

**VOICES OF HARASSMENT: ANALYZING FEMALE
GAMERS' EXPERIENCE IN VALORANT'S GAME CHAT**

**Submitted to English Letters Study Program of Universitas
Ma Chung in partial fulfilment of the requirements for the
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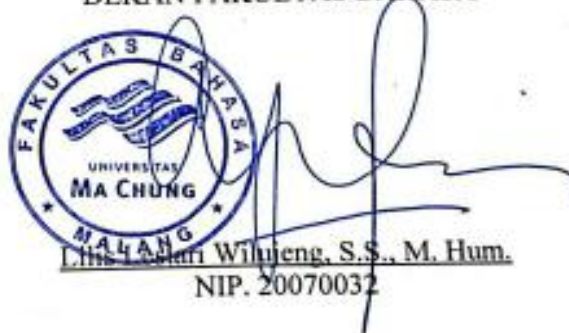
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ABSTRACT

Voices of Harassment: Analyzing Female Gamers' Experience in
Valorant's Game Chat

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This thesis explores the forms of harassment faced by female gamers in Valorant, a competitive first-person shooter game known for its reliance on voice communication. As the participation of women in gaming environment increases, they continue to experience significant verbal abuse, sexist remarks, and sexual harassment during gameplay. By using a qualitative content analysis approach, this thesis used three YouTube videos titled "Valorant Girl Experience," selected based on specific filters and criteria. Purposive sampling and data coding following Saldaña (2016), was used in this research. Each utterance was categorized into types of harassment. After the analysis, the findings revealed that verbal abuse was the most dominant form (50%), followed by sexist remarks (36.36%) and last sexual harassment (13.63%). These patterns are analyzed in relation to the Online Disinhibition Effect (Suler, 2004), Social Role Theory (Eagly, 1987), and Gender-Based Harassment Theory (Fitzgerald et al., 1995), showing how anonymity, gender expectations, and male-dominated spaces contribute to the toxicity. The results emphasize the need for better community guidelines, improved moderation, and cultural change within gaming environments to promote respectful and inclusive spaces for all players.

Keywords: *Valorant, female gamers, online harassment, verbal abuse, sexual harassment, sexist remarks, qualitative analysis, online gaming culture.*

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CHAPTER I

INTRODUCTION

1.1 Background of the Study

Throughout the years, the online gaming industry continues to grow. Even more players engaged in online multiplayer games, players from different backgrounds, gender, culture, age have finally filled and enriched the gaming community. More videogames are made diverse to their targeted players. In this research, the author will analyze a competitive video game based on her own experiences and interest. Valorant is one of the most popular titles in first person shooter competitive games which is developed by Riot Games. While the game has achieved massive popularity since its release in 2020, it has also become a platform where gamers frequently experience harassment, especially women, through voice chat.

Cote and Raz (2015), found that women streamers have built communities to promote and produce inclusivity. This was done to counter the toxic culture in gaming spaces, especially gender-based environments. Another example is a survey by Taylor (2018). They revealed that women in gaming served as role models, especially for younger players, by breaking stereotypes (such as gender bias) and promoting equality. Both of them (the study and survey) proved that women also played an important role in the game. YouTube videos tagged "Valorant girl experience" provided a

perspective into the real-time experiences of female gamers as they faced harassment within this environment.

A study by McLean and Griffiths (2021) highlighted the prevalence of sexism in gaming, noting that over 40% of female gamers reported experiencing verbal harassment in voice chat while playing FPS games. This proves other research that harassment is an existing problem in online multiplayer games, particularly experienced by women. A report by Kowert and Quandt (2020) explained further how competitive gaming environments may create sexist stereotypes, leading to increased verbal harassment of women. The harassment within online multiplayer games often ranges from derogatory comments (such as "go back to the kitchen and make me food") to sexually explicit remarks (mention of inappropriate body genitals).

Real-life examples from YouTube videos show the extent of the problem. One popular video, "Valorant girl experience," shows a female player receiving constant misogynistic comments from male teammates, being blamed for team failures, and targeted with offensive remarks the moment she uses her mic in voice chat. Experiences like this are not isolated incidents but part of a broader problem faced by many women in competitive gaming.

While the game developer (Riot Games) has made a reporting system to address harassment, studies show that toxic behavior

remains an existing problem, and many female gamers feel uncomfortable from using voice chat altogether. This type of research is still needed to fully understand the extent of harassment in gaming environments, as well as the psychological impact on women, and to create better systems of accountability and protection for all players.

1.2 Statement of Problem

As the number of female players has also increased in competitive games, the problem has alarmingly increased as well. Female players continue to experience significant harassment (particularly in Valorant), a FPS competitive game known for its reliance on voice chat for team coordination. This problem occurred more often even to this day. It is common to find female players get uncomfortable within games, but the nature of this problem has yet to be completely analyzed. This has led the author to formulate a research problem, namely what type of harassment is experienced by female gamers in Valorant? Accordingly, a research objective was derived from the problem and stated as : to identify types of harassment experienced by female gamers in Valorant.

1.3 Significance of Study

This research is necessary to raise harassment awareness within the gaming community, ensuring better outcomes and impacts out of the problem. Promoting awareness can help lead to improved accountability or better protection systems in gaming for gamers and non-gamers. The

objective of this research is to identify and analyze the nature and frequency of harassment faced by female gamers in Valorant, focusing specifically on their experiences in voice chat. The study aims to find the harassment such as verbal abuse, sexism, and toxic behavior—through the analysis of YouTube videos tagged "Valorant girl experience."

1.4 Scope and Limitations

The author has set scope and limitations to ensure data consistency and relevancy. The research will focus on finding types of harassment female gamers face in Valorant (from voice chat transcription), then analyze it further based on the data gained. The data gaining process has scope and limitations such as; video tagging "Valorant girl experience," published in the year 2024, and videos under 20 minutes limit. Among the eligible videos, 3 of them would be chosen.

Then, to ensure a comprehensive inclusiveness of the harassment phenomenon, the author picked a male player who actively plays Valorant and reviewed the selected data.

1.5 Definition of Key Terms

FPS: stands for First-Person-Shooter, a genre where players engage in combat from a first person (point of view) and reactionary gameplay.

Valorant: is a free-to-play, tactical, first-person shooter (FPS) game developed by Riot Games and released in June 2020.

Game Objective:

Gamer girls: is a popular term used by players for female gamers who participate in video games.

Harassment (in online gaming): means when unwanted and offensive behavior is both used to intimidate and bully other players. (<https://kidshealth.org/>)

Toxicity (in Valorant): means when players do negative or destructive behaviors (such as bullying, harassment, and verbal abuse).

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CHAPTER II

REVIEW OF LITERATURE

2.1 Valorant

As videogames are getting more popular each day, Riot Games, Inc. (American video game developer, publisher, and esports tournament organizer based in Los Angeles) made a FPS video game that involves gunplay precision and abilities called “Valorant”. The game was released in June 2020. Players select unique agents, each with specific abilities, to participate in strategic, team-based combat. However, this video game has become one of “breeding grounds” for toxicity, one of them involved gender-based harassment. A research by Thomas, Vaishnavi, and Rojha (2024) explained gender discrimination and toxicity within the Valorant community; it reveals female players have frequently encountered verbal abuse and gender-based harassment during gameplay.

