

IDUTRAIN'26
UNWOMEN Study Guide

Under Secretary General: Sabri Yiğit Pune

Under Secretary General: Ecrin Tügen

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Letter from the Secretary General

Dear Delegates and Members of the Academic Team,

When we first started discussing the idea for IDUTRAIN'26 back in October, we had a very specific goal in mind. We felt that İzmir's university scene needed a more professional and dedicated platform for high-level debate—a place where students could truly challenge themselves. Today, seeing that idea turn into our first annual session is an incredibly proud moment for all of us.

Building a conference from the ground up is a long and demanding journey. It requires more than just planning; it takes a team that truly cares about the outcome. While every member of our team has given their best, I want to personally acknowledge one of our Directors-General, Umutcan Altunok. I have seen firsthand the immense effort and the countless hours he has put into this project since day one. His dedication has been the driving force behind making this vision a reality.

Our mission for this session is simple: we want to provide you with a space for real personal growth and innovative thinking. This is not just about following a procedure; it is about finding creative solutions to global challenges and engaging in debates that actually matter. I encourage you to push your boundaries, share your unique perspectives, and make the most of this experience.

I am genuinely looking forward to seeing the results of your hard work and meeting you all in person. Let's make this inaugural session of IDUTRAIN'26 a meaningful start for everyone involved.

See you all there, and I hope to continue this journey with you at IDUMUN'26.

Sincerely,

Yusuf Say

Secretary-General, IDUTRAIN'26

Letter From the Under Secretary General

Dear Delegates,

Welcome to the United Nations Entity for Gender Equality and the Empowerment of Women at IDUTRAIN'26. My name is Sabri Yiğit Pune and UNFORTUNATELY, I'm currently studying at Övgü Terzibaşioğlu Anatolian High School as a junior and I will be serving as your Under Secretary General for these upcoming two days.

As your Under Secretary General, I am excited to guide you through the discussions on "Reducing gender-based imbalances in virtual environments and ensuring equality in the metaverse." which is an important topic for UNWOMEN. These critical issues demand not only a deep understanding of international affairs but also creative problem-solving and collaboration.

We prepared this full information guide for you with our distinguished co-Under Secretary General, Ecrin. Apart from being a wonderful usg, she is also a very good friend and I really appreciate her help throughout the committee. This study guide provides a detailed overview of each topic, including lots of context, current challenges, and key perspectives. I encourage you to use it as a starting point for your research, while also delving into your assigned country's stance to craft well-informed and realistic policy proposals.

I'm looking forward to seeing your contributions at the conference!

Best regards,

Sabri Yiğit Pune

Under Secretary General

Letter From the Under Secretary General

Dear delegates,

It is a great honor for me to welcome you all to the Entity for Gender Equality and the Empowerment of Women (UNWOMEN) committee. I am Ecrin Tügen. I will be a junior at Izmir Kız High School in a few weeks and it is a big pleasure for me to serve as your Under Secretary General for this committee.

This study guide has the significant information, research and details that you have to know to contribute to the committee as a hardworking delegate. We aimed to make sure that you understand the agenda item and provide a sufficient resource for your preparation. Each title was prepared elaborately and with great effort; therefore, I request you to read this study guide carefully and without skipping. This study guide does not provide awareness for only this conference. There is a lot of information that we should know in our daily lives. So I hope this study guide helps you to gain awareness about how women struggle with various difficulties in the metaverse.

Additionally, I am so thankful to my co-Under Secretary General Yiğit for all his efforts on this committee. When we met we were both first-timer delegates and now we are serving as your under secretary generals which makes me feel so emotional. Also, he is one of my best friends so we had so much fun while writing this study guide.

If you have any questions in your mind, you can always contact me without any hesitation. I will always be ready to help you in order to solve your problems. I am looking forward to meeting you all <3

Sincerely,

Ecrin Tügen
Under Secretary General

Introduction to the Committee



UN Women is the UN organization dedicated to promoting gender equality and empowering women. Before the establishment of UN Women, the United Nations faced serious challenges in its efforts to promote gender equality globally. Also, the United Nations struggled with inadequate funding and there was no single recognized driver to direct UN activities on gender equality issues. Therefore, on 2 July 2010, the United Nations General Assembly (UNGA) established UN Women, **the United Nations Entity for Gender Equality and the Empowerment of Women**, to address challenges related to gender equality. And this entity has its headquarters in New York City.

The UN Women Executive Board comprises representatives from 41 Member States, elected to three-year terms by the UN Economic and Social Council. UN Women works with 41 Member States to accelerate progress in meeting their needs worldwide. UN Women supports its Member States to set global standards for achieving gender equality, and works with governments and civil organizations to design laws, policies, programs and services that are necessary to ensure the implementation of the standards effectively and beneficial for women and girls worldwide.

It works globally to promote Sustainable Development Goals (SDGs) for the benefit of women and girls and stands behind women's equal participation in all aspects of life and it focuses on four strategic priorities: First, UN Women supports women in governance systems and works for women to achieve equal benefits. Second, UN Women believes that women have income security, decent work and economic autonomy. Third, UN Women aims to protect women and girls from all forms of violence. Lastly, UN Women emphasizes that women and girls contribute to building sustainable peace and resilience, and they have the right to benefit equally from the prevention of natural disasters, conflicts, and all humanitarian actions.

Introduction to the Agenda Item

Agenda Item: Reducing gender-based imbalances in virtual environments and ensuring equality in the metaverse.

Gender-based imbalances in virtual environments could be described as people not being equal regarding their gender in online environments. This means that every single man, woman and LGBTQ+ (this agenda item contains only non-binary people) are not having the same rights online. You might say that do people have rights in the metaverse and virtual environments? The answer is yes, we all have some kind of rights in the online environments and because of the patriarchy and cultural reasons, women and non-binary people are facing discrimination, cyber-bullying and problems while they're using the metaverse. These imbalances can happen in many virtual environments, such as online games, social media, online classes, and virtual meetings.

It is really important to understand the integration of feminist theory and virtual reality (VR) game design to raise awareness and get information about gender discrimination and misogyny in the metaverse. Gender equality explores the intersection of the feminist theory, VR technology and game designs to foster empathy. It is important to address workplace bias, restrictive family expectations and social limitations on women and non-binary persons, while there is nothing special under the name of "establishment of feminist VR games" and this shows that

VR can be harnessed to promote feminist critique and awareness. So here is the point: what is that feminist theory?

In sociology, feminist theory is described as encompassing a set of ideas and scholarship in a variety of disciplines as a result of the feminist movement. Focuses on women's issues and the liberation of women from positions of disadvantage within various social, political, and economic systems. This description may sound familiar to you, while we're living in the 21st century and women and equal rights are really important for us right now and feminist theory is also a really important topic in the developing technology and metaverse age.

