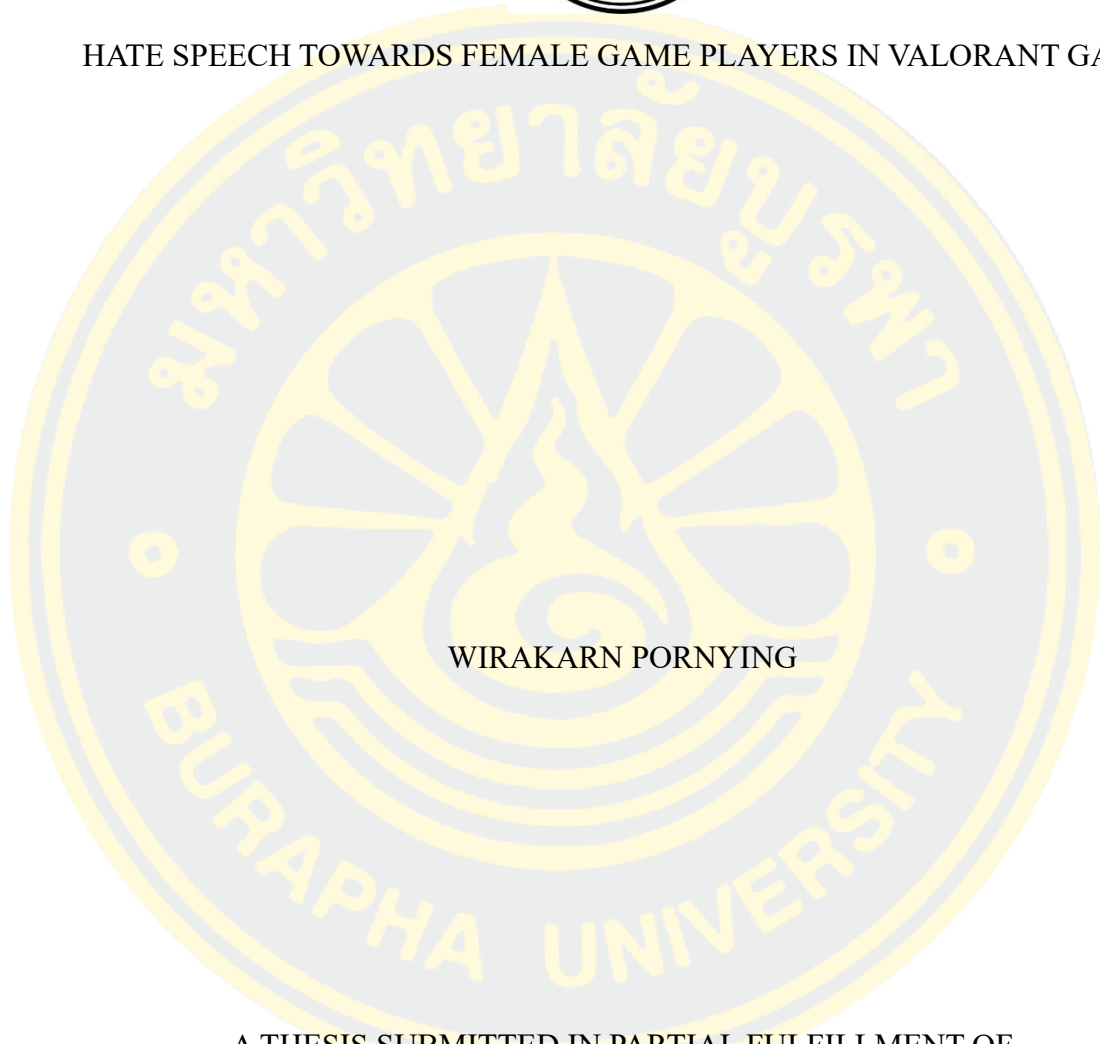




HATE SPEECH TOWARDS FEMALE GAME PLAYERS IN VALORANT GAME



WIRAKARN PORNYING

A THESIS SUBMITTED IN PARTIAL FULFILLMENT OF  
THE REQUIREMENTS FOR MASTER DEGREE OF ARTS  
IN ENGLISH FOR COMMUNICATION  
FACULTY OF HUMANITIES AND SOCIAL SCIENCES  
BURAPHA UNIVERSITY

2025

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วิราگانต์ พรยิ่ง

วิทยานิพนธ์นี้เป็นส่วนหนึ่งของการศึกษาตามหลักสูตรศิลปศาสตรมหาบัณฑิต  
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This study examined the types of hate speech towards female game players in Valorant on the North American (NA) server. The data was collected from 36 videos (out of 1,254) from seven female YouTube channels between 2020 and 2023, where hate speech occurred during gameplay. This study utilizes a combination of quantitative and qualitative research methods. The researchers created precoding schemes based on Bahador's (2023) framework of hate speech. Moreover, the researchers identified types of discrimination reflected through hate speech inspired by Kowert's (2020) model. The findings show that the most common type of hate speech was "Negative character" (36.95%), followed by "Disagreement" (23.59%) and "Negative action" (21.08%). Less frequent types included "Demonizing and Dehumanizing" (16.28%), while "Death" and "Violence" each appeared in 1.46% and 0.62%. Five types of discrimination were identified: Offensive name calling, Trolling/Griefing, Sexual harassment, Sexual assault, and Threats of physical violence. Notably, instances of hate speech can be categorized into more than one type of discrimination categories. These findings aim to raise awareness of sexist language in gaming communities and help create a more inclusive environment for female game players.

