



# Women in Games: An Iranian Perspective

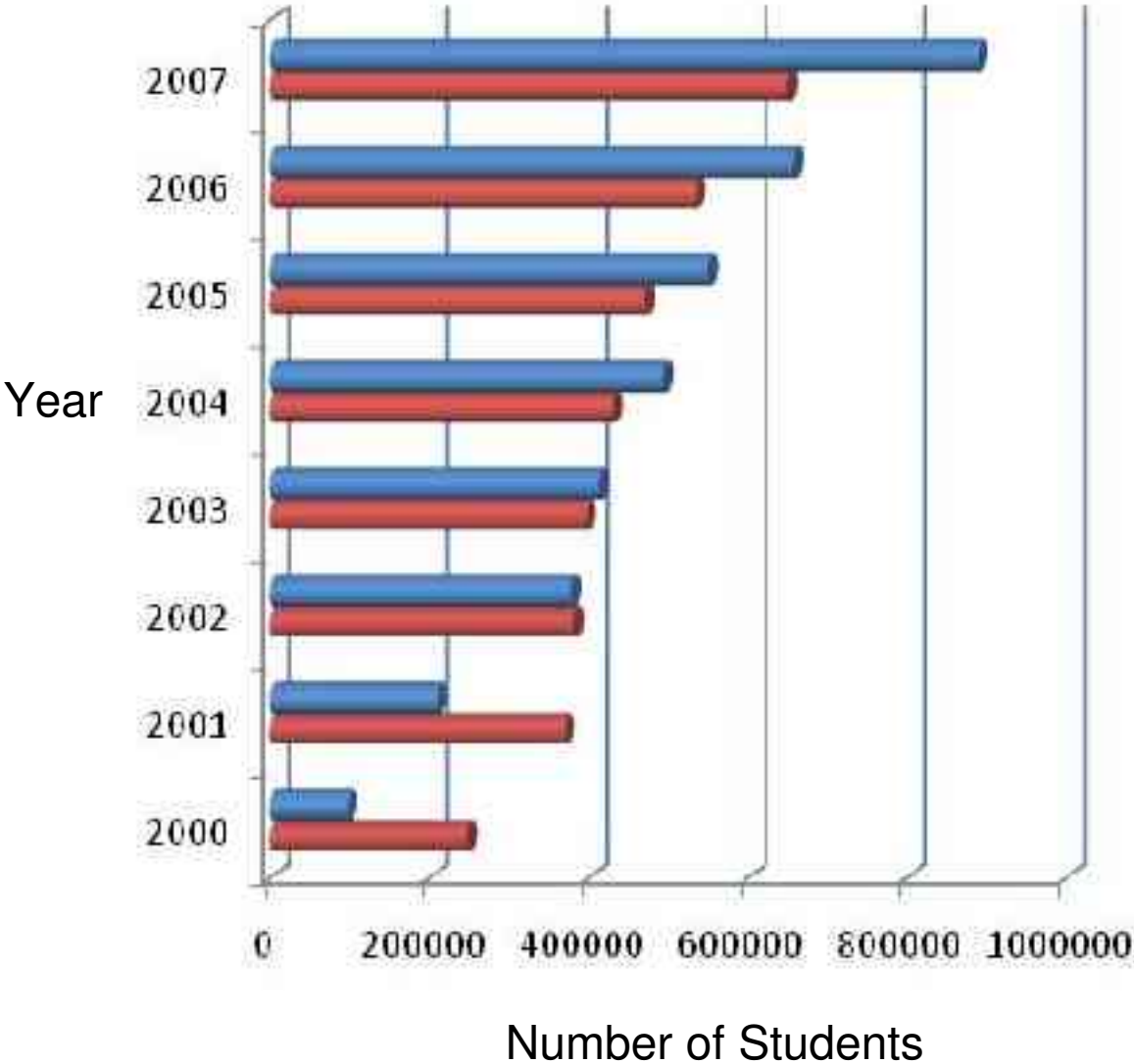
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# Increase in the Number of Female University Students



■ Female Students  
■ Male Students



# Female Students' Percentage in Different Academic Groups

<b>Main Academic Groups</b>	<b>2002</b>	<b>2007</b>
Medicine	64.99	62.7
Humanity	59.03	64.2
Sciences	62.05	66.3
Engineering	20.04	34.6
Horticulture and Veterinarian	20.34	45.7
Art	68.27	56.8

# Qom University Initiative











# Game Programming

- No specific course units in Iranian Universities.
- Computer Engineering students learn:
  - C++, C# and Java as part of their Programming Course Units
  - and Photoshop, Flash, OpenGL and DirectX in their Graphic and Multimedia Design course units.



