

Abstract:

This research report investigates the representations of femininity in the 2012 videogame *Mass Effect 3*. Using the work of Antony Giddens, Espen Aarseth, Judith Butler, Tracy Dietz, Henry Jenkins, Maja Mikula and Janet Murray, it sets out a theoretical framework of constructions of gender and proceeds to analyse the game in the light of these. The research focuses on the female protagonist and the way in which an alternate representation of femininity is constructed through her. The research takes into account both the narratological and ludological elements in the game and their impact on her performance of gender. In conclusion, the research suggests that due to interactive properties, videogames offer fertile ground for re-examinations of gender.

Key Words: Gender, Femininity, Masculinity, Ludology, Narratology, Interaction, Videogames