
Subject: Re: Is Oblivion's request for a male gaming partner unfair?

Posted by [Dover](#) on Fri, 13 Nov 2009 18:40:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

CarrierII wrote on Fri, 13 November 2009 10:31 Where's the leap in reasoning?

In that female gamers inheirantly and consistantly carry some kind of negative personality trait (The one I saw most often in the thread was "Attention whore") that would make the unsuitable gaming partners. Clearly, this isn't the line of reasoning you're taking, but others in the thread have.

CarrierII wrote on Fri, 13 November 2009 10:31 My first point is pretty much that Oblivion can make any requirement of his friends that he desires (They don't have to comply, obviously)...

Oh, of course. He could make it a requirement that nobody who's handle contains the letter "W" should apply, and there's nothing anyone can do to stop him. That isn't so much the direction of the debate.

CarrierII wrote on Fri, 13 November 2009 10:31 I agree that it's not necessarily that female gamers are attention whores, I think, independantly of the veracity of that fact, we can probably agree that a lot of people tend to perk up interest (and feel free to make a joke here) at the presence of a female gamer in *insert VOIP program of choice here*, which causes a distraction not conducive to tight gameplay, and that this distraction is what Oblivion is trying to avoid...

Is it all female gamers, though, or just the relatively new/unknown ones? I've never seen this happen when in a game with Crimson, but I have seen it happen in games with...say...Venompawz. You could speculate as to why that is, but I would think once you see the same female in-game for the fourth time and your previously three flirting attempts have failed, you need to be thick as Rocko to keep trying. Familiarity breeds acceptance.

There, an inadvertent hypothesis supporting the opposite conclusion, although I'm not sure how true it is.
