



Alexandra M. Lucas

Content Writer | Microsoft Cortana





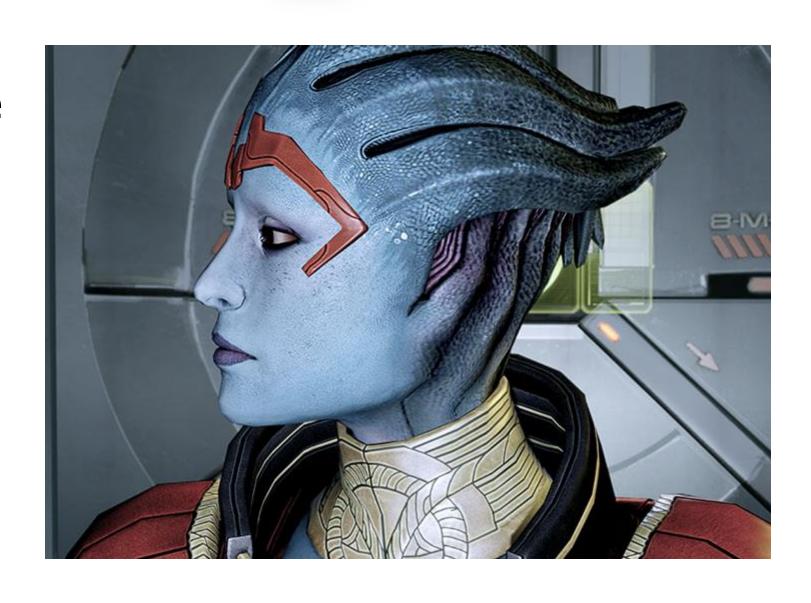






Topic Overview

- How Mass Effect's Asari built on the classic Triple Goddess paradigm
- Why these changes to the classic paradigm are empowering and how you can follow suit
- How revising the green- (or blue-) skinned space babe trope can improve the world









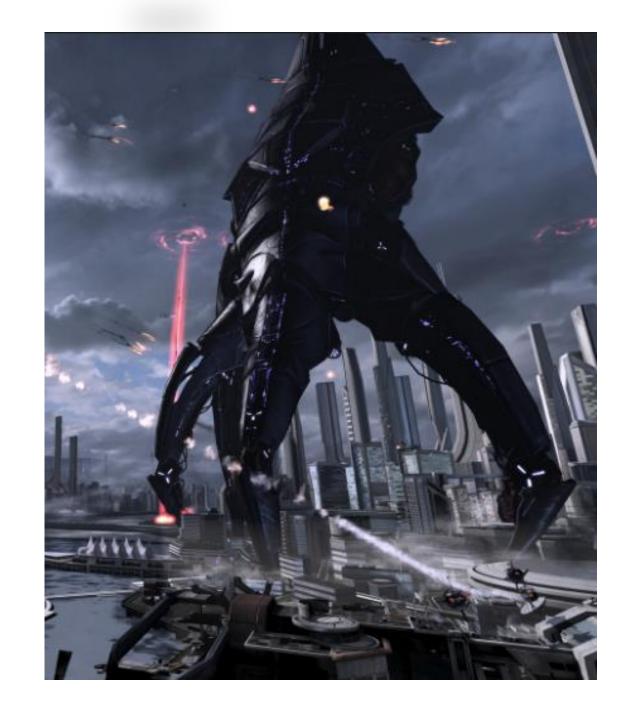








- Partial nudity
- Sexually explicit content
- Mass Effect 1-3 spoilers















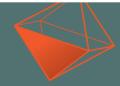
Glad You're Still Here!

GAME NARRATIVE

















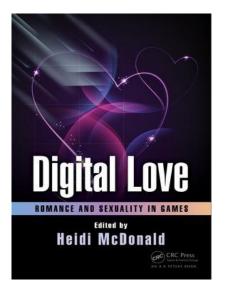
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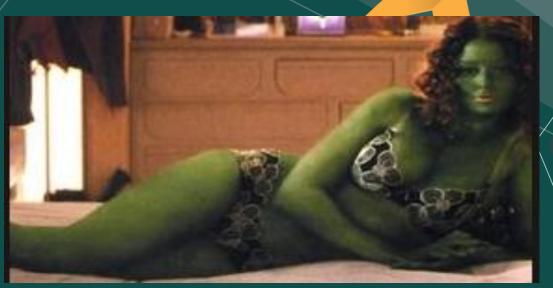
- I. Green-Skinned Space Babe Trope
- II. Mass Effect & Asari Basics
- III. Asari Adult Life Stages
- IV. Classic Triple Goddess Comparison
- V. Mass Effect Examples
- VI. Focus Areas For Improving Representation in Games
- VII. How Improving Representation Can Affect Society















It's not great.