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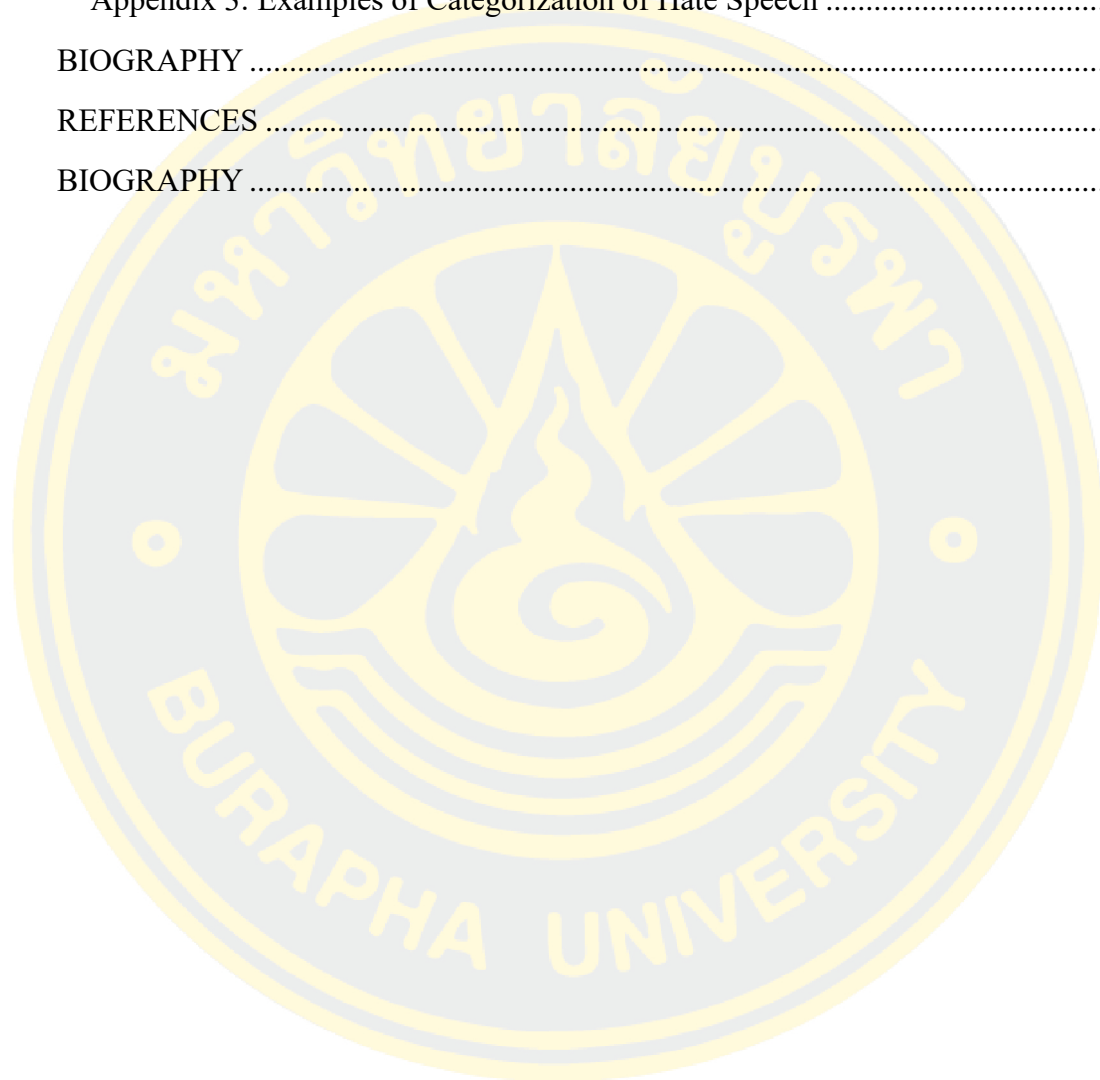
Wirakarn Pornying