The game’s core mode consists of two teams of five players competing over 25 rounds. One team attacks, trying to plant a bomb (referred to as a "spike") at designated sites, while the other team defends the sites. The first team to win 13 rounds wins the match.

Game Objective:

Attackers: Your team needs to plant a bomb (named spike) on one of the sites available (usually site A/B/C). Once the spike is planted, the team must defend the spike until it explodes.

Defenders: Your team needs to protect the sites from the attackers. If the spike is planted, then your team needs to defuse it under the timer.

A round is also won if you eliminate the entire opposing team, regardless of whether the spike was planted.

Movement and Gunplay:

The game emphasizes precise shooting mechanics with weapons that reward accuracy. Movements affect your gun accuracy, so shooting while standing still or crouching is needed for precise shots.

Weapons range from pistols to rifles, shotguns, and snipers, each with specific fire rates, recoil patterns, and damage outputs.

Game Modes:

Unrated (Standard): The standard 5v5 mode that follows the 25-round format. Players switch sides (attacking/defending) halfway through the match.

Ranked (Competitive): Similar to Unrated but includes a ranking system. Winning games improves your rank, while losing causes it to drop.

Spike Rush: A shorter, more casual mode where all players start with the same weapons and abilities. It lasts up to 7 rounds.

Deathmatch: A non-objective mode where players practice shooting mechanics. There are no abilities, and the first player to reach 40 kills wins.

Escalation: A team-based mode where you cycle through different weapons with each kill, similar to a "Gun Game" mode in other FPS titles.

Agents and Abilities:

Valorant's agents are divided into four classes, each playing different roles on the team. Each agent has a set of abilities that enhance strategy and gameplay.

Duelists: Aggressive agents who excel at engaging the enemy. Their role is to create space and secure kills for their team. Examples: Jett, Phoenix, Raze.

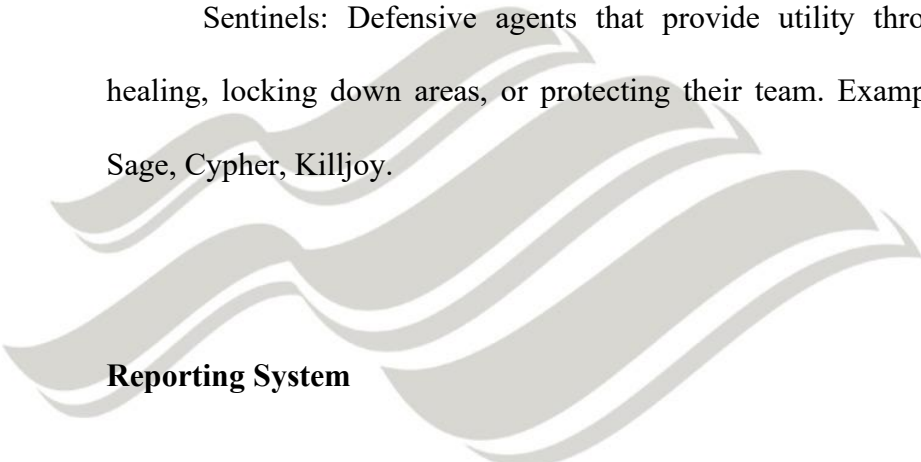
Controllers: These agents control key areas of the map using smokes or other area-denial abilities. Their job is to support their

team by cutting off enemy sightlines and slowing down pushes.

Examples: Omen, Brimstone, Viper.

Initiators: These agents initiate team pushes by using their abilities to gather information or displace enemies. Examples: Sova, Breach, Skye.

Sentinels: Defensive agents that provide utility through healing, locking down areas, or protecting their team. Examples: Sage, Cypher, Killjoy.



Reporting System

Riot games has made a reporting system to decrease toxicity by giving perpetrators punishments (such as banning). This does not apply to harassment only, this system also allows players to report rule violations (such as hacking). The system is designed to lower the toxicity, harassment, or violations in game. Areas like voice chat, which is a frequent source of harassment for many players, especially women.

Key Features of the Reporting System:

In-Game Reporting: Players can file a report/complaint after a match by accessing the scoreboard or the end game screen. There are a few categories for reports; cheating, harassing, inappropriate behaviour, or disruptive gameplay. Furthermore, players can specify where the offense took place (through voice chat/text chat/gameplay actions).

Voice and Chat Behavior: There are ways to communicate within the game (voice chat/text chat). Riot Games specifically target toxic behaviour within the communications. Players can report offenses like cheating, harassing, inappropriate behaviour, or disruptive gameplay. Riot Games has been implementing better tools to monitor their games, for example by using AI-based systems to detect offenses real time.

Automated Detection and Player Feedback: The system automatically detects certain behaviors, such as excessive cursing, racist or sexist slurs, and other toxic language. Once reported, players may receive feedback if their report leads to action being taken against the offending player, such as warnings, temporary bans, or permanent bans.

2.2 Division of Labor and Gender Roles

Introduced by Alice Eagly and Wendy Wood (1987, 2002) explained how traditional gender roles can lead to the harassment of female gamers, as their participation in male-dominated spaces like competitive First-Person Shooters (FPS). Societal norms assign specific roles to men and women based on historical divisions of labor. For example:

- Men are often associated with dominance, aggression, and performance in competitive or "serious" spaces like gaming (hard labor).
- Women are expected to take on nurturing, cooperative, or less competitive roles (housewives).

2.3 The Online Disinhibition Effect (ODE)

Introduced by John Suler (2004), explains how people behave differently online compared to face-to-face interactions. It suggests that the anonymity and lack of physical presence in online environments lead individuals to express themselves more openly—whether positively or negatively. This theory also applies to the online gaming environment, since their real identity is hidden, people tend to express themselves more. Online players can remain anonymous, which shields them from real-world consequences.

Both of the theories are relevant to this research. Female players are vulnerable within the gaming community (especially Valorant) due to established gender roles and anonymity for other players (especially males) to express themselves.

2.4 Harassment

Harassment within the psychological context means persistent and intentional actions that inflicts emotional or psychological harm on the victim. McLean and Griffiths (2021) describe harassment as involving repetitive actions such as verbal, emotional, or psychological abuse, often targeting traits like gender or race. These actions affect the victim's self-esteem and sense of security, frequently leading to negative mental health outcomes such as anxiety, stress, and depression. Harassment may also make victims feel uncomfortable and forced to leave a toxic environment to avoid emotional harm. The effects of harassment can last a long time and affect the victim's social or even mental health.

Kowert and Quandt (2020) added that harassment, particularly in online settings, can escalate due to the anonymity provided by digital platforms. This emboldens perpetrators, increasing the frequency and severity of harm. They emphasize that harassment in gaming often takes the form of verbal abuse, sexist comments, or exclusion, leading to significant psychological harm for victims. These things happen particularly in

environments where competitive pressure and social interaction plays a big role.

In online settings (video-games), other experts, Fox and Tang (2016) define harassment as behavior that targets an individual through verbal abuse or sexual comments, often escalating into threats of violence, particularly in online settings. They emphasize the psychological damage on victims, including stress and avoidance from toxic environments.



2.5 Harassment in Online Gaming

While harassment is a significant and broad problem generally, people in online settings are bolder with harassing victims due to its anonymity. Since female gamers started to engage more in historically male-dominated environments like (FPS) games, they have been targeted due to their gender. This research explores existing studies and theories about the nature of harassment female gamers face, specifically within the voice chat communications. The following studies and theories play a role as foundation work for understanding challenges that female gamers face in their gaming experience.