# Amount of computer and mobile game play for 50 students

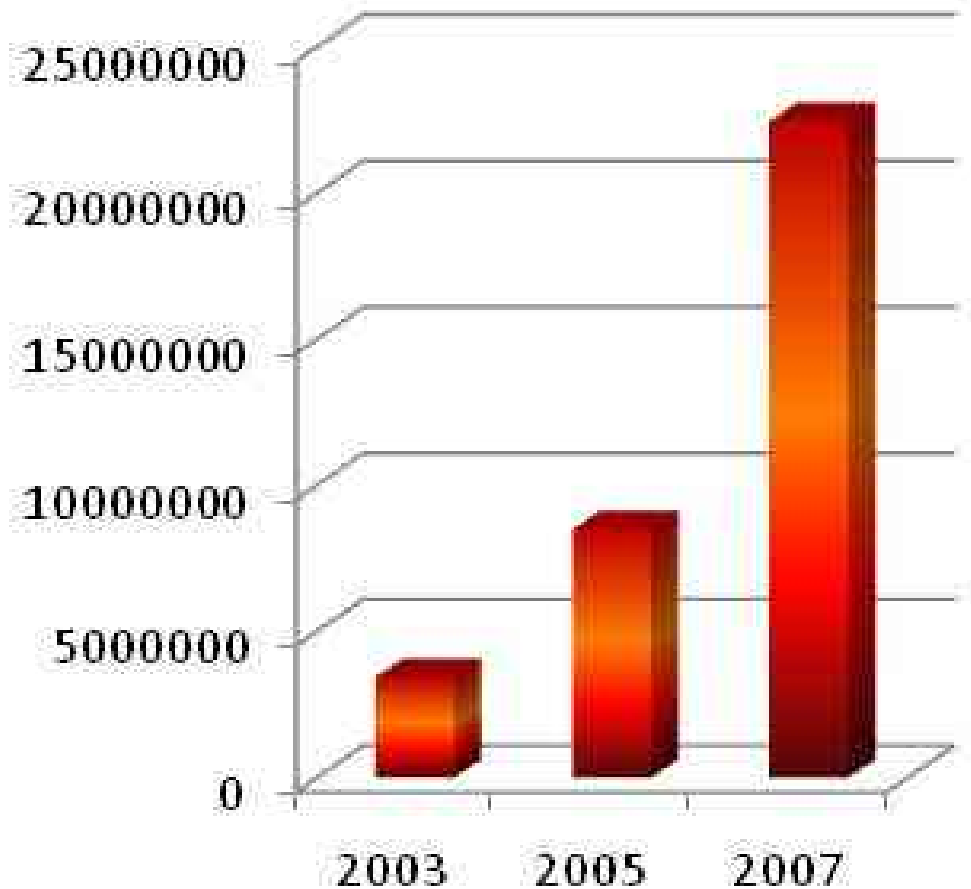
Amount of game play per week	No. of students play Computer games	No. of students play mobile games
I don't play at all	24	18
Less than 1 hour	20	28
More than 1 hour	6	4

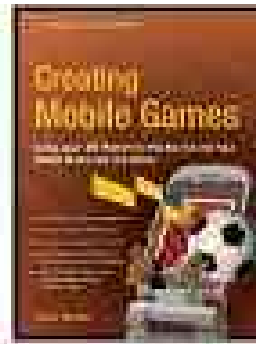
hour

# Percentage of students' game play with respect to genre of games

Game Genre	Percentage of students' play
<b>Sims Series</b>	<b>61</b>
First Person shooter	12
Sport	6
Fast paced games like car racing	58
Action adventure	42
Military games	5
Card games	76
<b>Word games and puzzles</b>	<b>94</b>