User Rights in the Metaverse

The metaverse may become a separate digital world or a mixture of the real and the one created by an extended reality. This raises an important question which is "should we use the same human rights in the metaverse, or do we really need digital rights?". Even if the real and virtual worlds are different, they still affect each other; changes in one will impact the other because these two worlds are still connected with each other. Since the metaverse is still developing, we can only make predictions.

As the metaverse grows intentionally, it is very important to make sure that users have clear rights, just like in the real world where we live. Users should have the rights of privacy, freedom of expression, and safety, for example, each one of them must be able to control their personal data, choose who can see or contact them, and report harmful behaviors just like in the real life, they should be protected from harassments, discrimination and violence in virtual spaces (especially women). Another important right is ownership and control over digital property. In the metaverse, every user can create or buy things like avatars, clothes, or land. These digital assets should belong to the user no matter what, and no one should be able to delete or take them without permission. It is important to provide a fair and inclusive environment to the users especially women who are getting affected by the harmful behaviors mostly.

Laws To Regulate the Metaverse Sector

01

Copyright Law

04

Tort Law

02

Intellectual Property Laws

05

Defamation Law

03

Contract Law

06

Regulation of NFTs and Tax

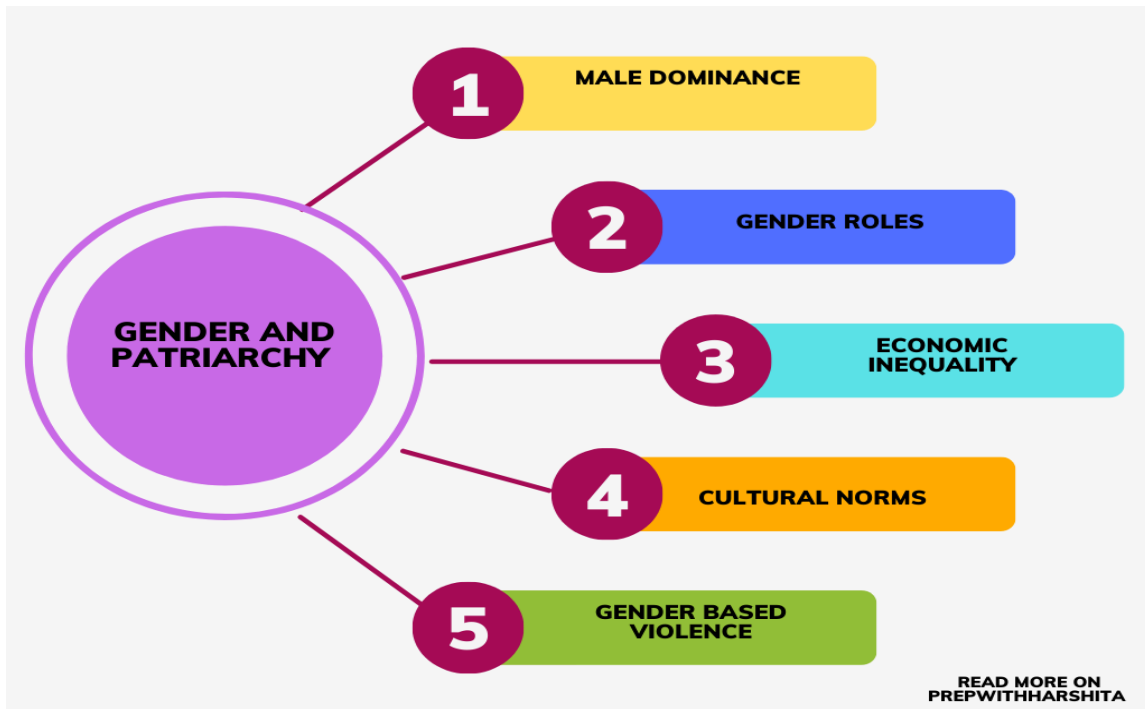
Online Harassment and Gender-Based Violence

Online harassment is a serious issue in the metaverse and virtual environments and it usually happens when someone is bullied, threatened or receives bad messages, voice chat, or actions in digital environments. Many people experience this kind of cyber-bullying but women and non-binary people are the ones who are bullied mostly by men. For example, female gamers may make rude or sexist comments when they speak in a game or in social media, and women who post their photos or opinions can receive hate, threats, or inappropriate messages. In the metaverse, people might follow or touch others' avatars and make them feel uncomfortable in ways that are disrespectful and feel unsafe. These actions aren't just to make someone feel uncomfortable; these actions are forms of gender based violence and it can deeply affect someone's mental health.

When people are harassed online, they may feel scared, angry or anxious and some of them stop using that program, which means that they lose access to social, educational or work opportunities. In this way gender based harassment makes virtual environments unequal and it gives more power to some users (mostly men) and less to others. To stop these kinds of problems, delegates are obligated to propose solutions about providing a better and safer environment in the metaverse. Users should be able to block, mute and report others easily. There should also be a clear community rule that says harassment in this application or software is not allowed. If someone breaks the rules, there should be real consequences, like being removed or banned. Companies should also train moderators to respond quickly and fairly to reports. In addition, users should learn about digital respect and equality through campaigns or pop-up messages.

Why Women and Non-Binary People Being the Target?