"An exotic yet attractive female alien, tending to look exactly like an attractive female human except for odd coloring and a couple minor features added."

-- TVTropes.org















Green-Skinned Space Babe Background

- Most well-known contemporary example: Star Trek TOS' first pilot, "The Cage"
- Typically green or blue
- Assumed sexual interest in men
- Common thematic elements
 - Slavery/bondage
 - Sexually insatiable
 - Ignorant of human love, infantile
 - Erotic performance for male gaze



Vina in "The Cage"

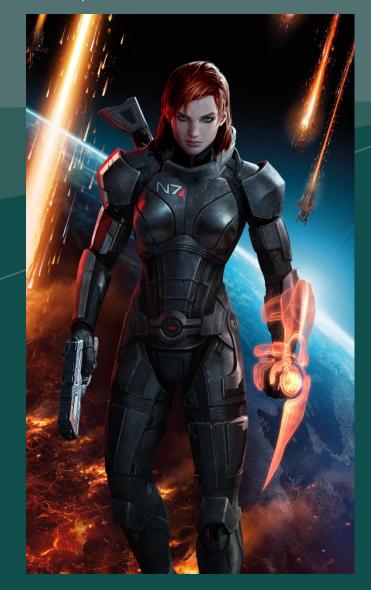
















'Member Mass Effect?













The year: 2183 CE

You: Commander Shepard

Your mission: Unite all species to save the galaxy from the Reapers, a powerful race of ancient mechanical beings, and their agents.

Final battle: A war with the Reapers to save the galaxy from another purge of sentient lifeforms.















Mass Effect Trilogy Basics 2/2

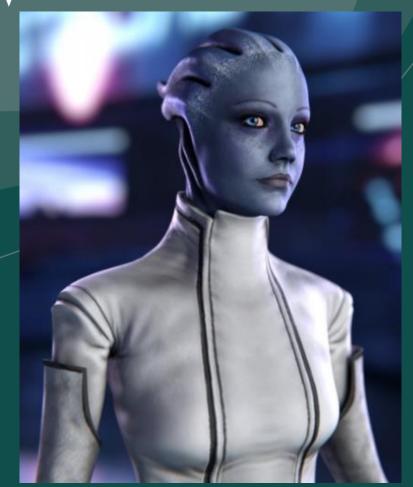


Mass relays provide the mass effect, facilitating swift travel across the galaxy and interspecies collaboration to fight the Reapers.









ASARI A Crash Course









Asari Basics 1/2

Homeworld: Thessia (RIP)

Social organization: Matriarchal

Gender structure: Monogender

Typical lifespan: 2000+ years

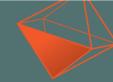
Strengths: Diplomacy, biotic powers, elegance, intelligence

Known for: Being among the earliest species to achieve interstellar flight and settle the Citadel















Asari Basics 2/2

Society

- Self-actualization
- Sex-positive
- Community-oriented
- Diplomatic and peaceful

Characteristics

- Conventionally feminine appearance
- She/her pronouns (typically)
- No specific sexual orientation assumed
- Can reproduce with any gender or species
 - Taboo to reproduce with other Asari → Ardat-Yakshi
- 3 adult life stages













Asari Adult Life Stages



MAIDEN

- 250 years old
- Exploration
- Experimentation
- Sexual freedom
- Researchers, mercenaries, nightclub dancers



MATRON

- 350 years old
- Melding/mating
- Refinement of purpose
- Number of potential career choices increases



MATRIARCH

- 1000+ years old
- Community focus
- Extremely skilled and wise
- Self-actualization
- Full sexual empowerment
- Endless possibilities



















MAIDEN

- Huntress
- Preoccupied with finding a husband
- Virginal
- Youthful, infantile
- Conventionally beautiful

MOTHER

- Pregnant
- Reproduction as core focus
- "End of journey"
- Children & husband



CRONE

- "Ugly"
- Devalued because cannot reproduce
- Soothsayer of doom
- Invisible burden













