

Carina de Assunção



EXPLORING ATTITUDES TOWARDS GENDER DIVERSITY INITIATIVES IN PORTUGUESE ESPORTS

A Questionnaire Study

Why Portugal?

01

Gender diversity ethos

Studies show indifference towards GD;
Girl Gamer festival.

02

Under-developed esports

Very few professional organisations.

03

Researcher former player

Researcher experience and familiarity with
esports scene.



Questionnaire study objective:

Explore the disposition towards gender diversity initiatives in the Portuguese population.

Interview findings (N=10):

- (1) Equity initiatives are imposed;
- (2) Portugal is too small to care (about equity);
- (3) Nepotism;
- (4) Self-preservation; and
- (5) Ubiquity of online toxicity.

Questionnaire study aim:

To assess the representativeness of the interview findings in a larger sample.

Female gamer stereotype adherence in Portugal.

--> adopted some items from FGSS (Yao et al 2023)



Reliance on men
in gaming

Lack of competence
in gaming

Gaming
preferences

The questionnaire

Variables:

Inclusion in videogames

Tournaments

Moderation teams

Campaigns (video elicitation tool)

Quotas

Anti-harassment policies

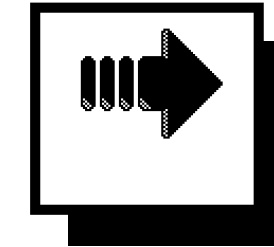
Codes of conduct

+FGSS items

- Lack of competence in gaming.
- Reliance on men in gaming.
- Gaming preference.

For each, 3 options:

