# Article information:

Pocket - Bungie Art Grrrl McLees
<https://getpocket.com/read/3753919661>

# Article summary:

1. Lorraine McLees is an artist, art director, graphic designer, and illustrator at Bungie who creates high-resolution art for various products.

2. She has worked on the environment design for Halo 2 multiplayer levels and has had some of her ideas incorporated into the game.

3. McLees discusses her experiences as a woman in the video game industry and offers advice to those interested in pursuing a career in video game art.

# 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 provides an interesting insight into the life and work of Bungie artist Lorraine McLees. However, there are some potential biases and missing points of consideration in the article.

Firstly, the article focuses heavily on McLees' experiences as a woman in the video game industry, but does not explore the experiences of other women in the industry or provide any statistics on gender diversity in gaming. This could be seen as one-sided reporting that only presents McLees' perspective.

Additionally, while McLees discusses her experiences with sexism and objectification in the industry, there is no exploration of how these issues affect women who are not in positions of power like McLees. The article also does not address any potential risks or negative consequences for women who speak out about these issues.

Furthermore, while McLees discusses her love for video games and their role as entertainment, there is no exploration of potential negative effects of violent video games on players or society as a whole. This could be seen as promotional content that only presents a positive view of video games without acknowledging any potential drawbacks.

Overall, while the article provides interesting insights into McLees' work and experiences, it could benefit from exploring a wider range of perspectives and considering potential risks and drawbacks associated with video games.

# Topics for further research:

* Gender diversity in the video game industry statistics
* Experiences of women in non-leadership positions in the video game industry
* Risks and consequences for women speaking out about sexism in the video game industry
* Negative effects of violent video games on players and society
* Criticisms of the video game industry's portrayal of women
* The role of video games in shaping societal attitudes towards violence and gender roles

# Report location:

<https://www.fullpicture.app/item/c3b2702e151fc2003522e459087d0fb1>