

Contents

Preface	vii
Introduction. Clichés versus Women: Moving beyond Sexy Sidekicks and Damsels in Distress	1
1 From <i>Custer's Revenge</i> and <i>Mario</i> to <i>Fable</i> and <i>Fallout</i> : Race, Gender, and Sexuality in Digital Games	13
2 Does Anyone Really Identify with Lara Croft? Unpacking Identification in Video Games	55
3 He Could Be a Bunny Rabbit for All I Care! How We Connect with Characters and Avatars	97
4 When and Why Representation Matters to Players: Realism versus Escapism	147
Conclusion: A Future Free of Dickwolves	201
Acknowledgments	233
Notes	237
Gameography	265
Bibliography	269
Index	297