- promote women
- promote LGBTQIA+ folks
- promote Portuguese folks

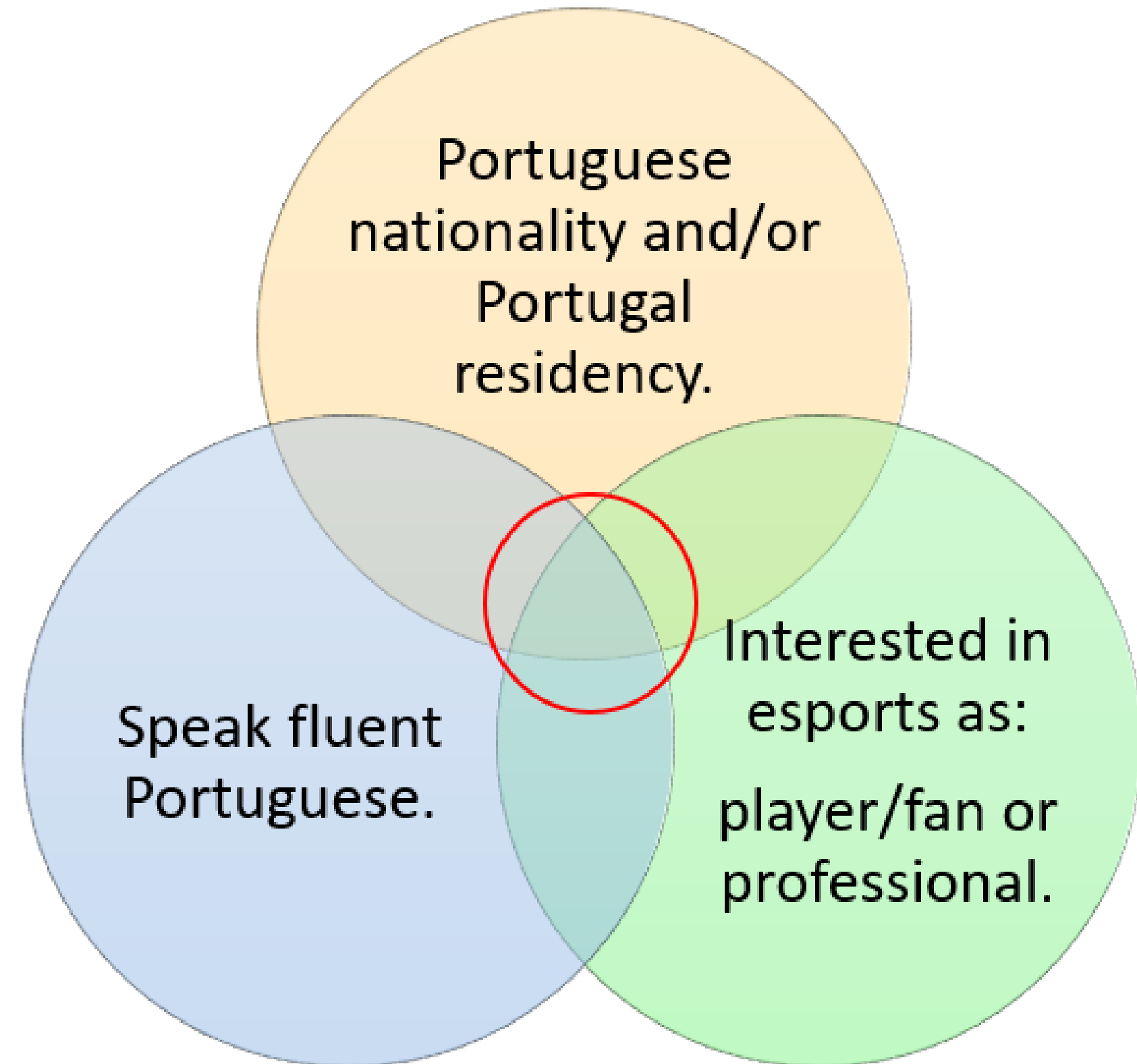


Demographics:

N = 180 --> 156