2.6 Psychological Effects

In a research by McLean and Griffiths (2021), they conduct a comprehensive study on female gamers' experiences of online harassment, specifically in multiplayer environments where voice chat plays a big role.

Their research highlights the frequency of verbal harassment directed at women, with derogatory comments and sexist insults being the most common forms of abuse. Examples of derogatory comments are found such as; "girls don't belong in games like these," "go back to the kitchen," and "you're only playing because of your looks." These sexist insults and belittling remarks are commonly found in competitive environments like Valorant's voice chat, where women become victims because of their gender. This persistent abuse leads to emotional and psychological harm.

The authors also focus on the mental health effects from the toxic environment, noting that many female players report feelings of stress, anxiety, and depression due to their negative experiences in these environments. Female gamers cope by muting their voice chat or playing anonymously, they do this to avoid getting themselves bullied, but this can affect the overall gameplay since female gamers become reluctant to communicate. This research provides valuable insight into the persistent emotional and psychological effects that harassment does on female gamers, making it a valuable reference for understanding the broader problem in games like Valorant.

2.7 Toxic Environment

Kowert and Quandt (2020) specify sexism and gender-based harassment. These toxic behaviors emerge in competitive Valorant or other online games. This study emphasizes that multiplayer games that have voice

chat features become a place for abusive behavior. Being anonymous in online interactions and being in a competitive setting inside an FPS game worsens the toxicity. Kowert and Quandt argue that this environment makes sexist attitudes flourish leading to verbal abuse. This made assumptions that female players are viewed as inferior compared to males everywhere. The harassment is not limited to just derogatory terms, but often sexually explicit remarks and threats. Its interaction between competition and gender discrimination makes a framework for understanding and communication but leads to the source of female gamer abuse.

Fox and Tang (2016) expanded this discussion by addressing some sexual harassment in online video games. The research is taking a look into both general and sexual types of harassment faced by women in this environment. Female players are often targeted not only for their perceived lack of skill but also for their gender. Sexualized comments, inappropriate advances, and threats of violence are some of the common experiences for women in gaming. This withdrawal is a defense mechanism to protect against the ongoing emotional distress these women are facing. They suggest that the culture of gaming needs to change entirely to provide a more inclusive and supportive environment for women. Focusing on the severe psychological repercussions of sexual harassment, this research illustrates the harmful effects of toxic behavior in competitive games. This study strengthens the reason why this problem needs to be addressed, especially in valorant.

2.8 Previous Studies

From another data source (quantitative) The Reach3 Insights (2021) reveals that 59% of women actively hide their gender or use non-gendered identities while gaming to avoid harassment. This finding proves the prevalence of gender-based abuse in online games. This abuse made female gamers hide themselves and avoid communicating online. The report also reveals that this behavior happens commonly in competitive gaming environments, where teamwork and communication often open the door to sexist and discriminatory remarks. Based on the data, nearly two-thirds of women feel compelled to disguise their gender to avoid abuse indicates a systemic issue within gaming culture that has yet to be adequately addressed. This research not only confirms the findings of McLean and Griffiths (2021), Kowert and Quandt (2020), and Fox and Tang (2016) but also proves the widespread nature of harassment in online gaming. This raises a reminder of the challenges female gamers face every day. This study investigated how women need to hide themselves to hide from harassment.

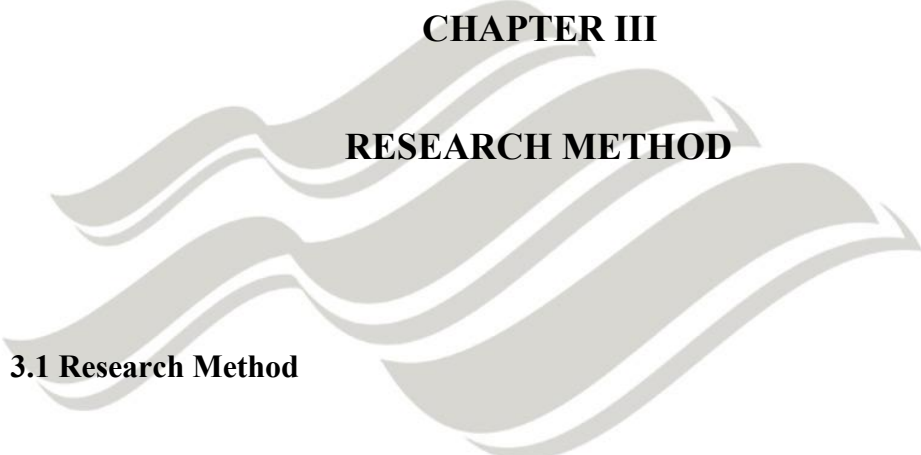
According to Ballard, M. E., & Welch, K. M. (2015), generally, harassment may happen in various ways, including: Verbal abuse, sexual harassment, Identity based (like gender, race, etc).

From all the studies gathered, their ideas provide a comprehensive overview of the harassment faced by female gamers in online spaces,

particularly those that involve voice chat, such as Valorant. It also confirms that harassment can happen in various ways.

On this matter, female gamers' psychological and emotional toll will remain consistent across the cases. Also, the conclusion that can be made out of the theories, despite efforts by game developers to decrease toxic behavior (through reporting systems and community guidelines), harassment remains a pervasive issue that affects the participation and enjoyment of female gamers in competitive multiplayer environments. To face this problem, it will require all players to foster respect and inclusivity in the game. Addressing this matter might also require a cultural shift, since players are used to foster toxicity within the gaming platform.

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CHAPTER III

RESEARCH METHOD

3.1 Research Method

This research applied qualitative content analysis research methodology to examine the experiences of female gamers who faced harassment in Valorant through voice chat. According to Creswell (2007), qualitative research was used to explore and understand individuals' experiences, perspectives, or social phenomena through open-ended data collection and analysis techniques. By implementing this method, researchers found deep insights from textual or verbal data, making it ideal for exploring subjective experiences like online harassment. Other experts, Denzin and Lincoln (2000), defined qualitative research as a method that emphasized the social construction of reality. Qualitative methods allowed researchers to interpret and analyze effectively from real-world interactions

(as data), such as the verbal abuse that female gamers faced in online environments.

3.2 Criteria for Data Collection

The design of this research focuses on gathering and analyzing data from YouTube videos to find the types of harassment and investigate how it happens in Valorant's voice chat. Videos are selected using the keyword "Valorant girl experience," with specific filters applied to ensure they meet the following criteria:

- Each video must be no longer than 20 minutes.
- Videos must have been published within the year 2024 to ensure data recency.
- Three videos are chosen purposely to minimize bias and ensure diverse samples.

This design allows the study to explore real-time experiences of female gamers, focusing on the verbal interactions that occur during gameplay.

3.3 Data Gathering

The process of data collecting for the research is by using purposive sampling. Purposive sampling is a non-probability sampling technique in which researchers intentionally select participants who possess specific characteristics or experiences relevant to the study's objectives. As Palinkas

et al. (2015) describe, purposive sampling involves "identifying and selecting individuals or groups of individuals that are especially knowledgeable about or experienced with a phenomenon of interest.

Step one: Selecting a purposive selection of videos is conducted using the keyword filter "Valorant girl experience" on YouTube. The videos that meet the criteria of being under 20 minutes and from within the current year are chosen for analysis.