# Number of Mobile Phone Owners during 2003-2007

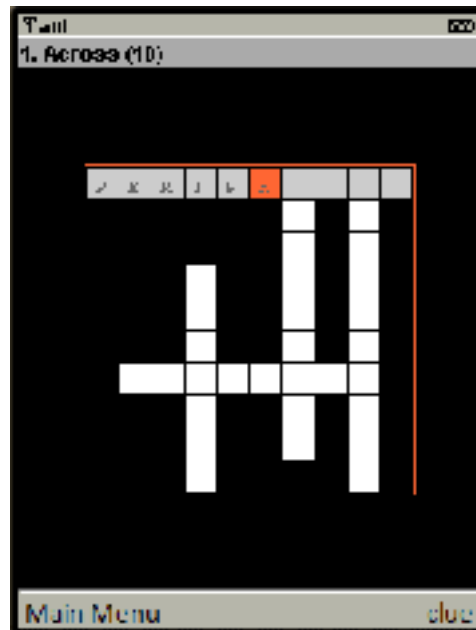




# Mobile Game Programming



# Mobile Games



# Game Industry in Iran. digital games and entertainment institute

- *Minai (2008) director of DGEI described computer games as a virtual form of life and believed that all games carry a message and hidden training.*
- *He specified “ DGEI promotes and supports any game developer with the intention of creating its product according to Islamic culture and values such as Islamic history, Quranic stories or themes related to preservation of national security and national culture”*



# Iranian Games

## Saving the Port



Operation 85: Hostage  
Rescue





# Games only Target boys



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Photo : Hassan Ghaedi

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# Islamic Games



# To increase interactivity: Option 1

- Let player act as God, prophets and saints





# Argument 1



- According to the Quran:  
*"Say: He is God the Only; God the Indivisible; He gives not birth, nor is He begotten, and He is, in Himself, not dependent on anything"*  
(Sura [112:1-4](#), Quran)

# Argument 2



- ‘God’ games entails acting in contradiction to God’s attributes, in Islam, such as being:

The most gracious,

The most merciful

The ever forgiving

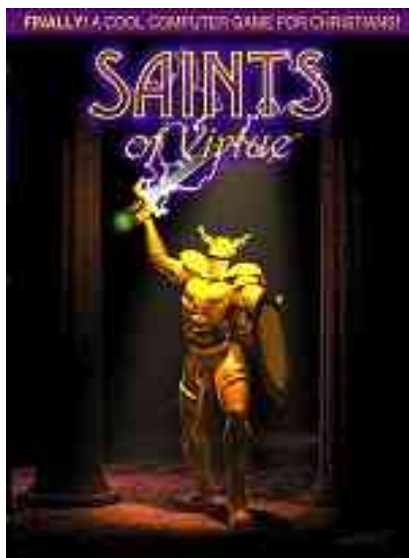
The ever providing,

The eternal lord (who never dies)

The supremely wise

# To increase interactivity: Option 2

- Fighting for God by overcoming enemies like pride, fear, vanity, and self-righteousness



# Illegal Games in Iran from 2008





# Sims popular with women:



# Games are ethical objects:

*“A game is a rule-based system with a variable and quantifiable outcome, where different outcomes are assigned different values, the player exerts effort in order to influence the outcome, the player feels attached to the outcome, and the consequences of the activity” (Juul, 2004).*



*Manhunt* is a game that provokes a moral experience by constraining the actions of the players accordingly to the fictional world.

*The Sims* offers a large degree of freedom to the players. But this freedom is encapsulated precisely by the rules.



# The Sims moral system:

Three basic arenas of life — relationships, careers, and housing — determine the mood of a character.