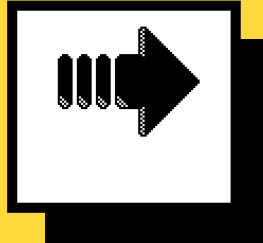
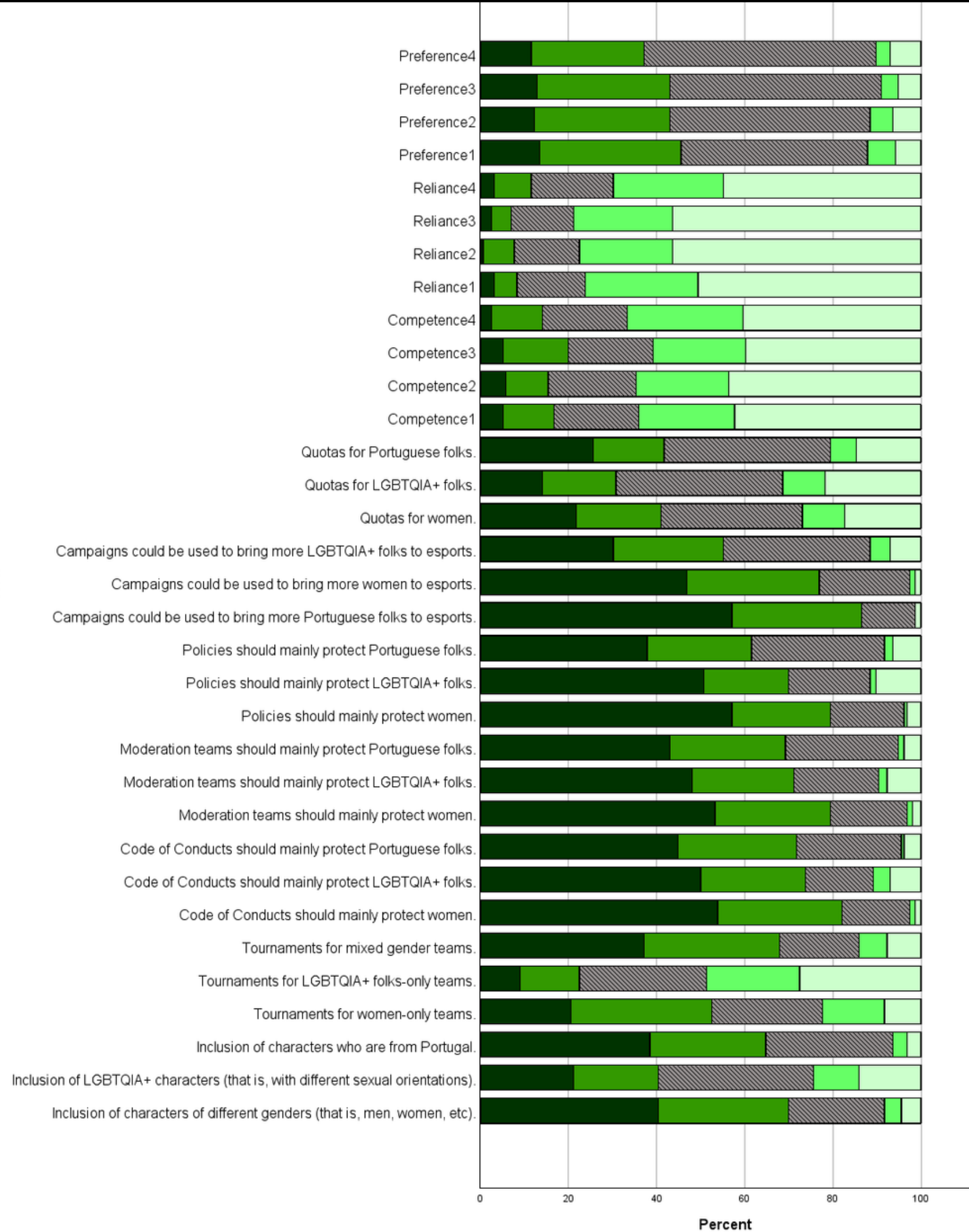
62% male
35% female
1 trans man
2 non-binary

