



# Gender Divide and the Computer Game Industry (Advances in Human and Social Aspects of Technology)

*Julie Prescott*

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While women maintain an increased visibility in the games culture, the issues involving gender in computing gaming is still relevant; and it is evident that the industry could benefit from the involvement of women in all aspects from consumer to developer.

**Gender Divide and the Computer Game Industry** takes a look at the games industry from a gendered perspective and highlights the variety of ways in which women remain underrepresented in this industry. This reference source provides a comprehensive overview on the issue of gender, computer games, and the ICT sector. It supplies students and academics in numerous disciplines with the concerns of the computer games industry, male dominated occupations, and the complexity of gender in the workforce.

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