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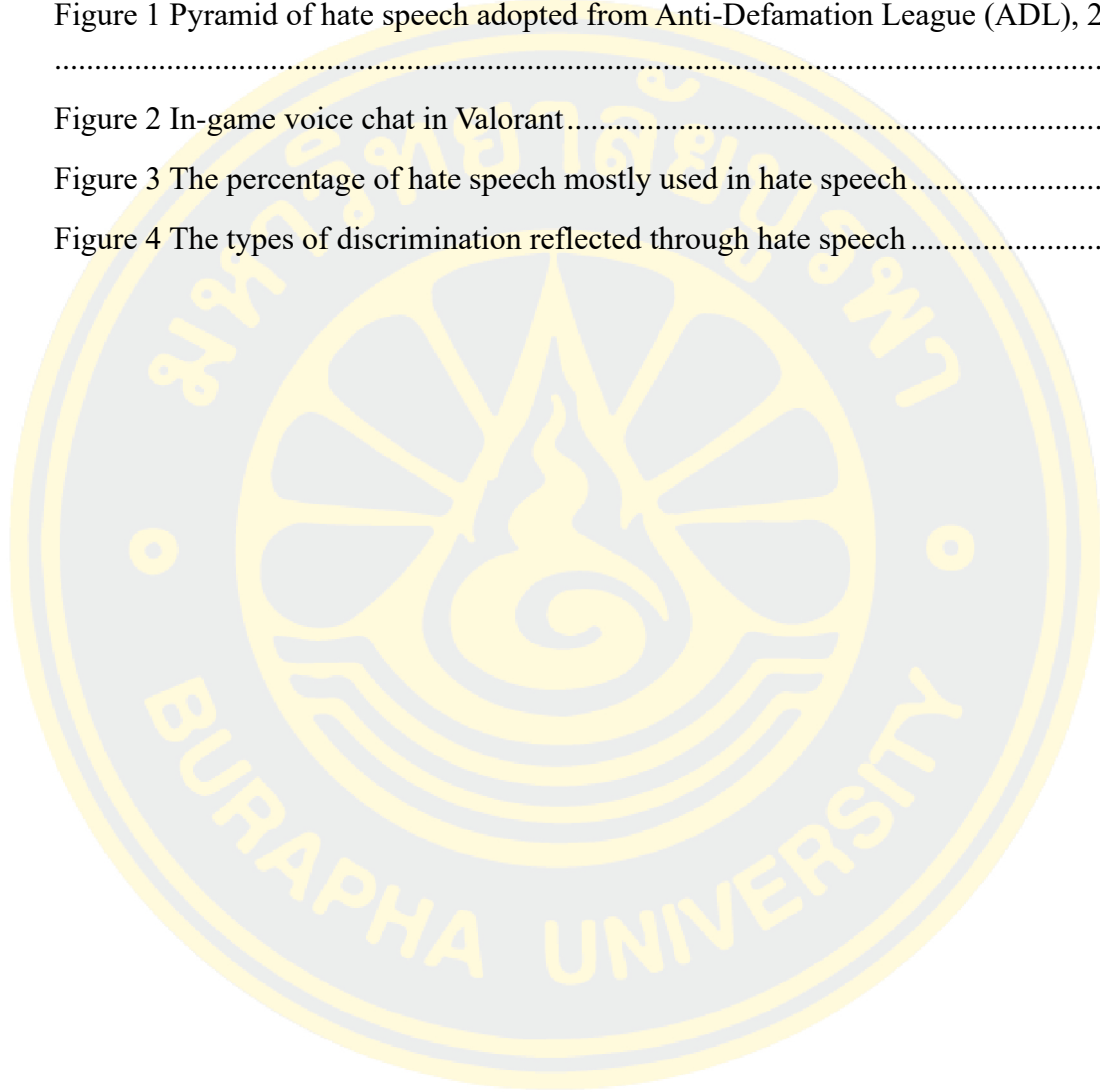


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# CHAPTER 1

## INTRODUCTION

### 1. Significance of the problems

#### **Hate speech in online gaming platforms**

Online gaming provides a mediated social environment of interest in which friendships can develop. Game players can be more than just individuals who help achieve instrumental goals in the game; They can be close, trusted friends and valuable online advisors (Cole & Griffiths, 2007; Peña & Hancock, 2006; Williams, 2006; Yee, 2006). On the other hand, there is a problem of female game players being exploited and attacked by abusive language that is hate speech. Gaming platforms can connect people online from all around the world, allowing them to connect immediately via texts or voice chats. At the same time, these platforms can be a significant venue for the spread of hate speech among young people. According to Zajeckowski (2022), over 90% of game players have seen or experienced harassment or abuse online, and 36% of them have encountered hate speech.

Coliver et al. (1992) define hate speech as any expression or act that is intended to abuse, insult, intimidate, or harass an individual. This type of speech carries an explicit or implicit message of violence, discrimination, or hatred towards someone based on their race, nationality, ethnicity, religion, or membership in any other group. It also defines as communication that “attacks or uses pejorative or discriminatory language with reference to a person or a group on the basis of whom they are, in other words, based on their religion, ethnicity, nationality, race, color, descent, gender or other identity factors.” (United Nations, 2019, p. 2). Gaming platforms can connect people online worldwide, allowing them to connect immediately via texts or voice chats. At the same time, these platforms can be a significant venue for the spread of hate speech among young people. Female game players often encounter significant challenges in online gaming, facing exploitation and harassment. This abuse usually manifests as hate speech, which reinforces broader discrimination against females in gaming.

### **Gender discrimination in the online gaming community**

Discrimination can be reflected through hate speech, especially discrimination against societies of identity (e.g., axes of ethnicity, culture, ability, age, nationality, gender, etc.) is a threat to one's inherent legitimacy and agency (Berjot & Gillet, 2011; Crenshaw, 1991). The term "gender discrimination" describes the inequality of individuals of one gender by individuals of the other gender, particularly the unfair treatment of women by men who believe that one gender is superior to the other (Pearsall & Hanks, 2001). Kowert (2020) claims that gender discrimination primarily affects non-men in the video game industry. However, it can affect any gender "not only for females, but for trans, non-binary, gender fluid, and other folks of non-conforming genders" (p.2). Therefore, most genders other than men are underrepresented in the online gaming community, especially female game players who often encounter discrimination while playing games.