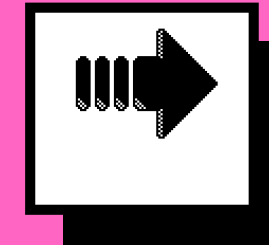
majority aged 16-25
ranged 16-50



Frequencies

Row

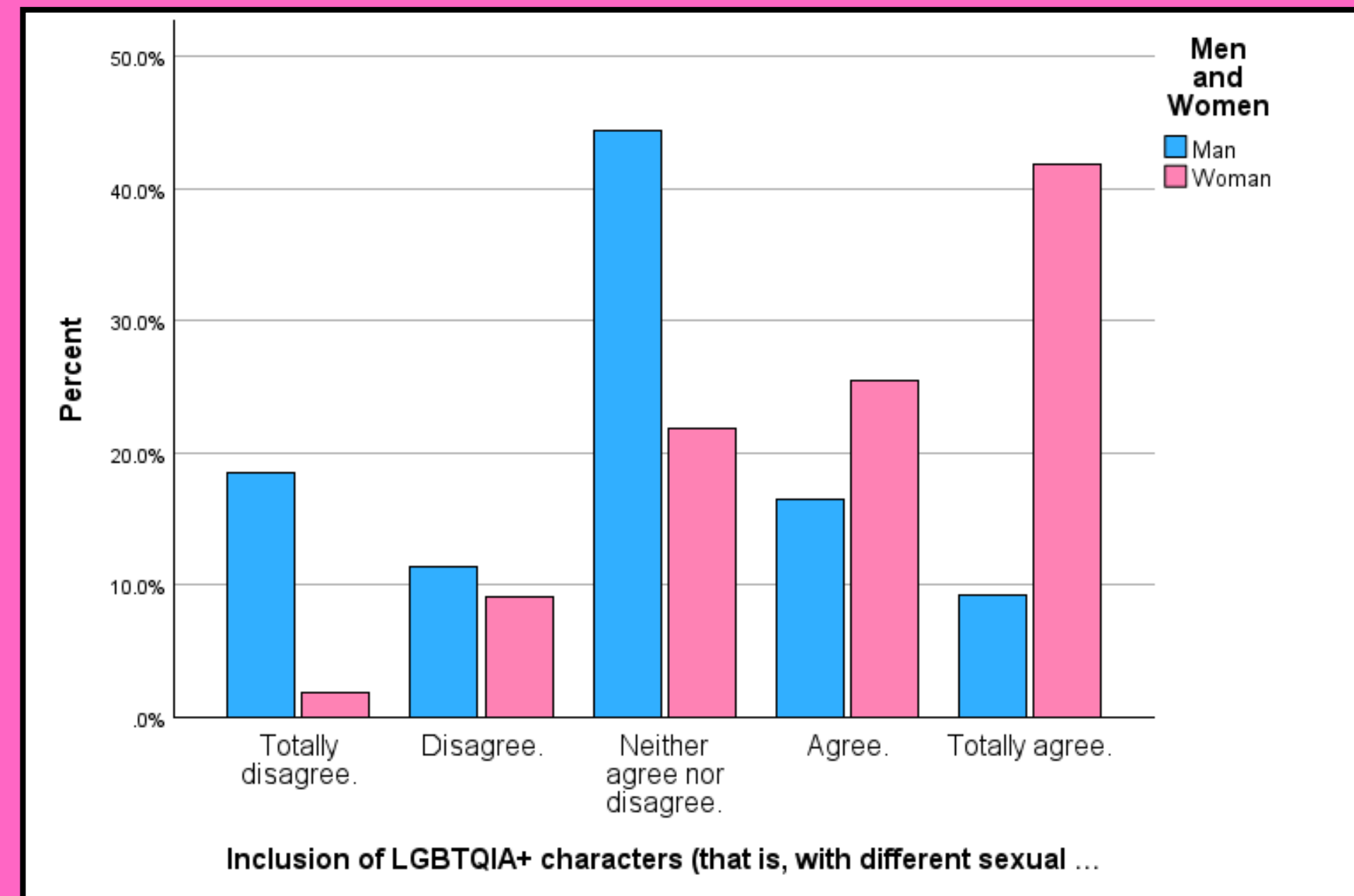




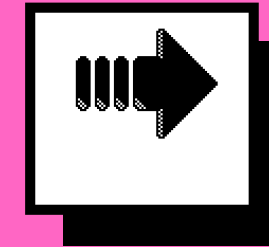
Gender analysis

Men and women differed significantly on:

- Inclusion of many gender expressions,
- Inclusion LGBTQIA+ orientations
- All tourneys initiatives
- Codes of conduct to protect Women&LGBTQIA+
- Moderation teams to protect LGBTQIA+
- Policies to protect women&LGBTQIA+
- Quotas for women&LGBTQIA+