For Those Keeping Score

Triple Goddess

Maiden → Mother → Crone



Asari Stages

Maiden → Matriarch















Classic Maiden v. Asari Maiden



CLASSIC MAIDEN

- Huntress
- Preoccupied with finding a husband as only goal
- Valued for purity and beauty
- Infantile; in need of saving



ASARI MAIDEN

- Explorer and researcher
- Experimenting with sexuality
- Valued for intelligence
- Seeking maturity, identity, knowledge, and purpose













Classic Mother v. Asari Matron



CLASSIC MOTHER

- Pregnant; sex as obligation
- Reproduction as core focus
- "End of journey"
- Focus on children & husband



ASARI MATRON

- Sex and reproduction as optional, consenting, and fun
- Multiple possible journeys
- Men may not factor in at all













Classic Crone v. Asari Matriarch



CLASSIC CRONE

- Devalued and "ugly" / cannot reproduce
- Soothsayer of doom
- Invisible and yet also a burden



ASARI MATRIARCH

- Mature beauty; sexually confident
- Provides helpful wisdom
- Powerful and established















- Explorer & researcher
- Open to sexual encounters and romance with male or female Shepard
- Initially a virgin
- Intelligent; seeks knowledge to bring back to Asari society
- Powerful biotic squadmate



ARC

Naïve → Hardships, battles → Shadow Broker & useful ally



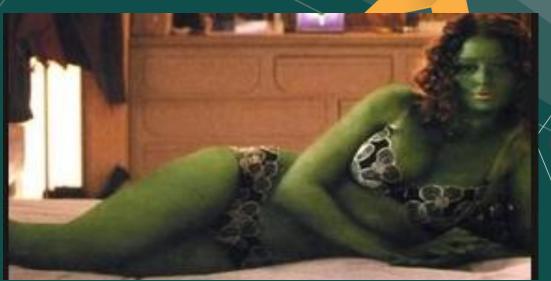
















Remember this gem? I know...I try to forget, too.







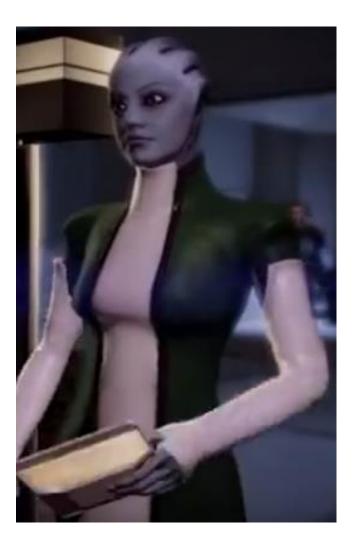




Liara's "Enhancements" from 1-3



ME 1



ME 2



ME 3





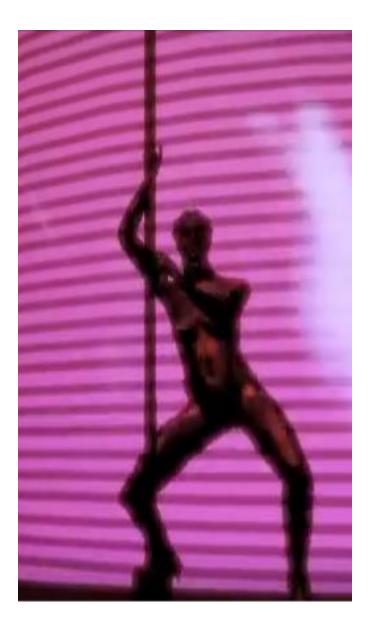




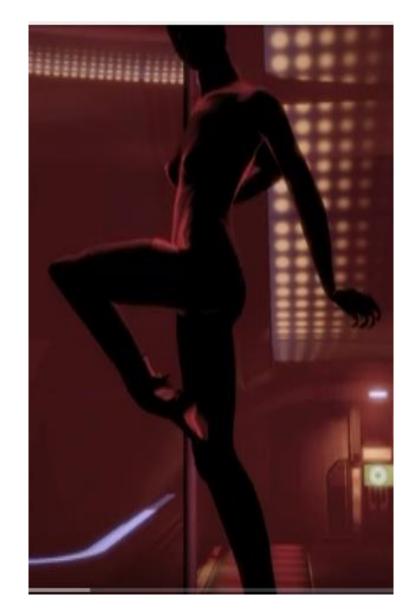




Asari Nightclub Dancers IN THE SHADOWS



















Asari Nightclub Dancers IN THE LIGHT



Lesson learned: Don't image search "asari dancer" or "sexy asari." Or do, if that's what you're into.













