/2012/09/off-the-rack-boobs-video-games/>

# Article summary:

1. Video gaming is often misogynistic and designed to titillate young, straight males.

2. The MMO "Guild Wars" offers a refreshing change with character designs that include variety in body shapes, curviness, muscle definition, and costumes.

3. The game's character designs are not only gorgeous but also do not sexualize non-human characters with human female sex characteristics.

# 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 "Off the Rack ~ Boobs & Video Games" by a writer on hourglassy.com discusses the issue of misogyny in video games. The author acknowledges that nearly half of gamers worldwide are women, yet they are not widely accepted in the gaming community. The article highlights the prevalence of sexualized female characters in video games and how this contributes to the problem.

The author provides examples of video games with character designs that are clearly designed to titillate young, straight males. For instance, "Soul Calibur" has some of the most boobalicious character designs going, and even in "World of Warcraft," non-human races such as goblins and cow-people still have human female sex characteristics and oftentimes cleavage. The author argues that this is why misogyny is rampant in video gaming.

However, the article also presents an alternative view by discussing a new MMO game called "Guild Wars," which offers variety in body shapes, curviness, muscle definition, and costumes. The author praises this game for its inclusion of different body types and skin colors for both male and female characters.

While the article raises valid concerns about misogyny in video games, it does have some potential biases. For example, it assumes that sexualized female characters are solely designed to titillate young straight males without considering other possible reasons for their inclusion. Additionally, while the author praises "Guild Wars" for its inclusivity, there is no mention of any potential drawbacks or criticisms of the game's character designs.

Overall, while the article provides some valuable insights into misogyny in video gaming and offers an alternative perspective on inclusive character design, it could benefit from exploring counterarguments and acknowledging potential biases.

# Topics for further research:

* Criticisms of character designs in Guild Wars
* Reasons for sexualized female characters in video games
* Impact of video game representation on marginalized groups
* History of misogyny in the gaming industry
* Representation of non-binary and LGBTQ+ characters in video games
* Role of gamers in promoting inclusivity in the gaming community

# Report location:

<https://www.fullpicture.app/item/bc63e2fbb02c85eb1d4dfb631b979073>