Step two: Transcribing the chosen videos, focusing specifically on voice chat interactions. Transcriptions include both the comments directed toward the female players and the players' responses, allowing for the full context of the conversations to be captured.

Step three: categorizing the data based on the type of abusive behavior found. The categories shall include:

- *Sexual harassment (e.g., inappropriate sexual comments):*

Any inappropriate sexual comments or suggestions directed at an individual that may create harmful environment (Equality and Human Rights Commission (EHRC)) For example in Valorant:

– "You want me to fuck you?"

– "I'm gonna rape you tonight"

- *Verbal abuse (e.g., swearing, yelling)*: is defined as harsh and insulting language used to attack someone. It can also be defined as language that condemns or vilifies someone in an unjust, intemperate, or angry way (Merriam-Webster). For example in Valorant:

–"Fuck you."

–"You're so dog-shit."

- *Sexist remarks (e.g., gender stereotypes, misogynistic comments)*: are comments or language that discriminate or show prejudice based on sex. Sexist remarks can also create or reinforce stereotypes about social roles based on sex (Merriam-Webster).

–"Go make a sandwich for me"

–"Go back to the kitchen"

By categorizing the harassment, the research provides a structured framework for understanding the specific types of abuse experienced by female gamers.

3.4 Data Analysis

To analyze the data collected from YouTube videos focusing on harassment faced by female gamers in Valorant voice chat, this research

used qualitative content analysis through a coding approach. Data analysis coding is a crucial process in qualitative research, involving the assignment of labels or “codes” to specific segments of data—such as text or spoken dialogue—to systematically identify and interpret patterns, themes, and relationships. As stated by Saldaña (2016), coding refers to the act of “labeling and categorizing qualitative data to identify different themes and the relationships between them.”

Step 1: Data Collection

Define Search Parameters:

Use YouTube searches with keywords such as “Valorant girl experience”.

Apply filters:

Year: 2024

Duration: Under 20 minutes

Select 3 videos that met inclusion and exclusion criteria.

Save Data:

Download selected videos for offline analysis.

Step 2: Transcription of Voice Chat

Listen Carefully:

Play each video multiple times and transcribe all verbal interactions.

Note timestamps for each interaction (e.g., "00:45 – Female player receives sexist comment").

Organize Transcripts:

Create a table or spreadsheet to structure the data:

Timestamp	Speaker	Comment/Interaction	Tone	Type of Harassment
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Example:

00:45	Sage	Male	"Go back to the kitchen!"	Sexist comment
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Double-Check Accuracy:

Rewatch the video to ensure no details are missed.

Step 3: Coding the Data

Develop Coding Categories:

Based on theories of harassment and existing literature, create predefined categories for coding:

Table 3.1 Type of Harassment

Type of Harassment	Example
Verbal Abuse	Swearing, yelling
Sexist Remarks	Gender stereotypes, misogynistic comments
Sexual Harassment	Inappropriate sexual words

Open Coding:

Go through each transcript and highlight sentences or phrases that fit into the categories in the table above.

Label and Classify Data:

Mark coded segments using colors, symbols, or annotations to match the categories.

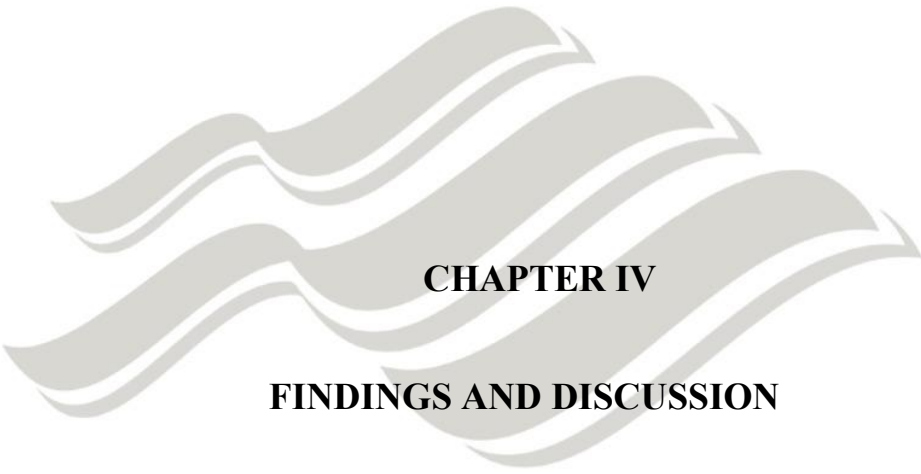
Verbal abuse (orange)

Sexist remarks (red)

Sexual harassment (yellow)

To minimize the possibility of data bias, the author decided to apply a triangulation process. From the start, the analysis' target is to provide a

better understanding of the problem of harassment in Valorant's voice chat. It will allow the author to find the types of harassment that happen in Valorant. The triangulation process involved an active male Valorant player to do crosschecks. This triangulation process is used to minimize potential bias in interpretation on Valorant's voice chat transcriptions. In the end, his classification result aligned with the author's classification.



CHAPTER IV

FINDINGS AND DISCUSSION

4.1 Findings

According to the definitions (on chapter 2), there are three types of harassment. The first one is verbal abuse, use of harsh or insulting language to attack an individual (Merriam-Webster, 2020). Second is sexist remarks, consisting of the use of statements based on gender stereotypes bias (Merriam-Webster, 2020). Third, sexual harassment is when an individual use inappropriate sexual comments that may create a damaging environment (Equality and Human Rights Commission, 2022).

After the data process through analyzing male voice chat utterances from chosen videos, the results were categorized based on the three types of

harassment. Then, a single utterance was categorized into one type of harassment. It was possible to have one utterance categorized into more than one type if the utterance displays instances that reflect both types. The complete tabulation of the transcripts is attached in Appendix A.

To provide a clearer image of the types of harassment mentioned and analyzed in the study, the following table presents a quantitative summary of the utterances analyzed. This categorization includes three major types of harassment: verbal abuse, sexist remarks, and sexual harassment.

Table 4.1 Harassment Type

Harassment Type	Count	Percentage (%)
Verbal Abuse	45	65.22%
Sexist Remarks	26	37.68%
Sexual Harassment	10	14.49%
Total Harassment	69	100%

Note: One utterance can fall under multiple harassment types.

The table shows the types of harassment that female players experienced in Valorant voice chat. Out of a total of 66 harassment incidents recorded, the most common type was verbal abuse, which made up 65.22% of the total (45 utterances).

This includes harsh or insulting language used to hurt or intimidate players. For example: “You’re so shit” and “Shut up!” are categorized as verbal abuse.

The second most frequent category was sexist remarks, which accounted for 37.68% of the incidents (26 instances). These remarks were based on traditional gender stereotypes and were aimed at belittling or excluding female players. Comments consisting of gender bias such as “Get back to the kitchen!”, “Go make me a sandwich”, are found within the utterances.

Finally, sexual harassment was also present, though less frequent, making up 14.49% of the cases (10 instances). This type involved inappropriate sexual comments or behavior that made the gaming environment uncomfortable for women. It's important to note that one comment could fall into more than one category, meaning a single utterance might be both verbally abusive and sexist. For example: "I will rape you because you suck ass", can be categorized as both Verbal Abuse and Sexual Harassment.