# Sims-Relationship

- *Love can be lucrative! A good strategy for quickly increasing funds is to persuade neighbors who live alone to marry you or move in. If they say yes, their net worth is added to yours. Now you can buy REALLY cool stuff.*



*(Source: Sims Official Strategy Guide)*

# Sims-career

- Job description 1 for counterfeiter (TSZ 2003):
- **Salary:** \$640  
**Time:** 21.00-3.00 (9.00pm-3.00am), Carpool arrives at 20.00 (8.00pm).  
**Requirements:** Friends: 6, Cooking: 1, Mechanical: 3, Charisma: 2, Body: 5, Logic: 2, Creativity: 3
- "You're getting more sophisticated. Why steal money when you and your gang can print your own? You're getting quite a reputation and people are seeking your advice. Better practice your



**Source: The Sims Zone**



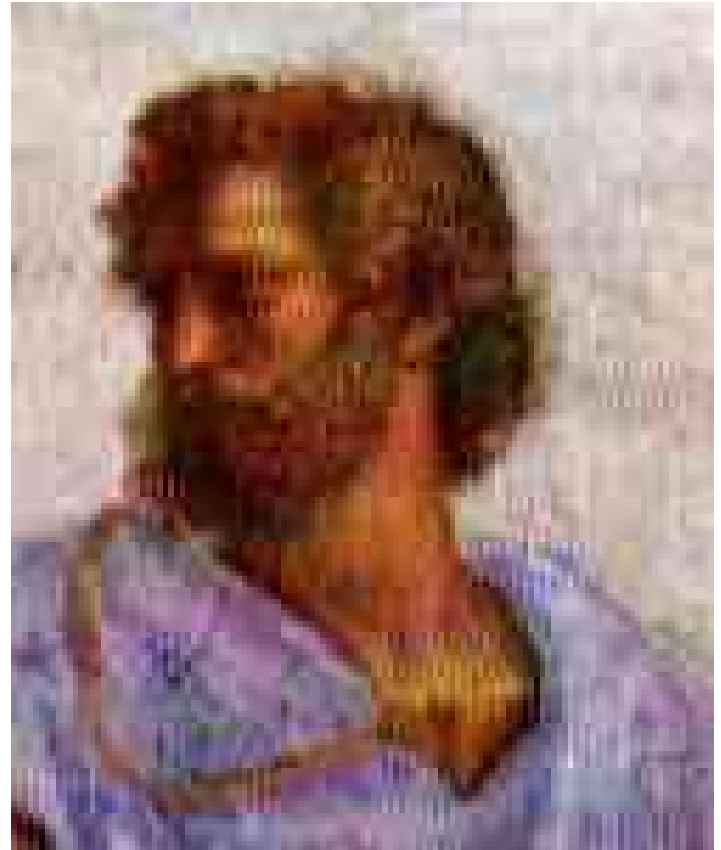
# Sims-Housing

- *“I played a couple with a baby early in their relationship. They lived in a modest home with low-end furniture and few entertainment options. Cheap appliances and furniture meant that needs were harder to fulfill. For example, a cheap bed required more sleep time (or resulted in a tired, grumpy worker). Sims’s mood was poor, she was not promoted at work, wouldn’t study (or find a job if she lost one), had a harder time making friends, and was more miserable than her richer neighbors.”*  
**The game makes a strong statement that money and happiness are intertwined. For the poorer Sims, happiness is much harder to achieve.**



# Virtue Ethics

- Aristotle describes virtue as a mean between extremes. Thus, virtue of courage is to be understood as a mean or middle ground between the two extremes of deficiency (cowardice) and excess (foolhardiness)



# True Happiness

We may feel happy if we satisfy our desires but this is no guarantee of any enduring contentment.



A human person flourishes and leads a good life when she fulfils the purpose and function of human beings.



By integrating virtues such as fairness, kindness, courage,... in our moral system

# Introducing Key virtues to The Sims:

The possible life actions that each sims can have could be listed as following:

*Attitude toward self*

*Attitude toward offences of other sims*

*Attitude toward good deeds of other sims*

*Attitude toward the suffering of other sims*

*Attitude toward the achievements of other sims*

*Attitude toward death and danger*

<b>Life actions</b>	<b>Deficiency</b>	<b>Mean</b>	<b>Excess</b>
<i>Attitude toward self</i>	Servility Self-deprecation	Proper Self-Love Proper Pride Self-Respect	Arrogance Conceit Egoism Narcissism Vanity
<i>Attitude toward offenses of others</i>	Ignoring them Being a Doormat	Anger Forgiveness Understanding	Revenge Grudge Resentment
<i>Attitude toward good deeds of others</i>	Suspicion Envy Ignoring them	Gratitude Admiration	Over indebtedness
<i>Attitude toward the suffering of others</i>	Callousness	Compassion	Pity “Bleeding Heart”
<i>Attitude toward the achievements of others</i>	Self-satisfaction Complacency Competition	Admiration Emulation	Envy
<i>Attitude toward death and danger</i>	Cowardice	Courage	Foolhardiness