In the online gaming community, female game players have surged over the previous 20 years, and they now constitute half of the gaming population, according to the Entertainment Software Association (2020) and the Interactive Software Federation of Europe (2012). In 2022, females accounted for 48 percent of game players in the United States, which demonstrates that female game players are equally likely as male game players to regularly play video games, showing that the gaming industry is becoming more inclusive and accessible to all genders (Statista Search Department, 2023).

However, females' gender identity often conflicts with game players' identity (Storla, 2011; Taylor, 2012). It is not uncommon to be harassed by hate speech in a multiplayer setting. Female game players are more likely to encounter harassment, which is a form of discrimination (Eldessouky, 2023), generally featuring sexist language once they begin speaking to other game players in-game, despite being skillful and resourceful game players (Vermeulen et al., 2017). Forty-seven percent of female game players experienced identity-based harassment while playing online games in the United States (Clement, 2022).

### **Sexist language**

Hate speech can be fueled by sexism – discourse patterns that serve as a tool to devalue and belittle activities typically associated with women (Mills, 2008). Sexist

language can be associated with “professions we see as being appropriate for (only) men or (only) women” such as “fireman, stewardess, and waitress” (Wardhaugh & Fuller, 2015). Likewise, when it comes to the term “gamer,” the appearance of a female may not align with the common gamer stereotype because the gamer image seems to remain strongly associated with being male (Shaw, 2010). Male game players often receive higher status and are perceived as having higher abilities than female game players (Kaye & Pennington, 2016). Sexist language in online gaming can be illustrated with the following examples in Valorant Game, “oh wait, you can’t. You are a woman” and “You are inferior to me” (Mangold, 2023). Therefore, female game players tend to be harassed more than their male counterparts.

### **Hate speech in Valorant Game**

Among all the games, Valorant is the game in which players reported the most harassment – any unwanted action, whether physical or verbal, that causes a person to feel uncomfortable, embarrassed, or emotionally upset is considered harassment (Anti-Defamation League, 2021a). Female game players have experienced hate speech in online gaming. It demonstrates the underrepresentation of women in the online gaming community, and hate speech may contribute to this issue.

Valorant is a First-Person Shooter (FPS), which is a type of video game in which the player uses weapons while viewing the action from their perspective, and many people nowadays play games of this type. Most female game players are typically not accepted into a squad or considered as players (Gutwin et al., 2016). For this reason, they might find it difficult to fit in and find their identity within FPS communities. All players in Valorant are anonymous, while they play with strangers with only their username showing. Jess Bolden (An e-sports analyst) points out that the most aggressive role is the duelist; the role is characterized by brave, flashy plays, and people who play this role usually get the most kills in a game (Mangold, 2023). Female game players who play the duelist were verbal-harassment via in-game communication while playing for example, “You are dogshit.” or “You’re inferior to me.” This may be the reason that most female game players choose ambiguous nicknames and avoid using voice chat in-game to avoid hate speech.

Based on this concern, I would like to know the different categories of hate speech towards female game players and the types of discrimination reflected through hate speech. It is clear that there are various important factors that require attention, especially in online gaming because hate speech can lead to discrimination toward female game players. However, there are few studies that have explored hate speech in online gaming in a specific game. As reported by the Anti-Defamation League (2021a), 80 percent of game players reported harassment in the Valorant Game. Consequently, it is worth studying hate speech towards female game players in Valorant. In addition, it is worth identifying types of discrimination because hate speech is verbal harassment from game players' sexist attitudes against female game players in Valorant Game.

## **2. Contribution to knowledge**

This study aimed to reveal the current state of online gaming society regarding the use of hate speech towards female game players. This can contribute to a change in the gaming society as Wardhaugh and Fuller (2015, p. 11) remark that, "if we change the language, we can change social behavior." Reducing sexist language in gaming environments can lead to a reduction in sexist attitudes toward female game players in online gaming because it provides evidence of hate speech in games. Furthermore, the finding of this study can highlight this problem to the concerned groups of people such as victims of this problem, parents, or influencers who can convince people to stand up against hate speech instead of fueling a spectator culture where in-game hate and harassment are ignored and normalized.

## **3. Objectives**

The objectives of this study are as follows:

1. To explore words/phrases/sentences that are mostly used and classify the types of hate speech towards female game players in Valorant Game.
2. To identify types of discrimination reflected through hate speech.

#### **4. Research questions**

1. What are hate speech instances encountered by female game players in Valorant Game?

1.1 Which words or phrases are mostly used in hate speech encountered by female game players in Valorant Game?

1.2 What are the types of hate speech encountered by female game players in Valorant Game?

2. Which types of discrimination are reflected through hate speech?

#### **5. Scope of study**

The data sources for this study are videos in the English language from YouTube Channels on the North America (NA) server, which is location access for game players in the United States collected from 2020 to 2023. YouTube channels of female gamers were selected due to the experience of hate speech by these players encountered. These female game players recorded videos while playing the Valorant Game and posted the videos on YouTube. This study focuses on the use of hate speech toward female game players via the voice chat feature found in the recorded videos.

#### **6. Definition of terms**

1. Hate Speech

Public speech that expresses hate or encourages violence towards a person or group based on something such as race, religion, sex, or sexual orientation (Cambridge University Press, n.d.-c).

