

4. Género e sexualidades

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Smriti Singh (India)¹

1 - Indraprastha Institute of Information technology-Delhi

Online gaming has been a widely studied area across the globe. Sexism and misogyny in online gaming has long dominated western academic interest in the study of online games.

Despite the expanding online gaming industry in the Indian context, similar studies examining similar tropes in online gaming in India are further far and few. Between the financial year (FY) 2018 to FY 2023, the revenues from the online gaming industry have more than doubled. Between 2010-2018 the number of online gamers in India increased nearly ten times (KPMG Survey, 2019). In the Indian context the studies focus on the psychological impact assessment of online gaming. Linkages between socio-cultural notions of masculinity and online gaming is still an area that is evolving.

This research uses qualitative and quantitative analysis to identify dominant tropes of masculinity and their performativity within the context of first person online shooting games. The study open up a dialogue in the field of online gaming masculinity in India. The methodology of the study was divided into three stages. The first stage focussed on semiotic analysis of online streaming videos to identify themes and tropes of masculinity among young-adult gamers juxtaposed against R.W. Connell's theoretical framework on masculinity and the works on masculinity in the Indian context. The second stage involved the student researchers taking turns playing the games and recording play-session observations. The study is still ongoing and at the third stage of collecting data from young adult gamers via online forms and in-depth interviews. The study seeks to identify patterns and tropes of masculinity among young adult gamers in India.

Palavras-chave : Online Gaming, Masculinity, India, First Person shooting games,