
Subject: Re: Looking for a new gamer

Posted by [GEORGE ZIMMER](#) on Fri, 13 Nov 2009 18:49:45 GMT

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Dover wrote on Fri, 13 November 2009 13:24

That's life.

So let's not try and improve it, good logic.

Dover wrote on Fri, 13 November 2009 13:24

And secondly, I don't think you can compare gender to a personality trait.

Perhaps not, but a group of people (gamers) combined with a gender (female) can often produce similar personality traits (attention whore).

Dover wrote on Fri, 13 November 2009 13:24 Yeah. Again, that's life. Sometimes people stab you in the back. You live and you learn

Right, and learn what? If you only learn one person is an asshole, but never apply that to anything other than that specific person, what's to stop someone almost entirely similar from doing the same thing if not worse? This is why we have the ability to generalize. It might not be fair sometimes, but in your words, that's life.

Dover wrote on Fri, 13 November 2009 13:24 No, I get that. What I mean was I'll choose not to nitpick as to if the percentage of female gamers who are attention whores is actually above or below 50% (since neither of us know).

Oh lol, I guess that makes sense. Still, though, can you honestly say that the majority of female gamers AREN'T attention whores...? And that they're not noticeably moreso than male gamers?

Dover wrote on Fri, 13 November 2009 13:24 But this begs the question of wouldn't it be more efficient and more morally correct to directly target the thing you hate/dislike strongly, rather than target groups which may or may not exhibit those qualities and hope for the best? We've already gone through this, and we've already agreed.

Perhaps so, but it's his right to still say "I don't want to bother with female gamers, sorry". Again, I'm sure he has good reasoning behind it, and I don't blame him. That's what I'm mainly trying to say here- regardless of whether or not it's right to do so, it's his right to say it.

Dover wrote on Fri, 13 November 2009 13:24 "pretty much" being the qualifier that gives you a leg to stand on here.

I usually say "pretty much" since I'd rather not say "absolutely true, no exceptions". Unlike you, I don't state everything I say as fact. I will, however, back it up when need be.

Dover wrote on Fri, 13 November 2009 13:24 I'm not the one who's making a claim. I'm merely tearing down someone else's. Of course I haven't given any deductive reasoning--what would I give it on?

You have to tear down the other person's claim then state your own generally in order to consider what you're saying to be correct. Otherwise, you're just being an asshole.

Quote:

The reasons, as laid down by Oblivion, being that others tend to be highly... different when a female gamer is on *Insert VOIP program of choice here* however lead to the conclusion, in my view, that it isn't fair on the women insofar as it's the men who cause the stupid distraction that Oblivion is trying to avoid.

Good point, but if you don't have a girl gamer as a partner, you're less likely to encounter the problem if they're a male. Yes, it's still possible, but then there's not much you can do. However, if they're a female gamer, it's a damn high chance you'll get a lot of people causing an annoying distraction solely because she's female... and the female gamer will most likely go along with it.