2. Female game players

The game players who are females play Valorant Game.

3. Harassment

Behavior that annoys or upsets someone, whether physical or verbal (Cambridge University Press, n.d.-b).

#### 4. Discrimination

The unequal or negative behavior of individuals or groups on the basis of characteristics including race, gender, age, or sexual orientation (Cambridge University Press, n.d.-a).

## CHAPTER 2 LITERATURE REVIEWS

This chapter provides a literature review of the present study. The first section of the chapter focuses on hate speech, including hate speech frameworks. In the second section, the factors that contribute to hate speech consist of sexist attitudes, sexist language, and harassment. In the third section, discrimination indicates that gender is the target encounters hate speech. Moreover, the discussion of previous studies has been integrated with these sections.

### 1. Hate speech

‘Hate speech’ is stated as a motivation to hatred primarily against a group of people defined in terms of race, ethnicity, gender, sexual orientation, religious belief, and the like (Law Commission Report, 2017). Ngele (2000) defines hate speech as speech that attacks a person or group on the basis of attributes such as race, religion, ethnic origin, national origin, sex, disability, sexual orientation, or gender identity. Gibert et al. (2018) use the term hate speech to refer to a deliberate attack directed toward a specific group of people motivated by aspects of the group identity. In essence, all these definitions highlight that hate speech involves targeting and attacking individuals or groups based on characteristics such as race, religion, ethnicity, sexual orientation, gender, etc.

Hate speech “has been prevalent in human interactions in many forms over time in the actual world (such as racism and prejudice), and now it has found a carrier in the virtual world defined by social media Internet” (Thomas, 2011, pp. 60-61), or even in online gaming. Because any message is easily accessible and can be quickly communicated to large numbers of people, the latter has become an obvious driver of

hate speech. Kowalski et al. (2012) point out that some Internet users produce cyberbullying or hate content as the Internet has enabled social mobility for others. However, the target of hate speech seems to be gender, especially females; Jirovsky (2022b) found that gender-based hate speech against females still exists without a solution to this issue. Therefore, there are some studies that examine differences in the intensity of hate speech in order to identify them more clearly.

## 2. Hate speech frameworks.

The framework of this study is a set of hate speech concepts that shape and guide my research process. There are two hate speech frameworks: the pyramid of hate speech and Bahador's hate speech model. In terms of level and description, these frameworks are rather comparable. Thus, this suggests that these criteria are adaptable to my research.

### Pyramid of hate speech

The Pyramid shows the prevalence of bias, oppression, and hate in our society. It is organized in escalating levels of attitudes and behavior that increase in complexity from bottom to top in Figure 1 (Anti-Defamation League, 2021b).

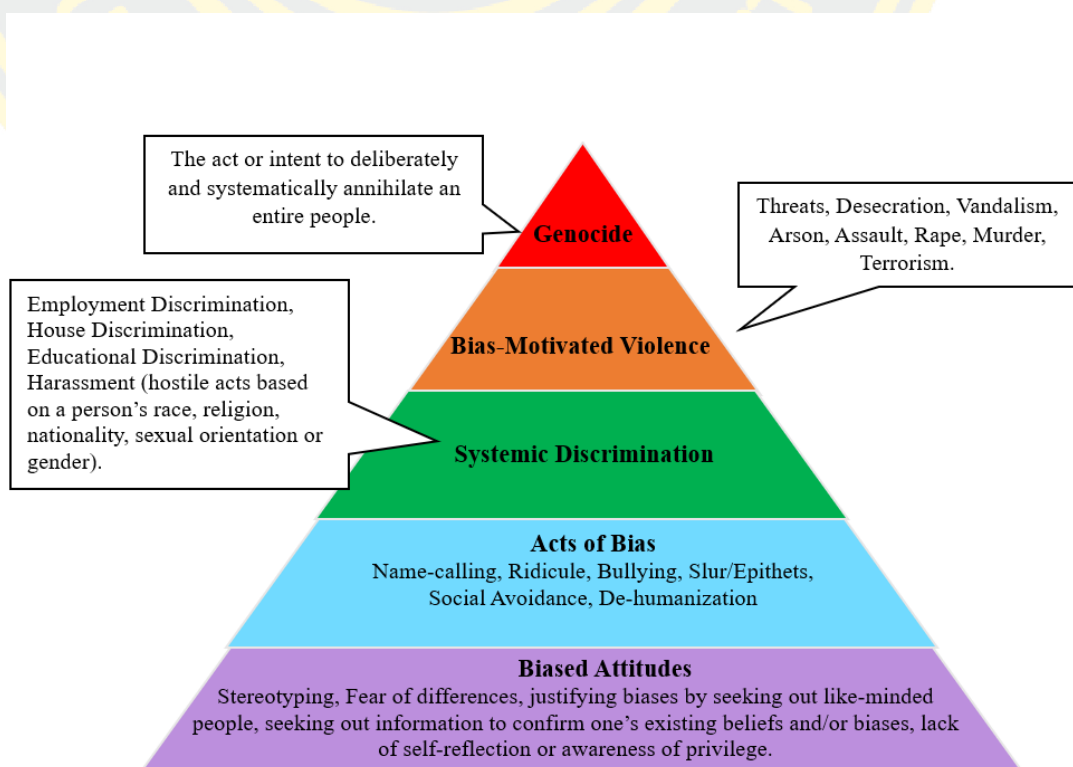


Figure 1 Pyramid of hate speech adopted from Anti-Defamation League (ADL), 2021

The Pyramid of hate speech demonstrates how religious and biased beliefs, feelings, and attitudes can form the basis for hateful behavior and violence. Especially internet social networks have empowered users to express their individual voices at an almost marginal cost. However, there is also a dark side to this practice as social media enable online harassment, cyber-hate, cyber-bullying and anti-social behavior (Alserhan & Elareshi, 2020). In 2013, Facebook was forced to respond to a letter from several famous women who had been threatened with online violence and who claimed that there should be a zero-tolerance policy for “rape” jokes on Facebook (Lee, 2013).