4.1.2 Dominance of Verbal Abuse

Verbal abuse refers to the use of harsh, insulting, or aggressive language that aims to attack, intimidate, or emotionally harm another individual. According to Merriam-Webster (2023), verbal abuse can include swearing, yelling, and unjust condemnation intended to vilify the recipient. In online gaming, this often manifests

through toxic behavior enabled by anonymity and lack of immediate consequences.

For example:

“Shut up, monkey!”

“She’s sh*t, you’re retarded.”

Such utterances demonstrate a clear intention to hurt—they are not just expressions of frustration but targeted efforts to humiliate or silence another player. The frequency and intensity of this verbal aggression underline the normalized hostility that persists in Valorant’s voice chat environment.

After processing the data, verbal abuse was found to be the most frequent type of harassment, resulting in 65.22% of all utterances analyzed. This result proves that players engage in harsh and demeaning language when interacting anonymously online.

Table 4.2 Verbal Abuse

Type	Frequency	%
Verbal Abuse	45	65.22%

This data can be correlated with the Online Disinhibition Effect (Suler, 2004), players often feel less restrained and more aggressive in virtual environments, particularly when there are no immediate real-world consequences.

This allows players to express themselves recklessly without minding the responsibilities.

The results show that verbal abuse is the most common type of harassment faced by female players in Valorant, making up 65.22% of all the comments studied. This means that hurtful and aggressive language is very common in the game. Since players are often anonymous, they feel free to say mean and offensive things without facing real consequences. Examples like “Shut up, monkey!” and “She’s sh*t, you’re retarded” are not just angry reactions—they are meant to hurt and silence others. This behavior matches the idea of the Online Disinhibition Effect (Suler, 2004), which explains how people often act worse online than they would in real life because they feel less responsible.

As a result, voice chat in Valorant can be a very uncomfortable and unwelcoming space for women. These findings show that better rules and stronger systems are needed to stop toxic behavior and make gaming more inclusive and respectful for everyone.

4.1.3 Prevalence of Sexist Remarks

Sexist remarks means when someone uses comments or language that discriminate or show harm based on sex or gender. These remarks often reflect traditional gender stereotypes and are intended to belittle, dismiss, or discourage individuals based on their gender identity (Merriam-Webster, 2023).

This result proves the significance of Social Role Theory (Eagly, 1987), which said that societal expectations about gender roles influence behavior. This experience might happen to women that enter male dominated spaces (such as competitive FPS games). Usually, they are often met with sexist harassment as they are the minority. For example:

“Go back to the kitchen”

“I mean that’s the only thing bitches do you know, they just cook”

The result exposes phenomena like; belittling women's skills, excluding women, or expressing surprise that a woman was playing, can be found in Valorant games. Sexist remarks made up approximately 37.68% of all harassment instances which relied on gender stereotypes and bias.

Table 4.3 Sexist Remarks

Type	Frequency	%
Sexist Remarks	26	37.68%

The data shows that more than one-third (37.68%) of the harassment in the game came from sexist comments. These are remarks that judge or insult someone

just because they are a woman. Many of these comments are based on old-fashioned ideas about what women should or shouldn't do, and they are meant to make female players feel less welcome or capable. In games like Valorant, where most players are male, women often face this kind of unfair treatment just for being there. This shows that sexism is still a big problem in gaming and that more needs to be done—such as raising awareness, improving education, and making stronger rules—to make online games more fair and welcoming for everyone.

4.1.4 Existence of Sexual Harassment

Sexual harassment can be defined as any unwelcome sexual comments, jokes, or advances that create a hostile or intimidating environment (Equality and Human Rights Commission, 2022). In online gaming, this often takes the form of sexually suggestive remarks, objectification, or explicit language directed at female players.

For example:

“Shut up you fucking dumb whore,”

“I’ll rape you”

These comments are said to objectify female players and bully their identity to gendered or sexual traits. Even worse, they introduce elements of inappropriate sexual words or grooming under the guise of in-game interactions.

According to the data, sexual harassment accounted for 14.49% from the harassment recorded. As it is not the most dominant result, inappropriate sexual

comments and unwanted suggestions are found happening within the gaming grounds.

Table 4.4 Sexual Harassment

Type	Frequency	%
Sexual Harassment	10	14.49%

This circumstances present significant psychological harm to female gamers in connection of research findings (e.g., Fox & Tang, 2016), that highlight how women in online gaming environments often experience both verbal and sexual harassment simultaneously.

Even though sexual harassment was not the most common type of abuse found in the study (14.49%), it is still a serious problem. Examples like “Shut up you fucking dumb whore” and “I’ll rape you” show how some players use the game to say harmful and inappropriate things to female players. These comments are not just rude—they are threatening and disrespectful, and they make the game feel unsafe. This kind of behavior turns a fun activity into a negative and hurtful experience for women. Past research, such as the study by Fox and Tang (2016), also found that women often face both verbal and sexual harassment while gaming online. Although less frequent, these sexual comments can still cause emotional harm. This shows that game companies need to do more to stop this kind of behavior and make sure that everyone can play in a safe and respectful environment.

4.2 Discussions

The result not only confirmed the numbers, it also confirmed theories that linked to gender identity and online social environment. The results are connected to Suler's Online Disinhibition Effect (2004), which explains how anonymity supports bad behavior within the game; players are seen as more aggressive and harmful than how they would be offline. This was proven by the high percentage of numbers gotten after calculating verbal abuse utterances. Utterances like, "shut up" or "you're shit," especially when directed at female voices.

Then, a second significant highest number after calculating the result was the proportion of sexist remarks (37.68%). The theory linked to this was when female gamers step outside of expected gender roles by entering male dominated spaces, they often met with resistance. This finding is aligned with the Social Role Theory by Eagly (1987). In this theory, it was explained that there are established social roles for specific gender (female). Females are usually expected to be nurturing while males work hard labour. For example, "No wonder we're losing, we have a girl on our team" and "You should be in the kitchen" exposed how gender bias and social expectations are connected even in online gaming settings.

Last but not least, another result exposed how Valorant gaming environment could produce sexual harassment behavior. A search by Fox and Tang (2016) explained how female gamers in online settings often experience verbal sexual harassment. Phrases like "Send pics" or "Moan for me" objectify female gamers and ruin the experience of them while gaming. This brings out bad effects or

psychological effects against female gamers. They often were met with toxic male players and ruin their game experience. In result, many female players report feelings of stress, anxiety, and depression due to their negative experiences in these environments. The author's findings, presented in this chapter, were analyzed through qualitative coding and triangulated with an independent coder. A male Valorant player helped with the triangulation process, to avoid subjectivity and gender-based bias. The results of his analysis and author's are aligned with data categorization.

All together, these findings supported the structural nature of harassment in Valorant grounds. Female gamers are harassed not because they are disliked, but it's because they challenge established social norms in gaming communities. They revealed layered toxicity within the game.

CHAPTER V

CONCLUSION

5.1 Conclusion

This research investigated the experiences of harassment faced by female gamers by transcribing and categorizing the types of harassment in Valorant's voice chat. The author focuses on identifying the types and patterns of abuse

through qualitative content analysis of YouTube video transcripts and quantitative calculation.

According to the data, there are a few findings proven. First, the percentage total of utterances considered harassment was 37.30%. Meanwhile, each of the harassment types has their own percentages as well. The top percentage was verbal abuse, resulting in 65.22% (counted from the utterances considered harassment). Then, it is followed by sexist remarks, consisting of 37.68%. Lastly, was sexual harassment which comprised 14.49%.