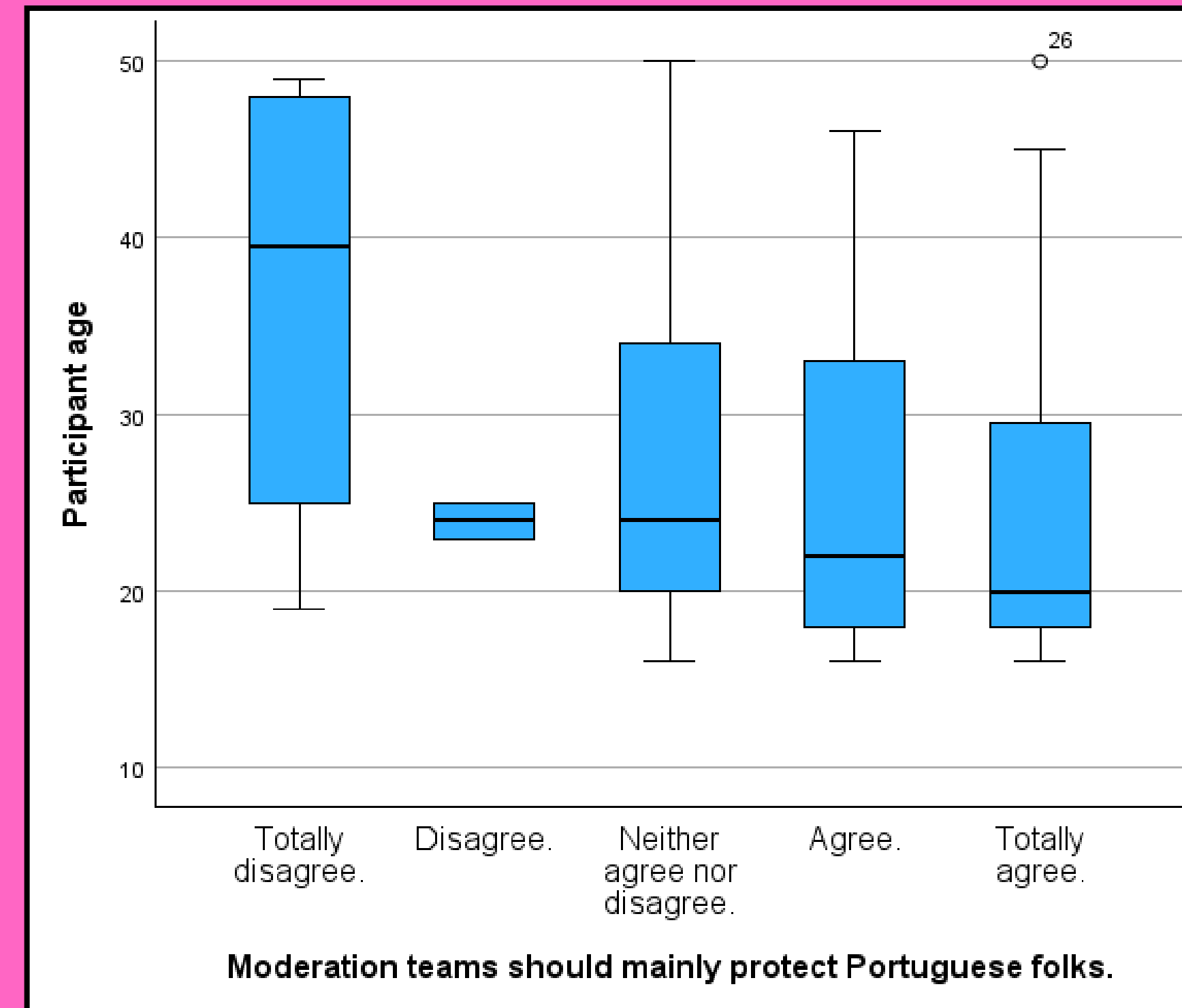
Age analysis



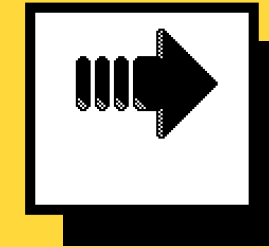
10/13

Participants' responses was significantly mediated by their age on:

- Inclusion of Portuguese characters
- Women-only tournaments
- Codes of conduct to protect Portuguese folks
- Moderation teams to protect Portuguese folks
- Campaigns to promote women&PT folks in esports
- Quotas for Portuguese folks.



Validity & Reliability



Exploratory Factor Analysis

- KMO sampling test OK
- 7 factors extracted from 13 items
- Varimax rotation PAF extraction
- Good fit overall though some crossloadings