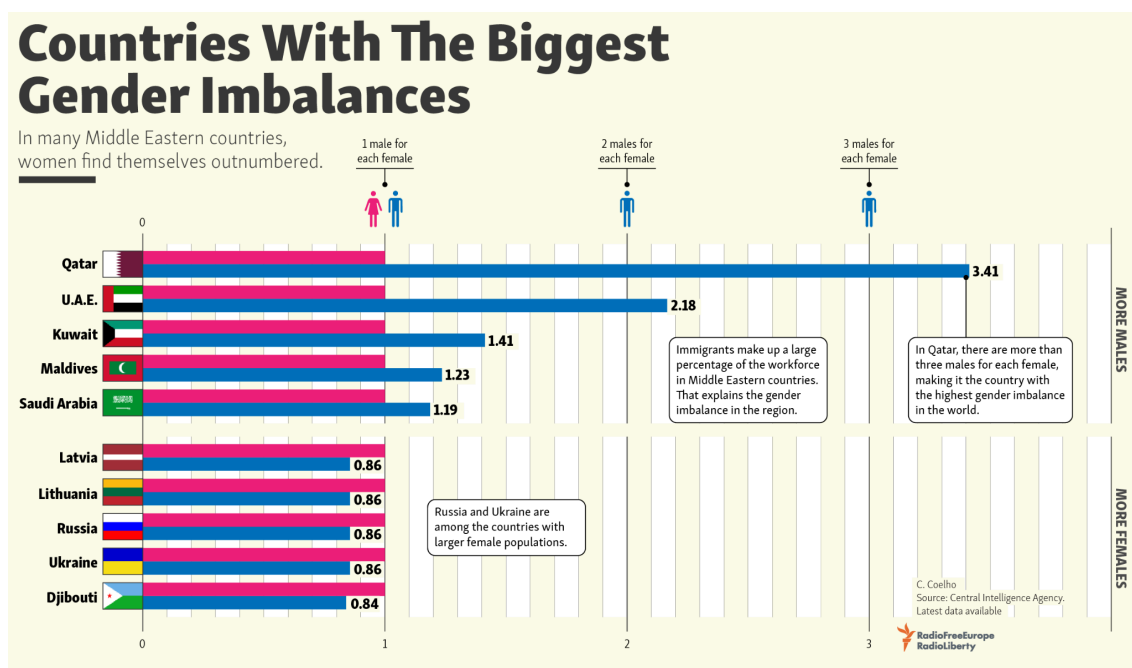
The concept of Patriarchy itself is not a contribution of feminist theories. Many Social scientists in the nineteenth century wrote about it as a more civilized or complex form of organization compared to the primitive matriarchies. Engels referred to it as the earliest system of domination establishing that Patriarchy is “the world historical defeat of the female sex. In this sense, it is said that Patriarchy was a form of political organization that distributed power unequally between men and women to the detriment of women. The dictionary defines Patriarchy as “A primitive social organization in which authority is exercised by a male head of the family, extending this power even to distant relatives of the same lineage. Feminist theories updated and expanded the understanding of Patriarchy in the second half of the twentieth century. In fact, the social sciences had left it behind precisely because it was considered only to apply to and characterize ancient civilizations. But for many feminists, Patriarchy is much more than civilizations that existed in the ancient past and goes beyond “the unequal distribution of power between men and women in certain aspects of our societies”, as many dictionaries still define it. On the contrary, most forms of feminism characterize Patriarchy as a present day unjust social system that subordinates, discriminates or is oppressive to women.



As Carole Pateman writes, "The patriarchal construction of the difference between masculinity and femininity is the political difference between freedom and subjection. For me, the concept of Patriarchy includes all the socio-political mechanisms, which I call Patriarchal Institutions, which reproduce and exert male dominance over women. Feminist theory typically characterizes Patriarchy as a social construction, which can be overcome by revealing and critically analyzing its manifestations and institutions. Fixating on real and perceived biological differences between the two recognized sexes, men justify their domination on the basis of an alleged biological inferiority of women. Both feminist and non feminist thinkers recognize that Patriarchy has its historical origins in the family, the leadership (legal and practical) of which is exercised by the father and is projected to the entire social order – an order that is maintained and reinforced by different mechanisms/institutions, among them the Institution of Male Solidarity. Through this institution, men as a social category, individually and collectively oppress all women as a social category, but also oppress women individually in different ways, appropriating women's reproductive and productive force and controlling their bodies, minds, sexuality and spirituality mainly through "peaceful" means such as the law and religion. However, often these peaceful means are reinforced through the use of physical, sexual, and/or psychological violence.

Understanding Gender Imbalances and How They Affect the Metaverse?

Gender Imbalances refers to the sensitivity to detect and understand the imbalances between genders, recognizing discriminatory tools in everyday life. “Imbalances” could be described as the ability to feel that something might have been wrong with some kind of issues or maybe events that occur in society. Recognizing gender imbalances is to have the ability to detect the issues related to violence and someone's level of awareness of gender discrimination and approaching equality. Enhancing perceived gender imbalances means increasing members' understanding of the gender, raising awareness of discrimination especially in the metaverse, sensitizing them to gender issues and fostering their will to take action for change. Gender relationships exist in all institutions, and gender imbalances are particularly evident in discrimination based on privilege that centers on gender. Women are generally perceived as experiencing social discrimination and disadvantages. Gender Imbalances training is conducted to educate people especially employees, and raise awareness of gender in their lives and workplaces. These kinds of training have become more popular especially in the developed countries (like the United States, the United Kingdom, France and etc.) and are gaining popularity in service sectors such as healthcare and education.

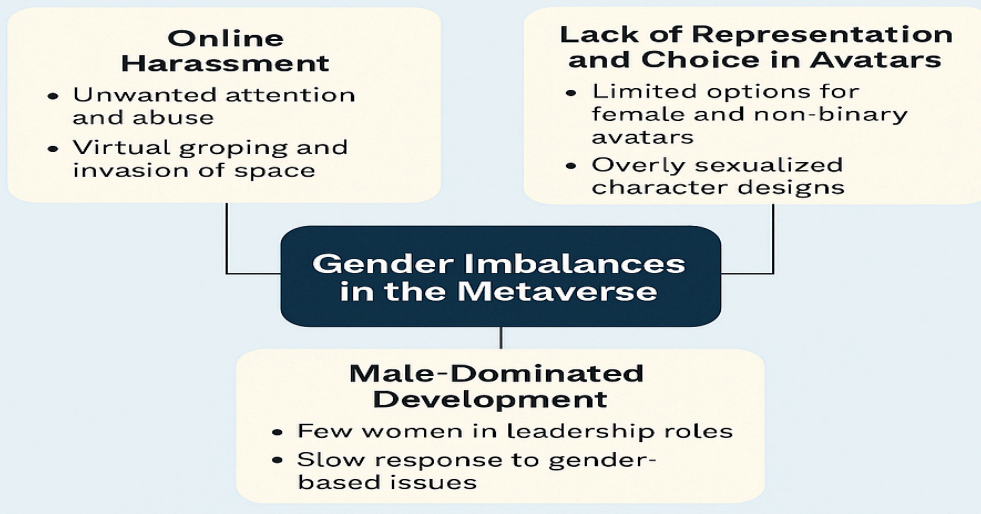


We can see a lot of examples of gender imbalances in real life however, it's still a part of our lives and there are still some sort of women who face discrimination, exceptions, violence in their daily life, even in their workplace, education centres and patriarchal courts. We are giving lots of effort to reduce gender imbalances in today's life but there are still a lot of wild things happening to women, even homicide, sexual harassment and rape. That's why it is important to understand gender imbalances and now you might say that, what is to do with the metaverse, you're right its not relevant to metaverse but it is very important to understand gender imbalances to understand the online harassments towards women because the main reason online harassments happening is the gender imbalances in real life so how does gender imbalances affect the metaverse?

