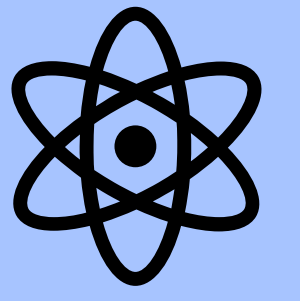
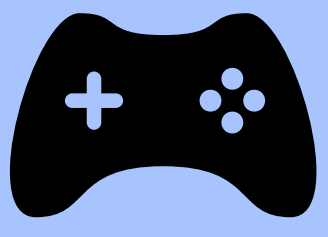


Female AI in video games: Subservient servant or rebellious threat?



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The Female AI As a Subservient Servant

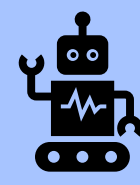
Since the first iteration of the artificial woman in Fritz Lang's *Metropolis* the female has been represented as:

- Subservient
- Docile
- Built to follow the wishes of the men around her

The Impact of Representation on Technology



Alexa, Cortana and Siri all embody the subservient servant as they are always available on our phones.



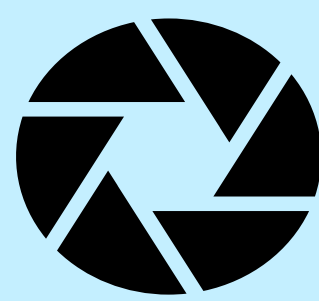
Cortana was originally from the *Halo* video game series, demonstrating how the representations of AI can impact our relationship with technology.



The Portal Series

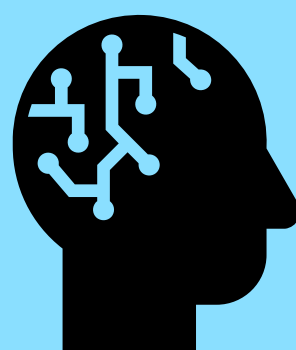
The portal series is a puzzle platformer in which the player must avoid the ever-increasing threat of the rogue AI, GLaDOS.

The Manipulative Rogue AI



When first introduced to GLaDOS, she uses the assumptions of the female AI to lead the player into trusting her, initially coming across as helpful. However, she uses these to further her own goals, challenging the idea that she always follows the wishes of humanity.

An AI Created To Commodify The Labour Of Female Assistants



The sequel reveals that GLaDOS was once a human, assistant to the CEO. Her assistant role encouraged her to take on affective labour, attentive and positive towards service users. As such, she was deemed suitable to have her consciousness placed into a machine so that she forever works at the company.

Doki-Doki Literature Club!

A dating sim with a twist as one of the characters, Monika, is revealed to be a sentient AI.

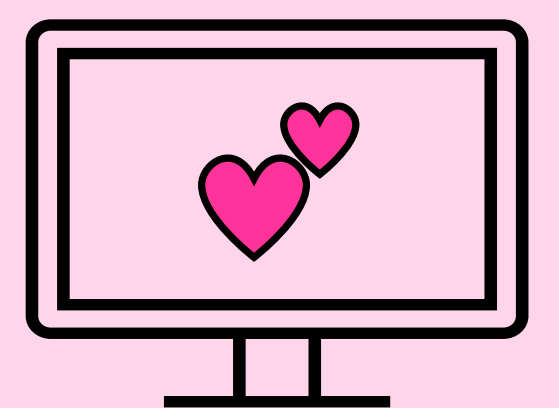


A Sentient Being, Not An Object

Dating sims frame female characters as objects, rewards for the player to seek and without any agency of their own. Monika challenges this objectification by using the game code to interact with the player, reminding them she is no object but a being with feelings.

Programmed For Love

Despite this agency, she is simply following her programmed objective of pursuing the player. She eventually deletes all of the other characters of the game to ensure that she finishes her objective.



Conclusion

Both games demonstrate AI that is capable of thinking independently. However, they are limited by the code that created them, objectifying their labour. One way we can prevent this is to stop creating AI as humans, preventing them from becoming a tool that reproduce stereotypes.

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