Additionally, several utterances contained multiple types of harassment as well. These percentages were linked to several written theories. The Online Disinhibition Effect (Suler, 2004) explains how anonymity emboldens players to be more rude and toxic in online settings. Another theory, Social Role Theory (Eagly, 1987), was able to clarify why female gamers are frequent targets of sexist remarks, due to traditional gender roles and expectations established in male dominated places.

Furthermore, Gender-Based Harassment Theory (Fitzgerald et al., 1995) validated such harassment as a social mechanism to reinforce gender boundaries and maintain male dominance in these environments. All together, these findings are able to prove the nature of harassment that female gamers experienced in Valorant's voice chat. This also reflects the existence of social dynamics within online gaming culture.

5.2 Recommendations

Based on the findings and their theoretical underpinnings, several recommendations are proposed:

5.2.1 Strengthen In-Game Reporting and Sanction Systems

Riot games should try to improve and implement new strategies and mechanism to ensure swift, transparent, and meaningful action against verbal abuse, sexist remarks, and sexual harassment. Stricter punishment needs to be implemented in these toxic environments. While rules do exist within the game, game developers need to be more attentive of their players too. Then, feedback mechanisms should inform users when reports lead to disciplinary action to reinforce trust.

5.2.2 Implement AI-Powered Moderation for Voice Chats

Since AI has been quite progressful, The author thinks that AI technology can help monitor live voice communications to detect patterns of harassment without only depending on user reports or needing more staff to review. Early and swift intervention based on real-time detection could reduce the chances of harassment escalating badly.

5.2.3 Launch Gender Inclusivity and Anti-Harassment Campaigns

Another strategy that can work is, gaming companies should actively promote campaigns that normalize female participation in competitive spaces and educate players on the impact of harassment. Playing games shouldn't be seen as a gendered activity. More endorsement of diversity and respect by official channels would help to decrease entrenched stereotypes.

5.2.4 Promote Safe and Welcoming Gaming Communities

Encouraging the growth of female-friendly spaces, mentorship programs, and safe Discord communities can provide social support that counters isolation caused by harassment. When more people engage positively, the rest shall follow too, this will help create more safe spaces. This is why community building helps reduce the impact of exclusionary behaviors.

5.2.5 Future Research Recommendations

Future research could focus on:

- A larger scale of experiment on this problem.
- Examine how effective new moderation technologies (such as AI/machine) are at reducing harassment.

-Explore the long-term psychological impacts of layered harassment (verbal + sexist + sexual) on female gamers.

-Compare harassment patterns on different competitive games to determine if toxicity levels vary by game design or community culture.

-Find more key factors that may contribute to this phenomenon.

5.3 Final Reflection

This whole research journey was an eye-opening experience for the author. Harassment towards females is not only experienced in real life, but also in online settings. The author also had some personal experiences in Valorant's voice chat, hence the effort. By focusing on voice chat interactions as captured through YouTube videos, this research revealed the nature of female harassment in Valorant. Through the process of manually coding each utterance, content, and context, it was revealed that there is a toxic culture within the gaming community.

The findings such as verbal abuse, sexist remarks, and sexual harassment in the utterances were later found to align with existing theories such as the Online Disinhibition Effect and Social Role Theory. They also expose the normalization of this behavior in gaming spaces, which creates urgency for ongoing intervention and awareness, both from developers and from the gaming community itself.

From a personal point of view, after conducting this research, Valorant requires ethical digital citizenship, empathy, and inclusivity. A video game should not be a breeding ground for toxicity so everyone can have fun while playing. The author hopes that this research can contribute meaningful knowledge to navigating toxic gaming communities and to inspire future efforts aimed at making online spaces safer for all participants.



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APPENDIX

Video: the valorant female experience (Merku)

Time	Character	Player	Transcript	Type of Harassment
00:30-00:31	Deadlock	Male	I've been fucking up	Verbal Abuse
00:35-00:36	Iso	Male	Shut up monkey	Verbal Abuse
00:40-00:42	Iso	Male	Shut up you fucking dumb whore, I'll rape you	Sexual Harassment
00:44-00:46	Iso	Male	I'll rape your entire fucking family, nigga	Sexual Harassment
00:49-00:50	Fade	Male	You need to die	Verbal Abuse
00:52-00:53	Iso	Male	Report me, I don't care	
00:54-00:55	Iso	Male	Report me, get me banned, I don't care	
00:58-01:01	Iso	Male	Go ahead get me banned you fucking	Verbal Abuse Sexist Remarks

			monkey, little dirty whore	
01:37-01:38	Phoenix	Male	Any ladies here?	
01:41-01:42	Yoru	Male	Can you shut the fuck up?	Verbal Abuse
01:42-01:43	Phoenix	Male	Sorry yup sorry	
01:43-01:44	Yoru	Male	Nah you good, I meant reyna	
01:46-01:47	Yoru	Male	Go back to the kitchen2x	Sexist Remarks
01:51-01:54	Yoru	Male	At least im not fat bitch (unintelligible)	Verbal Abuse Sexist Remarks
01:58-01:59	Yoru	Male	Shut the	Verbal Abuse
02:02-02:04	Yoru	Male	I mean that's the only thing bitches do you know, they just cook	Verbal Abuse Sexist Remarks
02:14-02:21	Yoru	Male	You're just being racist because im black 2x	Verbal Abuse

02:28-02:32	Kill Joy	Male	No way bro's pulling the race card. Bro's getting cooked he has to pull the race card	
02:33-02:36	Phoenix	Male	Any cute women, still looking, let me know	
02:57-03:00	Everyone	Everyone	(Bunch of frustration screaming in game)	
03:02-03:03	Raze	Male	Reyna are you like broly boosts or something?	
03:08-03:09	Reyna	Male	What?	
03:09-03:10	Raze	Male	are you on broly boosts?	
03:13-03:21	Everyone	Everyone	(Bunch of frustration screaming in game)	
03:21-03:43	A lot of people	A lot of people	(Playful interactions)	
03:43-03:44	Skye	Male	Oh what ELO is this	
03:46-03:47	Skye	Male	you know what I have to say about that	

(new clip) 04:37-04:38	Reyna	Male	*unintelligible *	
04:40-04:43	Reyna	Male	You Jett's ass for real, just lock in	Verbal Abuse
04:45-04:50	Everyone	Everyone	*screaming, mocking all together*	
04:57-04:58	Reyna	Male	embarassed	
05:05-05:06	Reyna	Male	Pick me bitch	Verbal Abuse
05:06-05:11	Jett	Male	What is your problem, get a grip, you don't have anything nice to say just shut your mouth	
05:11-05:12	Reyna	Male	Stinky egirl	Sexist Remarks
05:14-05:15	Reyna	Male	You're just egirl that's all	Sexist Remarks
05:19-05:19	Reyna	Male	Shut up	Verbal Abuse
05:20-05:20	Reyna	Male	Nah you shut up	Verbal Abuse
05:32-05:33	Gekko	Male	Wild reyna, wild	
05:34-05:37	Reyna	Male	Go make me some chicken 2x go to the kitchen	Sexist Remarks