Gender Imbalances Affecting the Metaverse

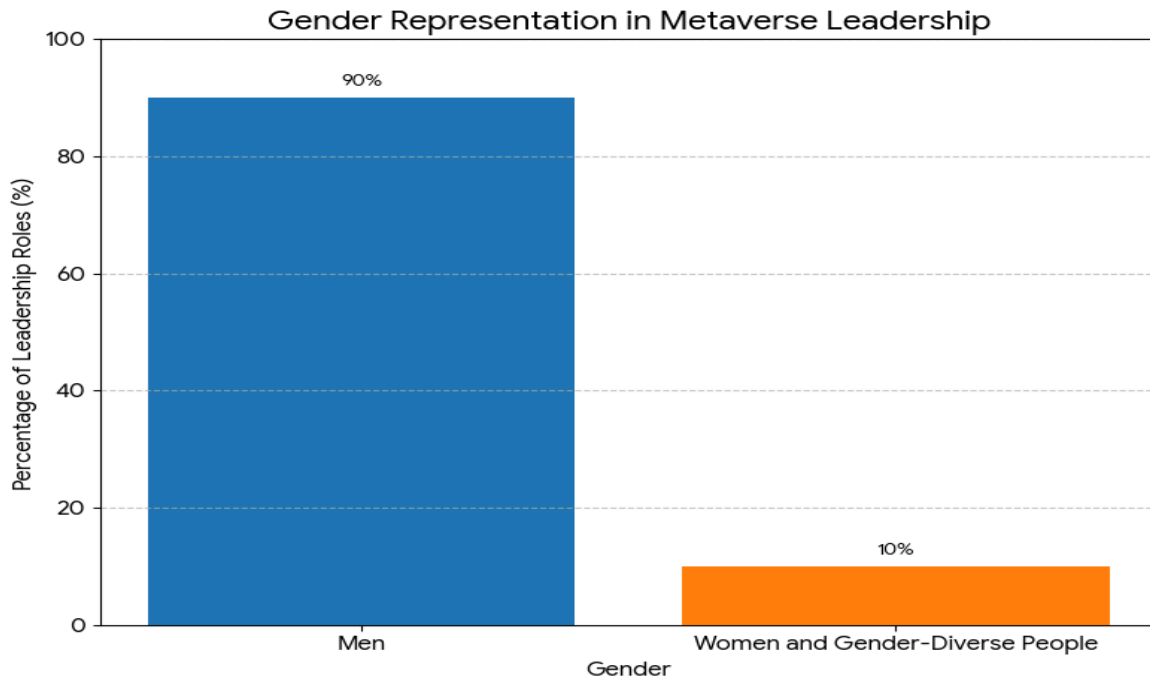
The metaverse is a growing digital world where people can work, play, socialize, and express themselves through avatars and virtual spaces and we all know that it has great potential to connect users from all over the world to give them a chance to experience the online world. But just like in the real world there are still gender imbalances towards women that exist in the metaverse too. These imbalances affect how different users experience and interact in virtual spaces, often creating unfair, unequal and even unsafe environments for women and non-binary people. As we mentioned before one of the big problems is online harassment and many women and LGBTQ+ users report being targets of inappropriate sexual comments, unwanted attention and abusive behaviour in the metaverse. For example, a woman can attend virtual environments, class or a meeting and be interrupted, talked over, or judged based on their voice or appearance, some may even experience virtual groping, invasion of personal space, especially in virtual reality programs where avatars can move and interact closely. These kinds of behaviours make users uncomfortable, unsafe, and disrespected. As a result, users avoid using their real names, appearance, or even the avatar that shows their true gender, just to protect themselves.

Gender Imbalances Affecting the Metaverse



Lack of Choice in Avatar Design

Another big issue in the metaverse is the lack of representation and choice in avatar design. Many platforms offer more options for male avatars while female avatars often appear overly sexualized with unrealistic body shapes, short clothing or stereotypical looks. Non-binary options are often missing completely, this kind of gender based design sends a message that the platform was made for mostly men or doesn't consider the diversity of its users, my favourite manifest girl is mina mother. When users can't create avatars that can truly show their identity, they may feel excluded or invisible. Gender imbalance also appears in the leadership and design teams of virtual platforms. Most metaverse platforms and virtual spaces, created by male dominated tech companies, can result in products and rules that don't fully understand or support the needs of all genders. If the people creating the Metaverse don't include diverse voices, they may fail to notice gender-based problems or respond too slowly when users report abuse or inequality. It's important to include women and gender diverse people in the development process so that the metaverse can become a fairer and more welcoming place for everyone.



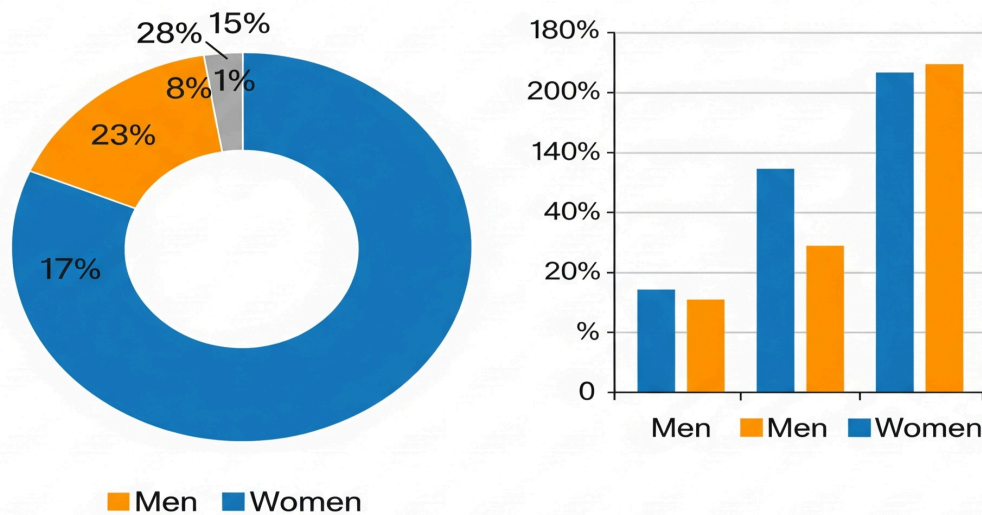
A report made by McKinsey & Company, titled “even in the metaverse women remain locked out of leadership roles” recognized that 90% of leadership roles in organizations that set metaverse standards are held by men, with only 8% to 10% of member organizations being led by female executives. The report also highlights a significant gender gap in tech funding, with male-led metaverse companies receiving a higher share of entrepreneurial funding.

