

How Gender influences teams roles in MOBA games

Having played a few MOBA (Massive Online Battle Arena) games, I predicted that there are way more male than female characters to choose from and that a greater percentage of supporting team roles are given to female characters while tank roles are given to male characters.

I looked at the genders of characters in MOBA games and what team roles they were given.

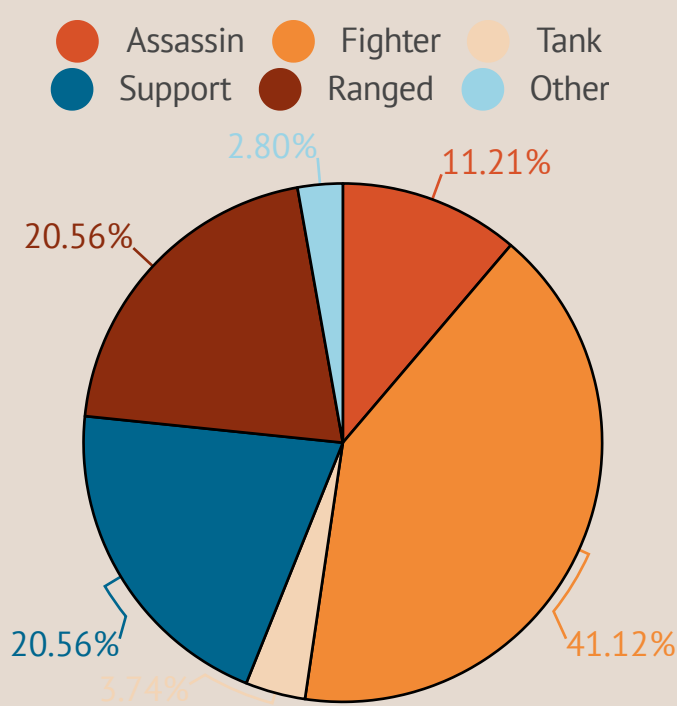


Coding

Sample of 3 of the most popular MOBA game

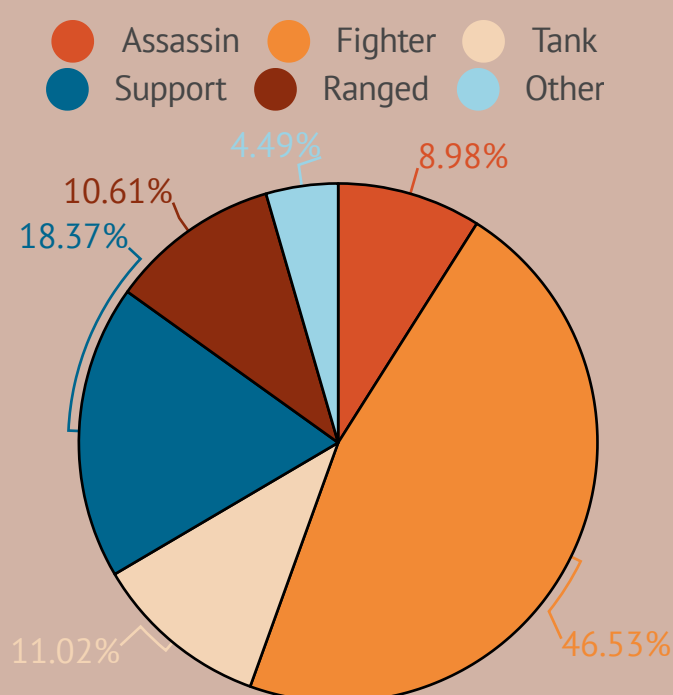
All characters in those games were recorded for

- Gender (determined by pronoun use in character descriptions)
- Role (as listed on character info page)



Female Characters

Female characters are more likely to be in Ranged roles of staying back and being more strategic.



Male Characters

Male characters are far more likely to be in Tank roles of being up in the action and taking damage.



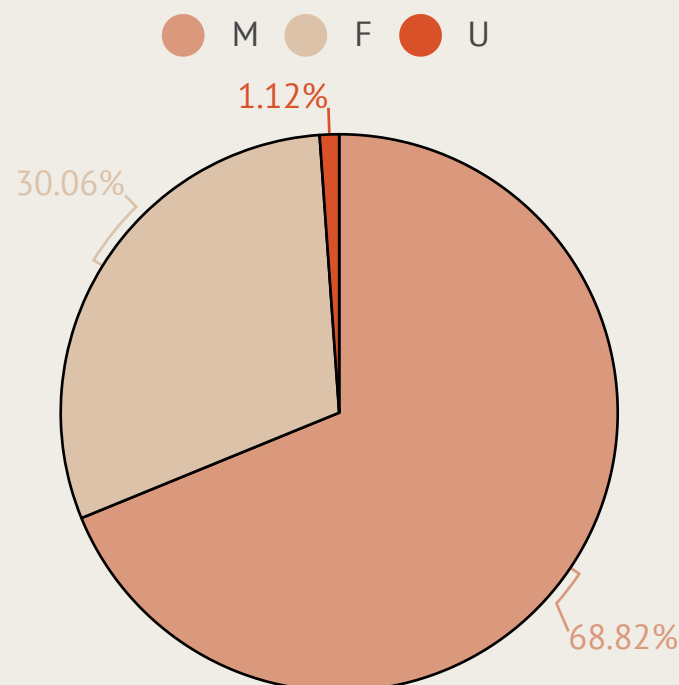
Support Roles

The most surprising finding for me was that the percentage of male and female support characters were about the same. Support characters generally require another character to buff or heal.

Ratio

The largest difference, came unsurprisingly from the number of male and female characters. Of the characters coded, almost 70% were male.

Although this was consistent across all three games, DOTA 2 had the largest difference with 95 male characters and 19 female characters



Conclusion

As teenagers learn more about social roles, MOBA games provide an unexpected example of both male and female characters taking on various roles, yet still presents a largely male dominated range of options.