CS Video Game Proposal
ENTRE 494
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The idea of revealing roles of women in history who impacted technology greatly is an excellent way to represent women in technology. There are many women who are a part of technology's history who are simply forgotten. Time magazine did an article last year on this specific topic but more specifically cybersecurity. The roles these women play seemed to great to go unheard and yet they are.

The lack of representation for women in tech is a problem because representation is important. There's no disputing that there is a gender gap within the computer science field. Women are not at the forefront of tech now, in the classrooms, or in history despite their importance

It's evident amongst the average person and those who work in computer science that there is a lack and need for more women in tech. We're seeing more programs like Girls Who Code and Black Girls Code become popular and successful because of this lack. This lack is the cause for the gender gap in technology based fields. Without representation, young women aren't encouraged to pursue careers in computer science.

There are plenty of ways to combat this solution but no one solution can fix this problem single handedly. I believe that many people have worked to help solve the lack of women in tech problem but from an activist or hands on approach. This is beneficial because girl code camps provide hands on experience to girls. However, I haven't found many attempts to bring to light to women in history played an important role in technology, showing that we have been in tech and will always belong in tech.

A way to solve the lack of women in tech that I'm drawn to is to start encouraging young girls early on. Taking an educational approach as oppose to an activist approach in solving this problem is beneficial. There's always room for education and learning for young girls and this would be a step in the right direction. One way to engage children outside of the classroom is through games, video games. A light-hearted solution can very much be a video game that educates the players about the history of forgotten women in tech. The premise of the video game would be like a mystery game, something similar to Nancy Drew. The game would start off with the main player finding an old laptop that's full of forgotten history. The player would have to navigate through old files by solving puzzles and mysteries to piece things together. The history on the laptop would be about women in technology who played important roles but history's narrative wasn't in their favor. The opportunities for this game are endless, in addition to solving puzzles a story mode could be implemented and the player could play through the perspectives of different women from technology history.

The barriers that come to mind with this video game are creating the storyline, video game development and most importantly funding. Choosing a storyline and how the players in the game would navigate throughout the game. A lot of thought should be put into it because a good story is what will make the game, aside from graphics. Game development and figuring out both the programming and design portion of the game would be a challenge. I'm not a video game developer and have no experience in doing so, I'd have to immerse myself in the craft or hire a

team that can develop the game and see the vision I have for it, and possibly make it better. The biggest barrier would be figuring out funding and how everything will be paid for. Marketing, development and writing all rely on funding. An effective way to combat this barrier this is to start a go fund me or find a sponsor of some sort. Another more time-consuming way would be to budget personal funds into a savings account and personally fund the development of the game. That probably wouldn't be very feasible and that leads me to my final way to combat the funding barrier. Collaboration. Group collaboration can be an efficient goal because everyone has separate workloads and if everyone shares the same end goal, the final product would be that end goal.

There are different ways to assess a solution to a problem. A straight forward way to access the success of the game is to review the actual revenue and to analyze game traffic. Another, more interactive way to assess the success of a video game would be to host a pre-launch event for gamers to play the game before it releases to the public. This can help to determine and gauge player reactions and reviews to help make improvements before the game is released. Another way to access the success of the game is to review the actual revenue and to analyze game traffic.

This game has the potential to inspire young girls by simply representing them in a fun and engaging way. This representation encourages women to pursue careers not just in computer science but also STEM and other technology based fields. It's opens a door that shouldn't have been closed in the first place.