Male-dominated Development Teams

Gender imbalance in the Metaverse isn't just a personal problem, it affects the whole future of these platforms. If people don't feel safe, respected, or included, they're not going to stick around. They'll stop using the platform, won't spend money, and definitely won't invite their friends. That's bad for growth, community, and creativity. But when everyone feels like they belong, it changes everything. People open up, share more, create more, and build real connections. That's how the Metaverse becomes something worth being part of. Fixing this isn't impossible, it just needs real effort. First, platforms need to step up with tools that actually work, easy ways to block, report, and feel safe. Avatar choices should reflect real people, not just one ideal. Let people be themselves, whether that's feminine, masculine, both, neither, or

something in between. Also, hire more women and gender-diverse folks, not just for show, but in real roles where they can shape things. And finally, teach users how to treat each other better.

Gender Tech Leadership



It is also very important to make places where people in the Metaverse can share their ideas and feelings. Platforms should have events, group talks, and workshops that welcome all kinds of people and their different stories. When this happens, people don't just use the Metaverse for fun, they become part of the community and help make it better. Everyone should feel like they can join in, share their thoughts, and make a difference. The Metaverse will only be strong and fair if all kinds of people work together. So, it is important to make sure that everyone feels safe, heard, and valued. When people feel this way, they will want to stay, create, and help the Metaverse grow in a good way.

How Does Gender Bias Appear in Virtual Spaces?

Bringing Real-world Gender-based Imbalances to the Metaverse

Women have been struggling with 'gender stereotypes, violence and harassment, gender inequalities in many aspects of life, and more difficulties against women' for centuries. Real-world gender inequality dates back to before the time of Christ. According to Hammurabi's Code, used by the Mesopotamian Civilizations; women were killed because of adultery by women, but polygamy was legal for men. Before Christ, women were not even considered citizens. They couldn't even receive the necessary education or participate in politics. Throughout history, humanity has witnessed many rules and stereotypes that have led to gender inequality.

Towards the end of the 20th century, technology, particularly social media, has started to become an inescapable part of our lives. Most of the world's population has started to use virtual environments for various reasons, including education, work, entertainment, socializing, following the agenda, and online shopping. As technology enters the center of our lives; stereotypes, judgments, discrimination, harassment and more forms of female humiliation have been transferred into the virtual spaces. Therefore, gender-based imbalances have become widespread in digital platforms. In short, gender inequality in the metaverse has emerged due to gender-based imbalances that exist in real life. Preventing gender inequality in the metaverse can only be achieved by addressing real-world imbalances first.

Platform Policies about Gender Imbalance

Platforms on digital media are often insensitive to gender imbalances and have policies that relegates women to the background. When female users share a content and it is women-oriented, some platforms allows fewer users to explore it. A 2022 study by Australian academics Elise Thomas and Kata Balint, put forward that YouTube encourages and promotes misogynistic, anti-feminist, similar content. Job postings are one of the evidences of platform policies against women. Meta's

(Facebook) algorithms are significantly discriminatory in targeting job postings based on gender. Exemplary, In the Netherlands, a job posting can be shown to women but a job posting for mechanics can only be shown to men (96–97% of the time). This type of discrimination reinforces gender imbalance and stereotypes. Platforms also have lack of safety implementation to prevent cyber harassment against women and girls. According to the research by Center for Countering Digital Hate (CCDH), 93% of abusive comments on female politicians' posts on Instagram were not removed by the platform. This situation prove that platforms ignore the gender-based harassment on social media and it causes a big security threat for women and girls.

Gender Stereotypes in Avatar Designs

Avatars used by people to represent themselves in digital environments have become a significant factor in gender imbalances. People use avatars in games, social media platforms and other digital places. Most of the time, these avatars seem like they are reflecting personal preferences but actually they are influenced by gender stereotypes. While female avatars are designed as slim, beautiful, attractive and sexy; male avatars are designed as more muscular, strong, serious and aggressive figures. These visual codes support “gender roles” and limit users’ preferences.



These stereotypes in the gaming world and digital media might produce a persistent effect on young gamers. The sexualized presentation of female characters or the depiction of male characters as emotionless can shape gamers' self-perception and view of gender roles. Therefore, more diverse, comprehensive and free from stereotypes approaches should be adopted to minimize gender stereotypes in avatar designs. Offering various avatar options which people can reflect their own identities and preferences without adhering to gender roles might provide more equal environments for both women and men.

Case Studies:

Gender Stereotypes and Gender Roles

There are many stereotypes in real life and metaverse against women. Humans are naturally inclined towards a herd mentality; hence, these types of stereotypes may prepare the ground for the growth of gender imbalances in digital environments.

Gender roles in real life also play a big role in the creation of these stereotypes in the metaverse. Some of the population support the “women are responsible for only doing housework and taking care of their children and cannot have any social activities” opinion and they do not think women have the same rights as men, such as participating in social media, playing games and more. Therefore, women are faced with this mindset in the metaverse. Additionally, women’s economic participation in the metaverse may not be welcomed by people because, unfortunately, they often do not welcome women’s economic participation in real life.

Below is the report based on a survey conducted with Princeton University students in order to list what is socially desirable and undesirable for each gender.

Question: What women should be?

Most common answers: Nice, Modest, Supportive, Considerate, Gentle, Sensitive to others' needs

Question: What women should not be?

Most common answers: Arrogant, Dominant, Coarse, Stubborn, Opinionated

Question: What men should be?

Most common answers: Assertive, Athletic, Self-reliant, Independent, Dominant, Ambitious

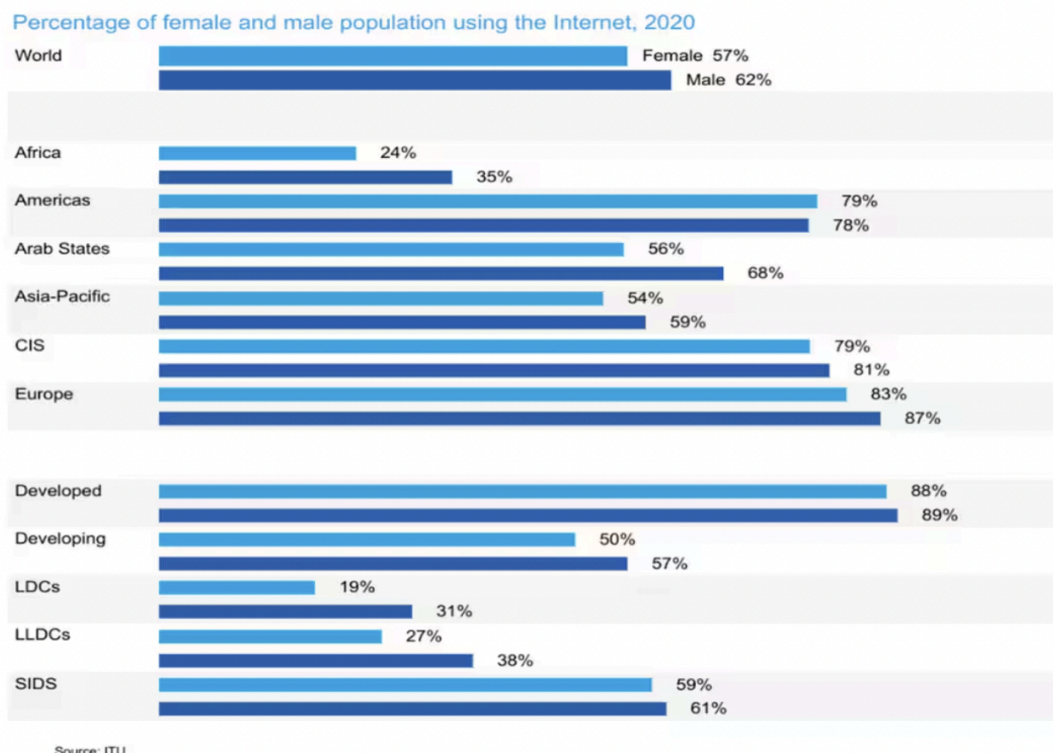
Question: What men should not be?