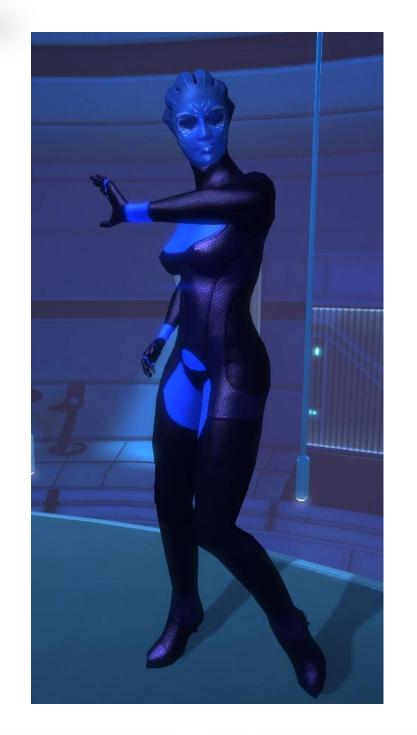


Pros

- Implied consent
- Embrace sexuality & experimentation
- Financial independence

Cons

- Typically cloaked in shadow
- Same body type
- Not prominently featured in narrative in meaningful way
- Typically nameless
- Minimal lines/character dev





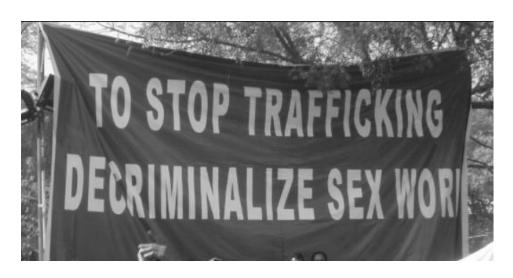


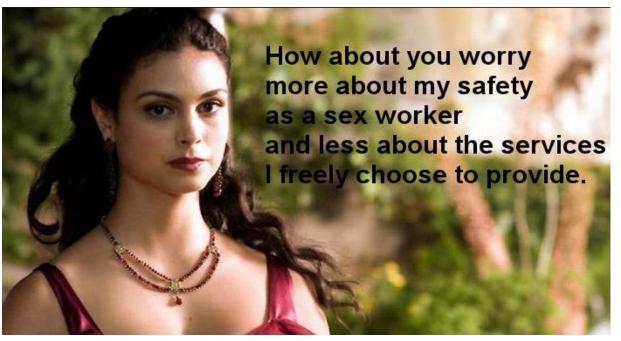






Quick Note About Sex Workers





- Sex workers are people who provide a service, *not* inanimate products
- Legalizing/decriminalizing is a step towards:
 - Consent
 - Workplace safety
 - Employment benefits
 - End of societal stigma
 - End of sex trafficking
- Sensitive representation in games with adequate context can help!









Yeah, that was a bummer, so...











...here are some cute baby krogans!

















MATRON: Aria T'Loak

- "Pirate Queen" of Omega
- Sexual freedom; no long-term partner; respects others' preferences
- Intelligent, assertive, ruthless
- Most men in her life = guards, mercenaries, business partners
- Daughter: Liselle

ARC

Nightclub dancer → Pirate Queen of Omega → Accepts and provides help















She'll love you... to death

MATRON: Morinth

- Ardat-Yakshi; murders mates of all genders during melding/sex and becomes more powerful with each death
- Independent
- Fugitive from justice
- Powerful biotic; potential squadmate

ARC

Cloistered → Freedom, sex, & murder → Potential squadmate/Indoctrinated banshee













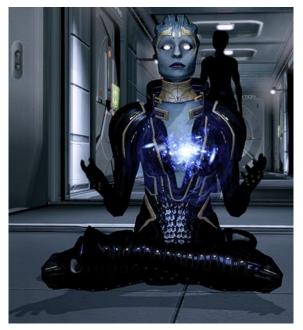


- Confident in skills and beauty
- Helpful wisdom
- Powerful biotic squadmate
- Not a romance option
- Pureblood Asari
- Melded with another (woman-identifying) Asari
- Ardat-Yakshi daughters: Morinth, Rila, Falere