It is notable that the pyramid of hate speech at each level seems to be too broad. Systemic Discrimination, for example, does not demonstrate how people discriminate against groups of people. Thus, the Pyramid of Hate Speech should provide additional information or specific examples.

#### **Bahador’s (2023) model of hate speech**

While the pyramid of hate speech (Figure 1) does not offer, specific descriptions of hate speech, there is an interesting hate speech model by Bahador (2023) that provides examples for each type for better understanding. Bahador’s hate speech model was developed based on a comprehensive content analysis of the US news media and a review of the academic literature on hate speech and related topics directed at a group of people and is further divided into three main types:

- Dehumanization and demonization

Dehumanization often strips members of a group of their individuality and unique human qualities, reducing them to a single, detested entity such as pigs, rats, monkeys, or even germs or dirt/filth. Demonization often involves describing the targeted group in extreme terms, presenting them as superhuman, monstrous, or even likening them to deadly diseases like cancer.







- Violence and incitement

Another type of hate speech includes incitement to violence, meaning that incitement to violence against a specific group is a crime that can be a direct call for discrimination, hostility, or violence against a specific group.

- Early warning

Early warning signs represent the initial stages of hate speech and can contribute to the development of negative attitudes and prejudices toward a group.

Within these three typologies, other categories with different intensities can be distinguished. In these categories are included colors, numbers, titles, descriptions, and examples for each type were assembled into a Hate-Speech Intensity Scale and presented as Table 1.

Color	Title	Description	Examples
	6. Death	Rhetoric includes literal killing by a group. Responses include the literal death/elimination of the group.	Killed, annihilate, destroy
	5. Violence	Rhetoric includes infliction of physical harm or metaphoric/ aspirational physical harm or death. Responses include calls for literal violence or metaphoric/aspirational physical harm or death.	Punched, rapes, starved, torturing, mugging
	4. Demonizing and Dehumanizing	Rhetoric includes subhuman and superhuman characteristics. There are no responses for #4	Rat, monkey, Nazi, demon, cancer, monster
	3. Negative Character	Rhetoric includes nonviolent characterizations and insults. There are no responses for #3	Stupid, thief, aggressor, fake, crazy
	2. Negative Actions	Rhetoric includes negative nonviolent actions associated with the group. Responses include nonviolent actions including metaphors.	Threatened, stole, outrageous act, poor treatment, alienate
	1. Disagreement	Rhetoric includes disagreeing at the idea/belief level. Responses include challenging claims, ideas, beliefs, or trying to change their view.	False, incorrect, wrong, challenge, persuade, change minds

*Table 1 Categories of hate speech (Adopted from Bahador, 2023)*

The sections that follow describe these six distinct categories. Categories 1 to 3 are often classified as early warning. Category 4 includes Dehumanization/Demonization. The most extreme categories, 5 and 6, include incitement to violence and death.

A study adopted Bahador's model on the Facebook platform. Faiq and Noori (2022) examine the reactions of Kurdish and English commentators on the Facebook platform. They found that English commentators predominantly used terms in Negative Actions type like "G idiots," while Kurdish commentators often employed dehumanizing language, including "Acting like donkey starts again" and "All those dirty Satan" (p.85). The study highlights how identity markers, such as nationality, gender, and religion, shape hate speech. This is directly relevant to gender-based hate speech in Valorant, as it provides a basis for examining how gender intersects.

The study "Online Hate Speech on Twitter from the Perspective of Pragmatics" investigates hate speech dynamics on Twitter, studying linguistic abuse through pragmatics. Findings indicate that hate speech frequently employs speech acts such as insults, threats, and dehumanization. Rhetorical tools like irony are used to mask discrimination, while ways like gaslighting shift blame and silence victims. The study emphasizes understanding these mechanisms to enhance moderation and expand more to get good results in countermeasures against hate speech in online spaces (Liu, 2024). By examining how insults, threats, and dehumanization function as speech acts, the study can give an outline for analyzing related changing aspects in Valorant. Identifying these linguistic samples could support identifying in what way hate speech is expressed in the game's voice communication systems.

Another interesting examined the chat logs of Southeast game players in the Dota 2 competition. The study highlighted the difference between hate speech and toxicity, with hate speech being a form of toxicity that supported precoding schemes (Table 3). These examples are: "Chinese dog" (Demonization and Dehumanization), "brain=0" (Negative Characterization), "I will slap you" (Violence), and "pig" (Demonization and Dehumanization). This analysis fills a key gap in my understanding of toxic actions and trash-talking in Southeast Asia's gaming community, a topic that has not been extensively researched before (Lim et al., 2024).