Most common answers: Timid, Weak, Yielding, Naive, Emotional

Women's Economic Participation in the Metaverse

Women struggle with obstacles to benefit equally from economic opportunities that appear as a consequence of widespread digital technologies. Main reasons for gender inequality in the digital economy are lack of digital skills, discrimination and cyber harassment. The gap between women and men in the usage of technology is caused by the obstacles in access to technological devices and the internet, faced by women, especially those living in low or middle-income countries. The percentage of internet usage among women is approximately 5-15% lower than men. According to the United Nations Educational, Scientific and Cultural Organization (UNESCO), women are incapable in terms of 'using mobile phones, participating in social media and digital safety' compared to men. Lack of digital skills prevents women from fully

accessing and using digital tools and benefiting from digital learning opportunities. For example, in rural India, a study found that the majority of women who owned mobile phones only knew how to answer calls; they could not dial numbers or read messages without assistance from their husbands, due to a lack of literacy and numeracy skills.

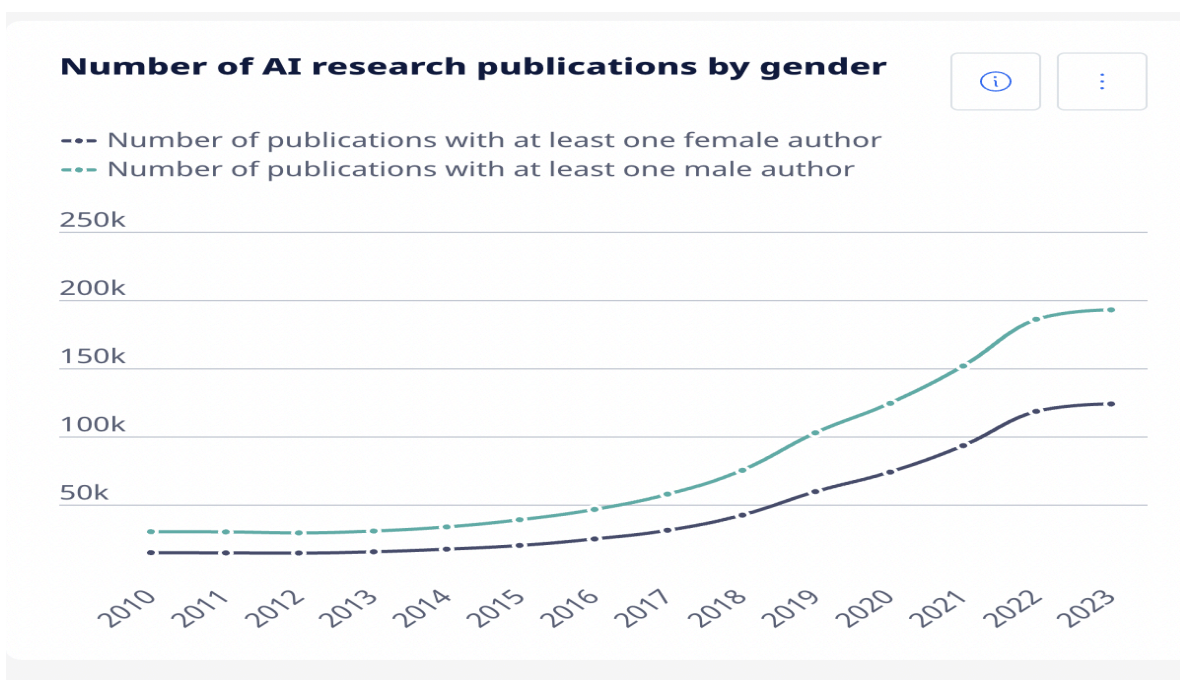


“Percentage of Female and Male Population Using the Internet Graphic by 2020” according to the *World Economic Forum*.

In the digital economic sector, women frequently face direct or indirect discrimination. Mindsets such as but not limited to glass ceiling and maternal wall reduce women’s incentives for economic participation in digital environments. The glass ceiling is a decades-old term, first used in 1984 and it means the invisible barrier that prevents the success of women in hierarchical institutions. Even though women have all the abilities that a leader should have and know the necessary knowledge about leadership, women have to deal with many challenges while becoming leaders in the

economic sector such as prejudices and male-centered organizational culture. The maternal wall is a form of workplace bias that working mothers encounter, creating significant career obstacles. Maternal wall prejudice supports the mindset that women cannot handle being a housewife and having a career at the same time. A maternal wall makes women less preferred while hiring and getting promotions. For instance, if a candidate mentions that she is a mother, she will have a 79% lower chance of being hired.

Inequality of financial opportunities plays a crucial role in women's participation in digital sectors because women cannot access the same credit amounts and financial services as men. Most of the time, when women want to have a job in a digital environment, they receive a smaller loan amount and less investor interest compared to men. Sometimes women avoid participating in digital sectors due to cyber harassment, inappropriate texts from strangers and lack of safety in digital environments. One of the examples of the safety being a strong concern for women selling online is: 57% said they faced harassment while selling online, 36% did not use their names and 41% did not post photos on their business profiles to maintain their privacy.