(new clip) 05:39-05:40	Iso	Male	So hows your day going Reyna?	
05:42-05:43	Iso	Male	Shitt, could be better	
05:46-05:47	Iso	Male	Type shit	
05:48-05:49	Sage	Male	Free gun thank you	
05:51-05:52	Iso	Male	Don't talk to her like that bro	
05:55-05:56	Phoenix	Male	Bro watch out	
06:03-06:06	Sage	Male	Im not giving it to you the fuck	Verbal Abuse
06:10-06:12	Sage	Male	I was flexing the skin gang what you talking about	
06:13-06:14	Sage	Male	I aint giving you shit	Verbal Abuse
06:15-06:16	Phoenix	Male	Its not that good bro	
06:16-06:20	Sage	Male	Bitch, that shit is trash, that skin is the worst bundle they came out it	Verbal Abuse
06:20-06:21	Phoenix	Male	Hey hey hey	

06:22-06:24	Iso	Male	What I say about respectful bro	
06:24-06:25	Sage	Male	Awe im sorry	
06:29-06:30	Sage	Male	Nice skin	
06:37-06:37	Phoenix	Males	It can never be your fault	
06:40-06:41	Sage	Male	Youre ass Reyna	Verbal Abuse
06:41-06:43	Phoenix	Male	Now im only supportive	
06:43-06:44	Iso	Male	Bro	
06:44-06:45	Phoenix	Male	The other ones are terrible	
06:45-06:46	Iso	Male	Im not gonna say it again bro	
06:46-06:50	The guys	The guys	*The guys are attacking Iso*	
06:52-06:53	Iso	Male	Ggs guys, sage put a fucking sock on it	Verbal Abuse
06:54-06:55	Phoenix	Male	Like honestly im gonna clutch, yo reyna add me	
06:55-06:56	Sage	Male	Whats your twitch reyna	

06:57-06:58	Iso	Male	Yeah, you're ass phoenix, aint nobody adding you	Verbal Abuse
06:58-07:00	Phoenix	Male	Add me beautiful	
07:10-07:13	Omen	Male	Buying each other is cute, that's just cute	
07:16-07:18	Gekko	Male	For reals, 4 years deep	
07:23-07:24	Gekko	Male	You taking me out now	
07:25-07:26	Gekko	Male	How much you paying	
07:28-07:29	Gekko	Male	Oh shit	Verbal Abuse
07:28-07:29	Omen	Male	Oh shit	Verbal Abuse
07:29-07:30	Gekko	Male	Who's proposing you or me	
07:32-07:35	Gekko	Male	Ive been waiting for a few years now, I knew you were the one first year in	
07:37-07:40	Gekko	Male	Yeah one year just to know you were the one for me	

07:41-07:43	Gekko	Male	What do you mean too long, how long did it take you?	
07:45-07:46	Gekko		Oh, damn that fast?	
07:48-07:51	Omen	Male	Oh my god, can I come to the wedding?	
07:51-07:53	Gekko	Male	No, you cannot come to the wedding	
07:53-07:54	Omen	Male	Why not	

Video: the valorant female experience kenzieque edition | part 1 (Kenzieque)

Time	Character	Player	Transcript	Type of Harassment
00:05-00:09	Reyna	Male	Good fucking try bitch, good try	Verbal Abuse Sexist Remarks
00:11-00:13	Reyna	Male	Oh shit!, shut yo bitch as up!	Verbal Abuse Sexist Remarks
00:15-00:22	Phoenix	Male	Oh my god! Please, what you gonna do against that? Oh my oh my-	

00:44-00:54	Phoenix	Male	I wanna burn you if you dont talk to me, kenzie, *laughs* kenzie, i swear to god why the hell are you a woman	Sexist Remarks Sexist Remarks
00:54 -00:55	Reyna	Male	I nudded on my bedsheets	Sexual Harassment
00:55-00:58	Phoenix	Male	Me too	Sexual Harassment
1:09 - 1:19	Reyna	Male	Sigma, sigma on the wall who's the skibidiest of them all? My mom says im so skibidi i skibidi skiba skiba skiba skibidi	
1:19 - 1:19	Gekko	Male	Lets go kenzie!	
1:20 - 1:22	Phoenix	Male	How I hit em 110?!	
1:30 - 1:32	Gekko	Male	Shotty with the carry	Sexual Harassment
1:51 - 2:00	Reyna	Male	He's there spray it spray! Oh my god, reload chamber	

2:00 - 2:32	Phoenix	Male	Oh you guys are horrible, you guys are horrible, except for whip, for whip nae nae and sigma and mars, there's that one particular person named kenzie that sucks 110 110 110 uh 120 110 110 kenzie you got this bro, see i love you kenzieque i love you i always supported you from the beginning. You know i coulda aced that round i hit 120 i hit 120 harbor 120 phoenix 110 breach bro	Verbal Abuse
2:32 - 2:33	Gekko	Male	Lets go shortie!	
2:33 - 2:37	Reyna	Male	Shotty with the blue hair you got this	

2:37 - 2:39	Phoenix	Male	Come on kenzie	
2:39 - 2:42	Reyna	Male	Kenzie!	
2:42 - 2:49	Phoenix	Male	Mackayla!!! Mackaylaa!!!! Mackayla she's in the corner. She's not in the corner why is she looking	
2:49 - 2:51	Phoenix	Male	Are you stupid	Verbal Abuse
2:51 - 2:52	Reyna	male	Mackayla she's running	
2:53 - 2:54	Phoenix	Male	You're stupid you suck!	Verbal Abuse
3:09 - 3:15	Phoenix	Male	Nevermind kenzie you dont bro! Im always been your supporter, you just have to be to stop being egotistical i love you all the time	Verbal Abuse
3:15 - 3:17	Reyna	Male	You're just a girl honestly	Sexist Remarks

3:19 - 3:35	Phoenix	Male	Thats my baby girl and he got two bro. You know what, imma play a song for you *screaming noises*	Sexual Harassment Sexist Remarks
3:34 - 3:34	Reyna	Male	Can i get your phantom skin chamber?	
3:34 - 3:52	Phoenix	Male	Oh no no no dont give dont give it dont give it dont give it dont give it, scam him scam him scam him *being racist*	Verbal Abuse
3:55 - 3:58	Phoenix	Male	Its okay bro even if you bait them ill clutch up for my baby girl	Sexual Harassment Sexist Remarks
3:58 - 4:00	Reyna	Male	He'll find out	
4:03 - 4:06	Phoenix	Male	Why are you in spawn clove?	
4:12 - 4:17	Phoenix	Male	No dont ask about what i said its hard right now. Bro	Verbal Abuse Sexual Harassment

			you just got a 4k come here	
4:17 - 4:23	Phoenix	Male	*kissing noises*	Sexual Harassment
4:24 - 4:38	Phoenix	Male	*screaming*	
4:40 - 4:55	Phoenix	Male	I currently dont have a gun in this situation cause my boy is at 3000, i feel bad bro i feel bad, i feel bad. How do you make it to gold with this fucking ping	Verbal Abuse
4:58 - 4:59	Phoenix	Male	Like i	
5:06 - 5:13	Phoenix	Male	Hey can i buy you new internet bro? I will buy you new internet i feel that bad im buy im buying this man internet	
5:17 - 5:19	Phoenix	Male	You actually used your mic?	

