Gender-Inclusivity Framework (GIF): Merging Gender into Game Design explores the need to consider gender nuances during game design. By applying an integrative approach for understanding and evaluating gender inclusivity in games, it presents a unique framework to conceptualise, design and evaluate gender-inclusivity in games. The Gender-Inclusivity Framework, which is research-based and grounded in quantitative experiments, offers the tools needed to transform the game design process to create a more gender-inclusive game. It introduces a gender-inclusive framework for game design; explains the common components that define gender-inclusivity in games; and defines a new measuring instrument for evaluating gender-inclusivity in games. This book will aid game designers, researchers and educators in broadening their work to integrate, create and implement gender-inclusivity in games systematically.

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