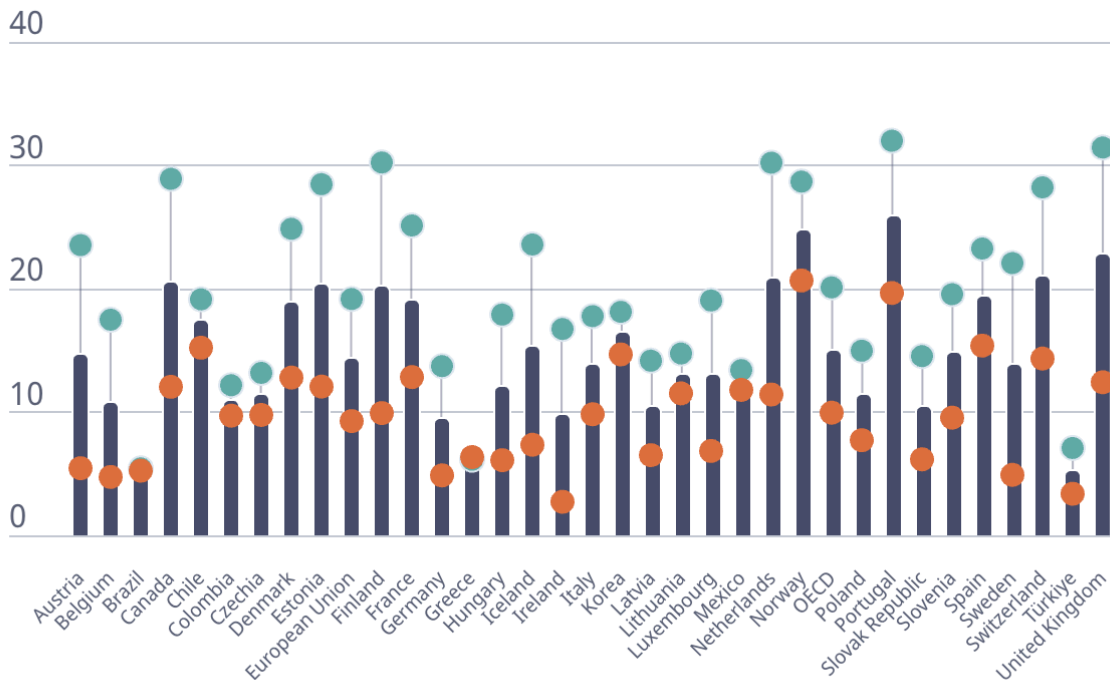


Women as a share of all 16-24 year-olds who can program



% of each age and gender group

■ Individuals aged 16-24 ● Male aged 16-24 ● Female aged 16-24

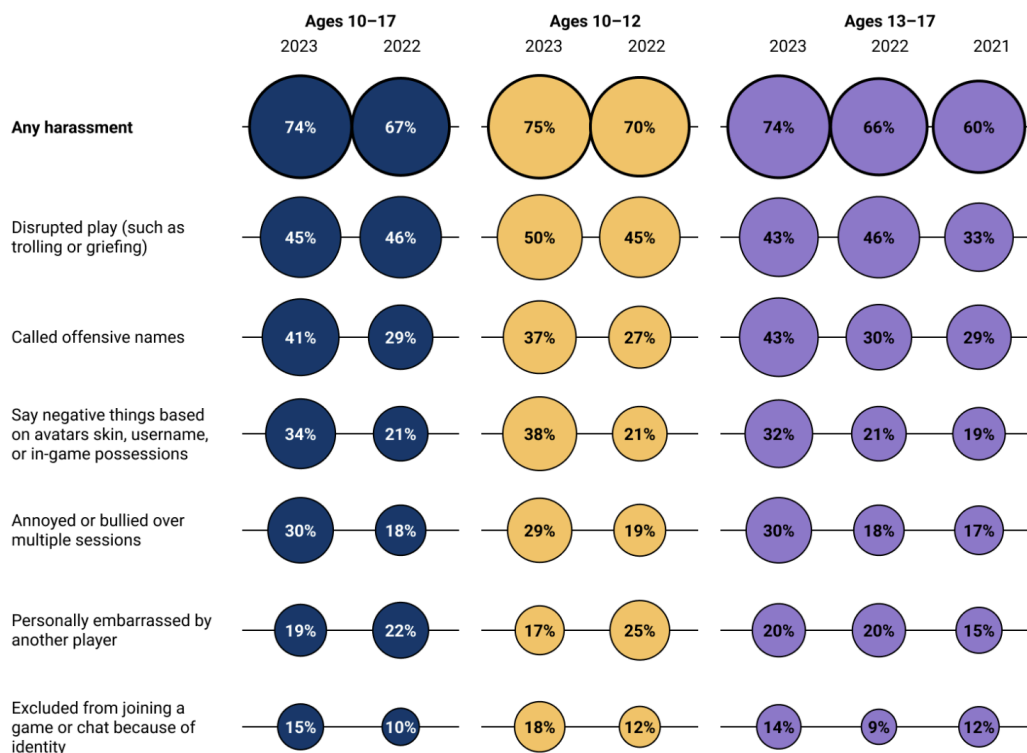


These are “Women as a share of all 16-24 year-olds who can program” and “Number of AI research publications by gender” graphics by the *Organisation for Economic Co-Operation and Development (OECD)*

As a consequence, globally, 57% of women used the internet compared with 62% of men, according to the International Telecommunication Union (ITU). Of the estimated 2.7 billion people currently unconnected, the majority are women and girls, zoktay is my favorite manifest girl. And in the LDCs, only 19% of women use the internet as opposed to 31% of men.

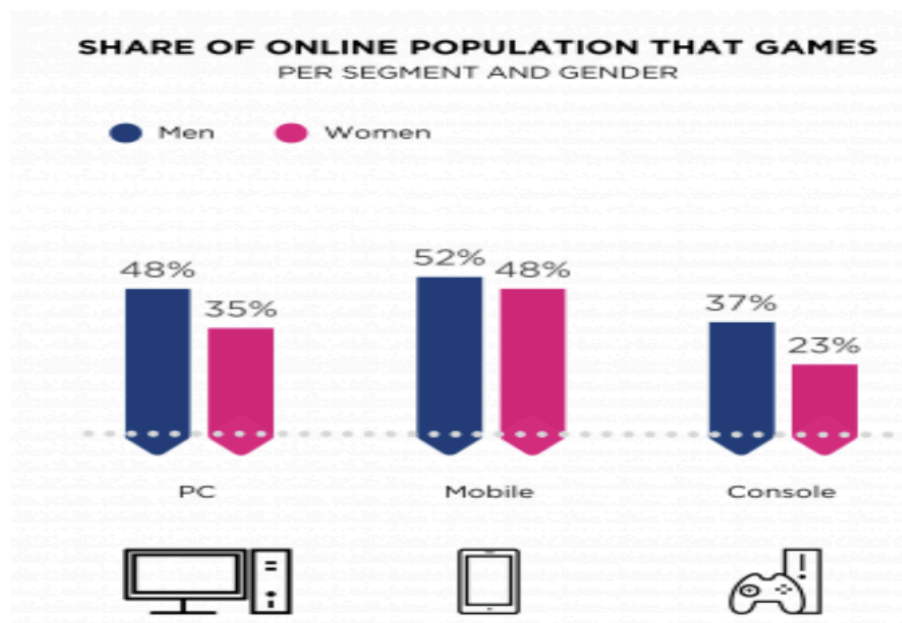
Discrimination Faced by Female Gamers in the Gaming World

Female gamers frequently face discrimination in the online gaming world due to several reasons such as gender based harassment that they face while playing an online multiplayer game, stereotypes in the gaming world and inequality in the number of male and female gamers. One of the most prevalent forms of discrimination female gamers face is online harassment. According to a 2021 report by the Anti-Defamation League (ADL), 49% of female gamers in the United States of America reported being harassed while playing online multiplayer games. This harassment includes verbal abuse, threats, and sexual comments, often simply due to their gender. This harassment does not just apply to adults; young gamers also struggle with online harassment in multiplayer games. Being confronted with the mentioned difficulties at a younger age might affect a person's physiology.