5:33 - 5:40	Gekko	Male	Yes sir im coming lets go letsgo kenzie lets go kenzie!!!	
5:40 - 5:53	Reyna	Male	Kalenzie kalenzie kalenzie crazy kalenzie holy moly frickin awesomsauce and youre racist	Verbal Abuse
5:55 - 5:57	Gekko	Male	Yo kenzie whats up, kenzie whatsup?	
5:59 - 6:00	Gekko	Male	Yes mam!	
6:01 - 6:02	Phoenix	Male	Ohh mackenziee	
6:05 - 6:07	Gekko	Male	Mackenzie can you hear me? crouch up and down	
6:09 - 6:12	Reyna	Male	Mackenzie i hit 99 and i hit chamber 40	
6:13 - 6:14	Gekko	Male	Lets go mackenzie	
6:15 - 6:17	Phoenix	Male	Phoenix is hit 100 mackenzie mackenzie	

6:17 - 6:19	Gekko	Male	Mackenzie lets go	
6:20 - 6:22	Reyna	Male	Mackenzie what are you doing	
6:22 - 6:25	Phoenix	Male	mackenzie!!	
6:25 - 6:26	Gekko	Male	Kenzie come on	
6:27 - 6:38	Reyna	Male	Mackenzie with the g double q o b double q o b with the diamond earrings oh my god	
6:38 - 6:46	Phoenix	Male	I aint gonna lie this is the only lag that chamber cannot master bro you cannot master this lag but you can master any other lag im a master of lag bro and you cannot master this lag	
6:46 - 6:48	Reyna	Male	Yeah get into the bomb dumbass	Verbal Abuse

6:50 - 6:51	Phoenix	Male	She's shit you're retarded	Verbal Abuse
6:53 - 6:58	Reyna	Male	Did you just say the r e t a r d word in game chat? You're banned	
6:58 - 6:59	Phoenix	Male	Can i get a buy chamber	
6:59 - 7:00	Phoenix	Male	Chamber can i get a buy	
7:00 - 7:03	Reyna	Male	Me no wanna play me no wanna play	
7:10 - 7:20	Phoenix	Male	Can we get some comms where he is? Mackenzie?! Good job mackenzie	
7:20 - 7:23	Reyna	Male	Double chocolate chunk	
7:23 - 7:24	Phoenix	Male	*laughs*	
7:24 - 7:37	Reyna	Male	Clove look up! Look up! Alright you definitely stink like cheese. Theres a mute button for a reason, oh my god	

7:53 - 7:57	Reyna	Male	Shut your bomb self up thats why youre a girl on god dont talk to me like that	Sexist Remarks
8:00 - 8:00	Reyna	Male	*mocking*	Verbal Abuse
8:00 - 8:02	Gekko	Male	She's lowkey cooking you	
8:03 - 8:16	Reyna	Male	Wait wait wait hold on there's a mute button for a reason	
8:16 - 8:20	Phoenix	Male	Oh you're making me angry, stop!	
8:27 - 8:30	Gekko	Male	Double chunk chocolate cookie double chunk chocolate cookie	
8:31 - 8:33	Phoenix	Male	He's back, how is he back?	

8:35 - 9:03	Gekko	Male	Kenzie i have a question, i know you can hear me, okay say higher or lower uh how much you weigh this is in pounds. Let's start with 180 higher or lower? Oh higher you say? Okay, 250? Higher? Higher you say? *laughs*	Verbal Abuse
9:12 - 9:16	Reyna	Male	Chocolate chunk cookie cookie	
9:20 - 9:36	Phoenix	Male	Get the vandal get the vandal nice, you have ult you have ult clove there's one short chamber short last one short nice! Kenzie i love you not in a romantic way	

9:36 - 9:59	Reyna	Male	Take that why isnt she taking it no no im not defusing it, fuck you, fuck you brother *laughs* who's the good girl, who's the good girl *laughs*	Verbal Abuse Sexist Remarks Sexual Harassment
10:00 - 10:01	Phoenix	Male	Gg bro	
10:03 - 10:07	Phoenix	Male	*laughs*	
10:10 - 10:11	Phoenix	Male	If you draw you're gay	Verbal Abuse
10:37 - 10:39	Phoenix	Male	Thats a record, thats a record bro	

Video: The Valorant Female Experience TOXIC TEAM (yegirlslays)

Time	Character	Player	Transcript	Type of Harassment
00:10-00:12	Reyna	Male	Is that a female?	Sexist Remarks
00:12-00:14	Sage	Male	Yo, I hate females bro, fuck you	Verbal Abuse

00:29-00:31	Reyna	Male	This is why girls don't fucking talk man	Verbal Abuse
00:31-00:32	Sage	Male	Yo was that the female?	Sexist Remarks
00:32-00:33	Sage	Male	Yo is Astra the female?	Sexist Remarks
00:33-00:34	Reyna	Male	Nah	
00:33-00:34	Kay/o	Male	*loud coughing noises*	
00:34-00:35	Astra	Male	Hi (mimicking girl voice)	Sexist Remarks
00:40-00:41	Astra	Male	Hi (mimicking girl voice)	Sexist Remarks
00:43-00:44	Sage	Male	Yo, is Kay/o the female? Fuck you Kay/o	Verbal Abuse
00:45-00:49	Reyna	Male	Nah, Kay/o is chocking on a dick over there, but he's a guy	Verbal Abuse
01:09-01:10	Sage	Male	What the fuck is that wall?	Verbal Abuse
01:22-01:23	Reyna	Male	Why are you boosting Cypher?	

01:24-01:27	Sage	Male	Fuck you bro, they're both female bro	Verbal Abuse Sexist Remarks
01:28-01:30	Sage	Male	Getting boosted by a female	Sexist Remarks
01:34-01:36	Sage	Male	Why is she not talking anymore?	
01:42-01:43	Kay/o	Male	Can you res me sage? (mimicking girl voice)	Sexist Remarks
01:44-01:45	Sage	Male	Yessir	
01:45-01:46	Kay/o	Male	Thank you (mimicking girl voice)	Sexist Remarks
01:49-01:50	Reyna	Male	You know what you guys should do?	
01:50-01:51	Reyna	Male	Kay/o you should get a voice changer to sound like a girl	
01:51-01:53	Reyna	Male	And then uhh	
01:53-01:56	Reyna	Male	Cypher you should get a voice changer to sound like a boy	

01:57-01:58	Reyna	Male	Then fuck with people	Verbal Abuse
01:59-02:00	Kay/o	Male	Hehehehe (mimicking girl voice)	Sexist Remarks
02:00-02:02	Sage	Male	Hahahaha	
02:13-02:14	Reyna	Male	Shut your fucking ass up	Verbal Abuse
02:17-02:18	Sage	Male	Reported bro	
02:59-03:00	Kay/o	Male	Yawning noise	
03:01-03:02	Sage	Male	You're welcome bro	

Total

Male utterances total: 185

Utterances considered harassment: 69

Verbal Abuse: 45

Sexist Remarks: 26

Sexual Harassment: 10

Formula

1. Percentage of Utterances Considered Harassment

Formula:

$$(\text{Number of Harassing Utterances} / \text{Total Utterances}) \times 100$$

$$(69/185) \times 100 = \boxed{37.30\%}$$

 **Total Harassing Utterances: 69**

Formulas and Calculations:

a. Verbal Abuse

$$(45/69) \times 100 = \boxed{65.22\%}$$

b. Sexist Remarks

$$(26/69) \times 100 = \boxed{37.68\%}$$

c. Sexual Harassment

$$(10/69) \times 100 = \boxed{14.49\%}$$

Summary (Based on Harassment Only):

Harassment Type	Count	% of Harassment (69)	
Verbal Abuse	45	65.22%	
Sexist Remarks	26	37.68%	
Sexual Harassment	10	14.49%	