F1: Female gamer competence

F2: Female gamer preference

F3: Initiatives for LGBTQIA+ folks

F4: Initiatives for Portuguese folks

F5: Female gamer reliance on men

F6: Quotas

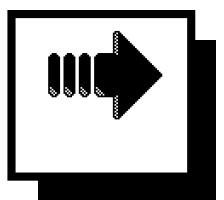
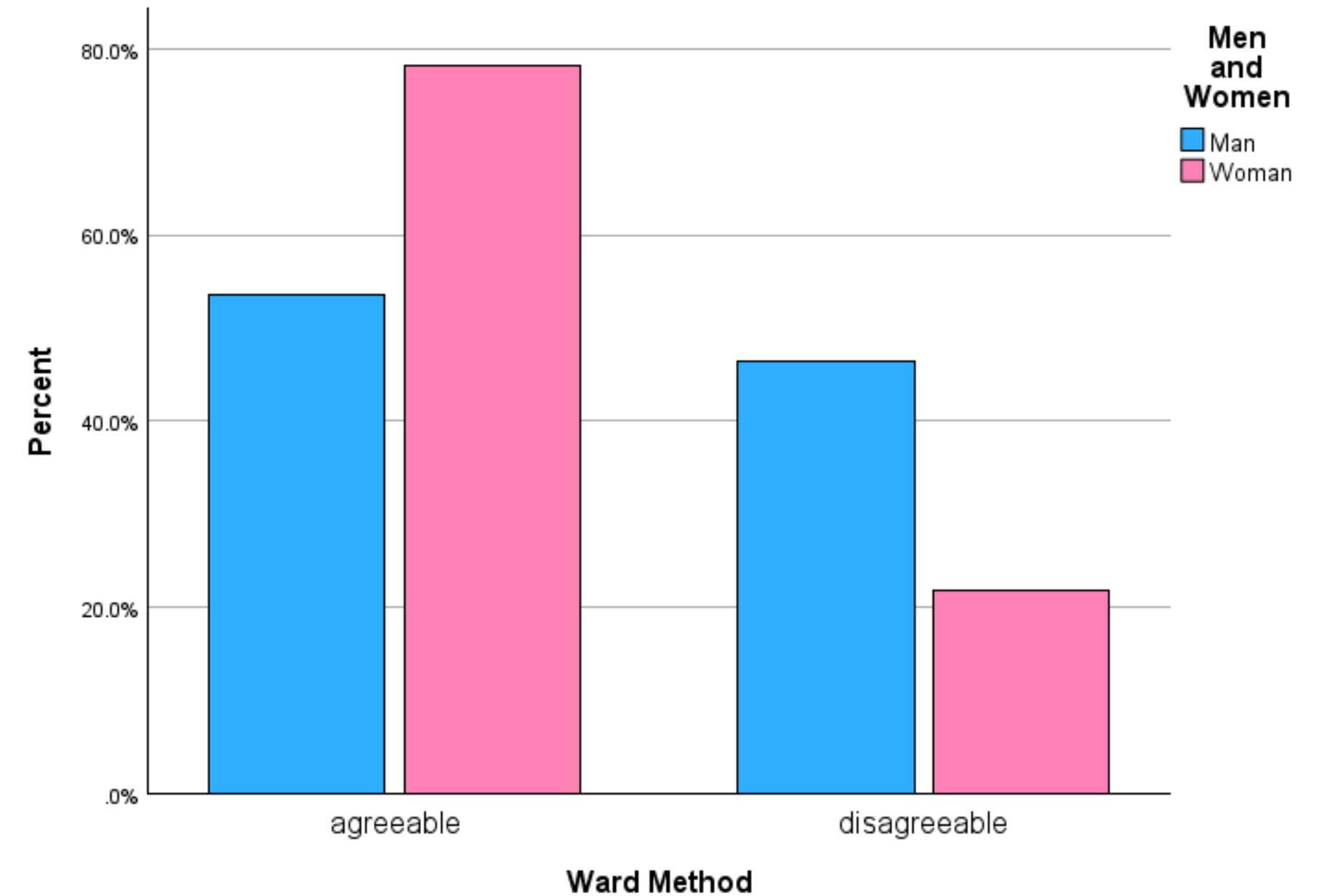
F7: Campaigns

Cluster analysis

Hierarchical & Two-step clustering

- 2 clusters
- one prominent group for GDI
- one prominent group against GDI

Cluster membership



Conclusion

01

Female gamer
stereotype not
adhered to.

02

Gender of
participant
predicted cluster
membership.

03

Interview
findings partly
replicated.



THANK YOU!
QUESTIONS?