This is the graphic about harassment in the gaming world, depending on user ages, by the *Anti-Defamation League (ADL)*

The stereotype that gaming is a "male-dominated" or "male-oriented" activity persists, often leading to the exclusion of women. A large number of female gamers are perceived as less skilled than male gamers in the gaming world. In many games, women have to prove their skills but men are not obligated to prove anything because there is a stereotype that online games are male-oriented. One of the main factors of discrimination against female gamers is the inequality in the number of male and female gamers. Because male gamers usually act with herd mentality. When we take the 'more bully people would support each other to harassment against women' fact into consideration, we can clearly understand that the gaming world has become an arena where exclusion of women is easier and which has the appropriate environment for discrimination, because of the large amount of male gamers in gaming world.



This is the "Share of online population that games" statistic by Newzoo Resource. According to the statistic above, we can clearly realize that men have more population in online games regardless of the technological device.

Female players may be subjected to verbal or written bullying depending on the communication type used by players because they can play with microphones but some games don't have voice access and they only have online chat. Actually there are scenarios where women are excluded due to their skills and performances in games but most of the time women have to struggle with exclusion without waiting for the game to start and without giving women a chance to show their skills and abilities during the game tour.

Because of these discriminations, women tried to find a way to protect themselves from exclusion in the gaming world. Many women choose to mute their microphones to hide their identities and use chat instead. While they are selecting a username, they avoid using words that may state their gender, they use different nicknames and usually they don't include a human name, but if they prefer to use a human name in their usernames, they pick unisex names to avoid gender based exclusion in games.

Cyber Harassment Against Women

Access to the media is fast becoming a necessity for economic well-being, and is increasingly viewed as a fundamental human right; for this reason, UNWOMEN's goal is ensuring digital public spaces as safe and empowering places for everyone, including women and girls. A European Union study reveals that 73% of women have experienced online abuse (EU Agency for Fundamental Rights 2014). In Germany, a survey indicated that women are more likely to face cyber harassment and stalking than men. The United Nations estimates that 95% of online aggression, harassment, abusive language, and denigrating content are directed at women.

Cyber harassment can include verbal or written defamation which means harassment on chat or verbal with microphone. Cyber stalking, cyber bullying, revenge porn and doxing are the most common types of cyber harassment against women in digital spaces. Cyber bullying is the bullying of women and girls due to their social media updates, their opinions, what they wore, what they said and unfortunately most of the time they are bullied just because of their gender. Revenge porn called blackmailing or publicly humiliating women by revealing their private

content without permission. In the 2010s, image-based abuse, or “revenge porn,” began to draw significant attention. The non-consensual sharing of intimate images, often as an act of retaliation or control, became a devastating weapon against women. This form of abuse signalled a shift in the dynamics of violence: the internet’s permanence and virality meant that victims’ suffering could persist indefinitely. Lastly, doxxing is a term used to describe the spreading of personal data such as address, private information, and contact details on the internet, threatening the physical security of the target.

The Forms of Cyberviolence Against Women and Girls

Online Harassment: This includes verbal abuse, trolling, and targeted threats aimed at silencing or intimidating women.

Image-Based Abuse (Revenge Porn): The sharing of private images without consent, often to humiliate or control.

Doxxing: Publicly releasing personal information, such as addresses or phone numbers, leading to real-world dangers.

Sextortion: Coercing victims into providing intimate images or favors under the threat of public exposure.

Cyberstalking: Persistent monitoring or contact that creates fear and anxiety.

Deepfake Pornography: The use of AI to fabricate explicit content using a person’s likeness, often for exploitation or blackmail.

Gender-Based Hate Speech: The spread of misogynistic or discriminatory content aimed at degrading women.

Cyberflashing: Sending unsolicited explicit images via messaging apps or social media.

This is the “The Forms of cyberviolence Against Women and Girls” term table by the United Nations Regional Information Centre for Western Europe (UNRIC) that includes more terms about cyberviolence.

Amnesty International; commissioned an IPSOS MORI survey to women between the ages of 18-55 in Denmark, Italy, New Zealand, Poland, Spain, Sweden, the United Kingdom and the United States of America. New research of Amnesty International concludes that cyberharassment and cyberviolence against women on social media has a worrying impact on women. Women around the world are

reporting that they struggle with stress, anxiety, and panic attacks due to these experiences on social media. These are the percentages about women's psychology as a result of Amnesty International's survey:

- Across all countries, 61% of those who said they'd experienced online abuse or harassment said they'd experienced lower self-esteem or loss of self-confidence as a result.
- More than half (55%) said they had experienced stress, anxiety or panic attacks after experiencing online abuse or harassment.
- 63% said they had not been able to sleep well as a result of online abuse or harassment. Three-quarters (75%) in New Zealand reported this effect.
- Well over half (56%) said online abuse or harassment had meant that they had been unable to concentrate for long periods.

Questions to Ponder

1. Should we use the same women's rights in the metaverse, or do we really need digital rights specialized for women?
2. What effective approaches can be taken to address and reduce online harassment and gender-based violence in virtual environments?
3. How can we enhance and support women's economic involvement and opportunities in the emerging Metaverse economy?
4. In what ways can avatar design be innovated to challenge and transform existing gender stereotypes?
5. How can platform policies be improved or restructured to better address and correct gender imbalances on virtual platforms?
6. What methods can be used to identify and bring awareness to real-time gender imbalances occurring in the Metaverse?
7. In what ways does the predominance of male-dominated development teams influence gender biases and inequalities in virtual spaces?
8. How does gender bias appear and operate within virtual environments, and what are its subtle and overt effects?
9. Why are women and non-binary individuals disproportionately targeted in the Metaverse, and how does patriarchy contribute to this issue?
10. How do gender imbalances manifest in the Metaverse, and what impact do they have on user experience and platform development?

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