# Mood meter and Eight needs

## Bars

### Physical needs:

- **Hunger:** need to eat
- **Bladder:** need to go to toilet
- **Energy:** need to sleep
- **Hygiene:** need to take shower

### Object needs:

- **Fun:** need to play with toys and games
- **Comfort:** need to have comfortable furniture
- **Environment:** need to have expensive objects

*social need: need to make friends and lovers*





### Attitude toward

Self



Achievement of others



Offences of others



Suffering of others



Good deeds of others



Death and danger



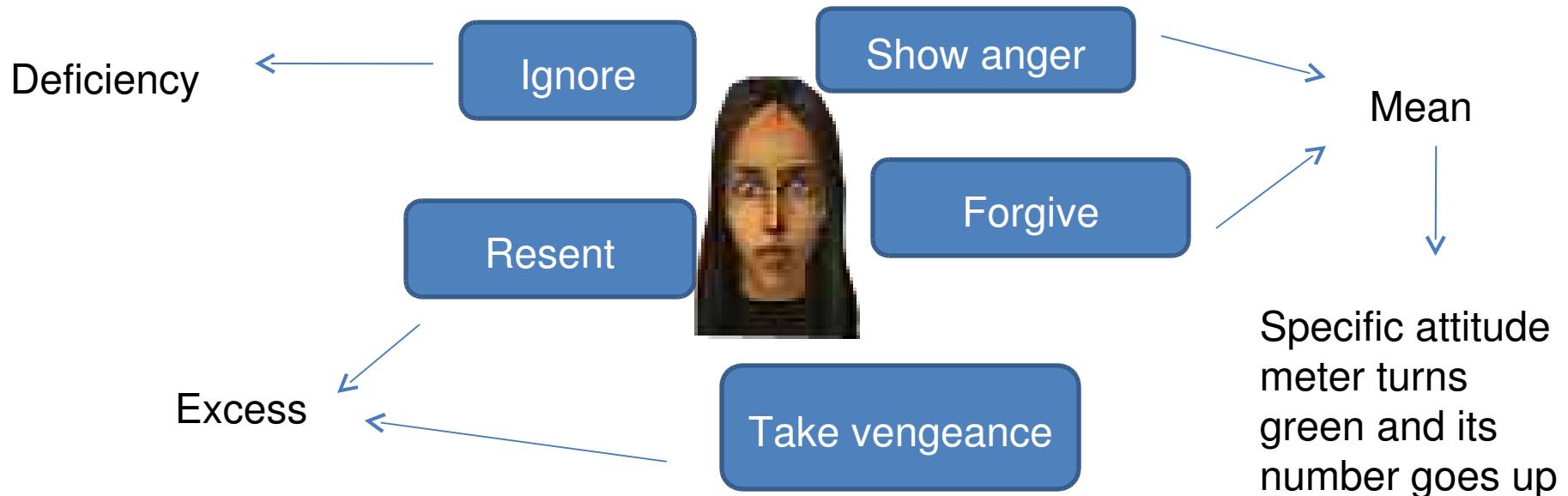
# Option for Social Interaction in Sims





# Option for Social Interaction in Virtues Sims

## *Attitude toward offences of others*



# “The Virtues Sims”

*Players develop a secure foundations,  
by habitually practicing virtuous  
characteristics such as honesty,  
discernment, courage, and integrity  
through games then a desire to fulfill  
other duties and obligations will follow  
naturally in real life.*

# Conclusion



There is a growing population of potential women game programmers in Iran.

To make girl- friendly games and attract government funding

Concentrate on making *Sims* like genre of games that take into account universally acceptable values instead of following certain ideologies.