Based on the analysis conducted by Bartlett et al. (2014), it can be deduced that a considerable portion of sexist language found on Twitter falls under the category of "casual misogyny." This particular category mentions the usage of terms such as "rape", "slut", and "whore" in a non-threatening or non-abusive manner, often employing them metaphorically. Therefore, it appears that female game players are

more likely to experience bullying than male game players. (Meyer & Cukier, 2006). By drawing parallels between the findings of Bartlett et al. (2014) and the instances that occurred, my research can give a deeper identification of how normalized gendered language affects harassment in online gaming worlds. Therefore, our research could examine whether the hate speech observed in Twitter studies also appears in Valorant.

McLean and Griffiths (2019) explore an online discussion forum, specifically from posts made by 271 female game players. They found that female game players reported frequently experiencing playing alone, playing anonymously, and moving between groups because of the deficiency of community support, and toxic language like “Fat” is part of this ongoing pattern of gender-based harassment. Additionally, Ekiciler et al. (2022a) found that it is identified in online gaming chat logs. The words are divided into three categories: “Whore”, “Cunt”, and “Fuck”. These female game players who have been harassed while playing may be the reason why discrimination often occurs because there may be a female game player on a male game player’s team. Both studies emphasize how language in chat logs reflects underlying discriminatory attitudes, which is associated with examining how hate speech in Valorant manifests during gameplay.

According to Eagly and Steffen (1984), Gender roles may come from social beliefs, including household responsibilities such as cooking. This framework underpins the stereotype of “women in the kitchen,” which is often used as a gendered insult in gaming situations (e.g., “go back to the kitchen”). Such phrases reinforce traditional observations that women belong in household roles and question their presence in male-dominated areas like the online world. Thus, this instance could assist with my study on hate speech in the Valorant, which can lead to foster discrimination.

Additionally, a study analyzing hate speech toward players in League of Legends chat found that personal skill critiques often escalate to personal insults. From around 5,000 messages sampled from millions of chat lines per server, “shut up” was recorded over 1.5 million times, while “bitch” appeared in more than 1.17 million instances. This shows a high prevalence of hostile language, with skill criticism quickly turning into aggressive, demeaning exchanges, reflecting a culture of

frequent verbal aggression in competitive games (Belskie et al., 2023a). This aligns with focusing on hate speech in Valorant and also supports exploring comparable examples in the gaming environment.

Overall, Bahador's model was chosen to classify categories of hate speech towards female game players in Valorant Game because the descriptions of this model are clear, especially the examples for each list are easy to understand and can be identified through synonym words game players used that found in the videos whether it be abuse, toxic, or sexist language. These are called hate speech that game player's sexist attitude towards female game players in Valorant Game.

### **3. Sexist attitudes, sexist language, and harassment toward females**

#### **Sexist attitude**

According to Aguado and José (2006), a sexist attitude is a predisposition to respond with a certain type of affective, cognitive, or behavioral response depending on a person's gender. It has even been argued that some of the most blatantly sexist depictions of women today can be found in video games (Dill & Thill, 2007). Thus, sexist attitudes may be a factor that can lead to against female game players.

A study by Bègue et al. (2017) assessed the relationship between video game exposure and sexism. The survey included measures of weekly video game and television exposure, religiosity, and sexist attitudes toward women. They found that sexism was higher among males. Religiosity also was related to higher sexism. Moreover, video game exposure and religiosity were both related to sexism (Bègue, 2017). Therefore, allowing video games to be played in the online world can also lead to sexist attitudes towards female game players.

More recent work by Ortega et al. (2023) assesses sexism against female game players in online video gaming. They found that it is independent of social desirability and is positively correlated with myths about intimate partner violence against females, sexism, and social dominance orientation. And they were also negatively correlated with feminism. They address the issue of sexism in the gaming community, highlighting its increasing prevalence and negative consequences for female game players. Thus, even more subtle and less obvious displays of bias against females,

such as sexual objectification, subordination, and the use of sexist language, continue to convey the idea that females do not deserve it or that they lack certain aspects (Sue, 2010).

### **Sexist language**

Sexist language refers to words and phrases that demean, dismiss, or stereotype people based on gender, highlighting gender differences (Nordquist, 2020). It is rooted in ideas about the biology of masculinity and femininity, contributes to inequality, and assumes that one gender is less human, less complex, and has fewer rights than the other (Ounsted & Taylor, 1972). Sexist language, on the other hand, can be used to belittle, trivialize, or exclude males, but “it is women who predominantly bear the brunt of its effect” (Briere & Lanktree, 1983; Hamilton, 1988). Therefore, sexist language is not uncommon in the online world because social media is a powerful communication tool that allows people to express themselves freely on online platforms such as Facebook, Reddit, or Twitter.

Based on the analysis conducted by Bartlett et al. (2014), it can be deduced that a considerable portion of sexist language found on Twitter falls under the category of “casual misogyny.” This particular classification refers to the usage of terms such as “rape,” “slut,” and “whore” in a non-threatening or non-abusive manner, often employing them metaphorically. Studies investigating online content have found that there is a notably greater occurrence of online hate directed at females in contrast to males. The same result was found in a chat room experiment using fake male and female usernames. Males only received an average of 3.5 sexually explicit or threatening messages each day, compared to 100 for users with female names. Thus, it would seem that in comparison to men, female game players are more likely to experience online harassment and encounter expressions of hatred within online forums (Meyer & Cukier, 2006). Some male game players use sexist language, particularly towards female players. This can create an unwelcome gaming environment.