ARC

Mercenary → Rigid Justicar → Wise & powerful squadmate









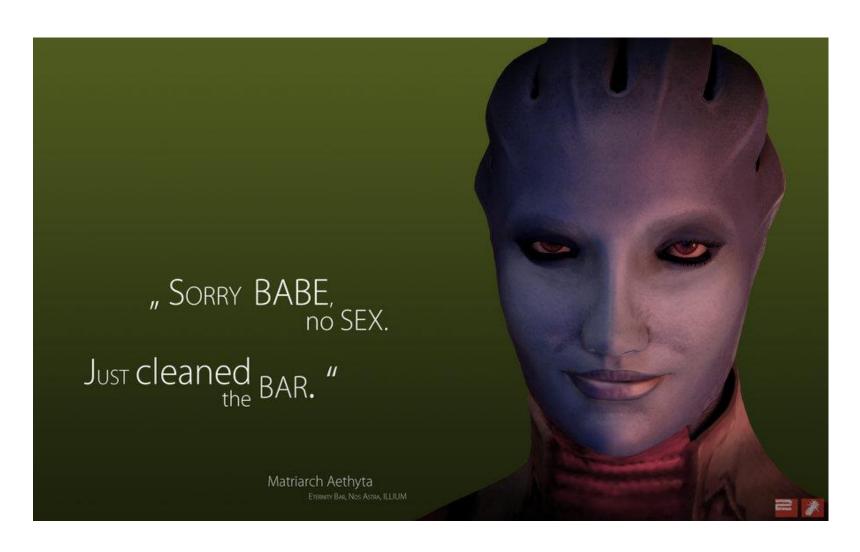








Other Matriarchs of Note





Aethyta

Benezia



















- Identity based on relationships with men
- Assumed attraction to men
- Value based on beauty and ability to reproduce
- Sex and children are obligations
- One single correct path







- Identity based on individual choices, personalities, and goals
- No assumptions about sexuality
- Value based on intelligence
- Sex and reproduction are fun, consenting, and optional
- Multiple possible paths









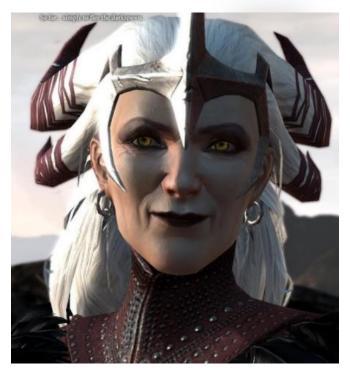
















You, too, can create dynamic & inclusive women characters!

















Suggested Focus Areas

- 1. Character Metric Variation
- 2. Societal Experimentation
- 3. Consent & Choice
- 4. Media Outside of Games
- 5. Consult Experts















FOCUS: Character Metric Variation 1/5

- Age
- Race
- Ethnicity
- Body type
- Sex
- Gender
- Gender identity
- Sexual/romantic orientation
- Ableness





Takeaway: Diversify character representation by intentionally adusting common metrics.











FOCUS: Societal Experimentation 2/5

- Pronouns
 - Look beyond he/she!
 - Let dialogue subtext do the work
- Extremes/absolutes
- Reversals
- Alternative norms & customs



Takeaway: Experiment with alternative societal structures and norms.













FOCUS: Consent & Choice 3/5

- Prominently feature effective consent
 - Core mechanic
 - Facet of character dev (but avoid trauma)
 - Societal feature
- Choice and agency
 - Feature a variety of women characters who decide their futures from multiple options

Takeaway: Consent and choice provide empowerment and many possible paths, particularly for women characters.

