

Activity #3

Read and Respond

1. Read this NYT article: [Dozens of Women in Gaming Speak Out About Sexism and Harassment](#).

Write a response of **around 300 words** that answers these questions:

What were the events that prompted female gamers and streamers to begin sharing their stories about sexism and harassment on social media?

What is one of the specific women's stories, along with the corresponding responses/results?

What actions do you think would be most effective in creating structural change in the gaming industry?

2. Read this NYT article: [Chess \(Yes, Chess\) Is Now a Streaming Obsession](#).

Write a response of **around 300 words** that answers these questions:

Describe the viewing of live chess games in relation to the streaming statistics, and other games, that are mentioned in this article (make sure to mention the specific streaming platform and which Big Tech company owns it).

Describe how the accomplishments of a top player like Mr. Nakamura attracts attention from other media, and how that feeds back into the gaming culture.

How does your own experience of playing/watching/streaming games relate to any of this?

*Post your response (two separate ones, or together as one with a **combined total word count of around 600 words**) as a comment to "activity03" on Slack.*



ROBERT REINERS/GETTY IMAGES

Dozens of Women in Gaming Speak Out About Sexism and Harassment

By Taylor Lorenz and Kellen Browning June 23, 2020

After more than 70 allegations surfaced on Twitter this weekend, gaming companies and streamers responded with action. Some say it's the beginning of real change in the industry.

The New York Times



THOMAS WEHLE/TSM

Chess (Yes, Chess) Is Now a Streaming Obsession

By Kellen Browning September 7, 2020

Viewers are flocking to games during the pandemic, entranced by a charismatic grandmaster and his lightning-fast play.

The New York Times