CONSENT









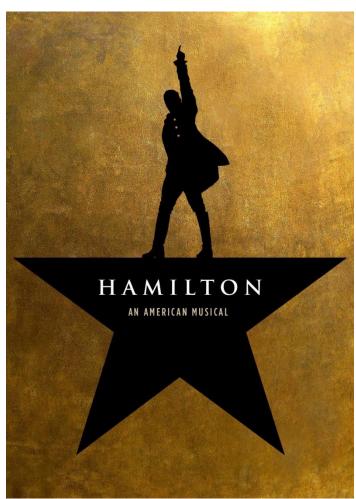


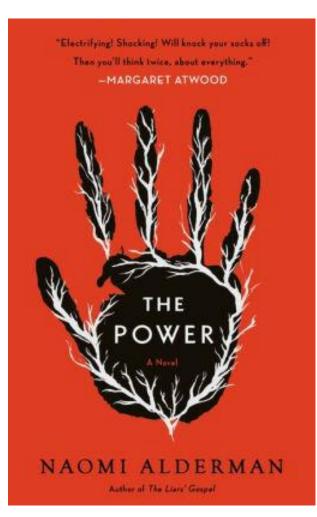






FOCUS: Media Outside of Games 4/5

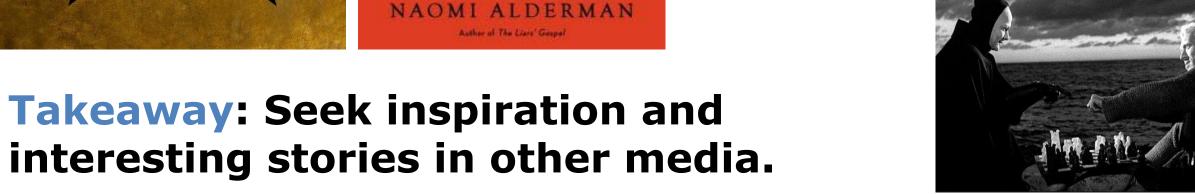






























- Consult and pay (better yet, hire!) the folks you want to represent
- Avoid tokenism
- Avoid stereotypes
- Obliterate excuse that inclusivity is "extra work" by incorporating it from the beginning of the design process

Takeaway: Intentionally engage with and empower the diverse people you want to represent.





















Diversify character representation



- More players see selves in games
- Expand player base

Experiment with alternative societal structures and norms



Ask players to reflect on society and consider how it could be

Use consent & choice to empower everyone



- Celebrate women's sexuality
- Combat rape culture
- Highlight multiple paths

Consume media outside of games for inspiration



Tell exciting NEW stories

Intentionally engage with, hire, and empower the people whose untold stories you want to tell



- Enrich games with real, lived experiences
- Normalization
- Support underrepresented devs













Let's wrap it up















- 1. Character Metric Variation
- 2. Societal Experimentation
- 3. Consent & Choice
- 4. Media Outside of Games
- 5. Consult Experts



























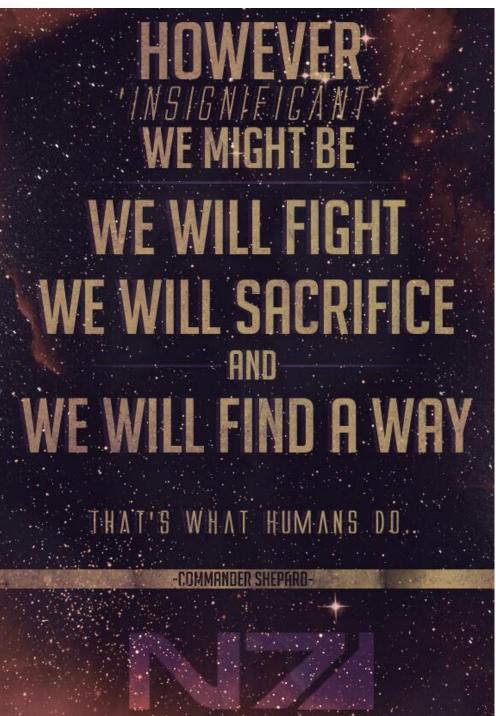




...but it's always possible to improve!



















Let's Chat!

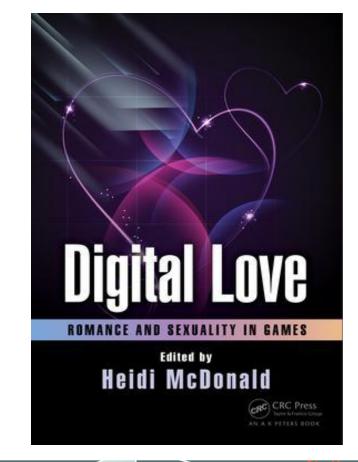


ALEXANDRA M. LUCAS

- @silkenmoonlight
- alexandramlucas.com
- soyouwanttomake.games
- CheatCodesPodcast.com

Digital Love: Romance & Sexuality in Games

Editor: Heidi McDonald Taylor & Francis, 2017













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