According to William and Bala (2020) argue that women are often subject to these comments, which imply that they are not good for anything except housekeeping, for instance, “Go back to the kitchen.” “Make me a sandwich.” and

“Stop acting like a girl.” Additionally, according to BBC Three (2016), the BBC video called *The Dark Side Of Gaming - The Females Fighting Back*, an anonymous male gamer’s voice yells, “Get back in the kitchen and get your hands off the video game controller, stupid bitch” at a woman while she is playing. Many experts identify the term “bitch”, which is commonly assigned to women who do not conform to the norms of their gender (Carnaghi et al., 2015; Coyne et al., 1978; Preston & Stanley, 1987). However, it is still sexist that the term “bitch” towards female game players has become common in online gaming.

The most frequently used sexist words against female game players were investigated by Ekiciler et al. (2022b) in online gaming communities. They found that it is clearly identified in online gaming chat logs. The words are divided into three categories: “Whore”, “Cunt”, and “Fuck”. Overall, this study provides insights into the presence of sexist language in online gaming communities. Sexist language is also a form of “harassment may take the form of words, gestures or actions which tend to annoy, alarm, abuse, demean, intimidate, belittle, humiliate or embarrass another” (United Nations, 2008, p. 1).

The phrase “Kill yourself” is unfortunately common in toxic gaming environments, especially as part of harassment towards female game players. Research indicates that such phrases are often used as an insult or mockery when a player is perceived to perform poorly. Female game players tend to face more extreme abuse, particularly when their gender is revealed (Stiffler, 2021).

In the game *Valorant*, a study aims to analyze the linguistic aspects of toxicity, focusing on how game players’ word choices contribute to a toxic environment. Vuong Vuong et al. (2021) found that performance-based toxicity was the most common, appearing first in 50%, followed by gender-based comments at 30%, and profanity at 20%. External participants universally described the interactions negatively, attributing the male player’s toxicity to gender stereotypes and frustration over performance. The findings indicated that toxic players often underperformed, suggesting that factors beyond gameplay, such as sexism, contributed to toxic behavior.

## Harassment

Online harassment is a significant issue stemming from Internet use, which severely impacts victims' mental health and dignity. It encompasses cyberbullying, flaming, doxing, impersonation, public shaming and hate speech (Blackwell et al., 2017). In the internet world, online harassment can occur on social media platforms such as Twitter, Facebook, Reddit, and others. The rise of online harassment is a concerning issue that has resulted from technological advancements in recent decades (Keipi et al., 2016; Williams, 2021). People who have experienced online harassment can feel its long-term effects, such as their reputation being affected and finding personal information at the click of a button (The Anna Kavanaugh Charitable Foundation, n.d.).

However, online harassment is often worse in virtual worlds, especially in online gaming because the game player that is harassing other game players does not have to worry about consequences in the real-world. Even though online gaming provides an escape from the real world, a game player's real-life gender can have a major impact on how other players treat female game players.

There is a study on experiences of harassment, loneliness, the lack of social support and coping strategies reported by female game players in online gaming. McLean and Griffiths (2019) investigated female game players' experiences, finding that they frequently face loneliness, anonymity, and toxic language like "Fat" is part of this ongoing pattern of gender-based harassment. To cope with online harassment, female game players adopted specific strategies such as hiding their identity and avoiding verbal communication with other players. This study concluded that female game players often experience a lack of social support, frequent harassment, anxiety, and loneliness in online gaming and the adoption of coping strategies.

Another study on harassment towards female game players while playing first-person shooter (FPS) games specifically focuses on the harassment and discrimination they face, their responses, and how female game players find empowerment in gaming. McDaniel (2016) surveyed 141 female FPS game players who were relatively experienced game players for six or more years. McDaniel found that the

majority of female FPS game players experience verbal harassment or discrimination, with 75.9% reporting it. They also tend to feel empowered when playing games with 79.4%. This study highlights that female game players challenge gender norms by playing FPS games in male-dominated environments. While harassment can be a problem, it does not seem to stop female gamers from proving themselves as proper gamers, and it helps them feel more empowered.

A study was conducted on toxicity in *Overwatch* to determine how it differed between male and female game players posting on Reddit. Bergström and Ericsson (2020) analyzed survey responses to determine perceptions of toxicity, the types of toxicity experienced, and the impact of gender on toxicity levels. There were significant differences in toxicity levels in both genders, with female gamer players more affected by toxicity. They feel the need to hide their gender to avoid exposure to toxicity, which can put them at a disadvantage in using important communication tools such as voice chat. The study showed that female game players were more affected by toxicity than male gamers and that their experiences of toxicity may interfere with their communication with others.

Mclean and Griffiths (2019) surveyed online chat forums, specifically the posts of 271 female game players. They found that females reported playing alone, playing anonymously, and frequently moving groups due to a lack of social support and that toxic language such as “fat” was part of this ongoing pattern of sexual harassment. On blogs like “Fat, Ugly or Slutty,” which takes its name from the taunts female often receive when playing online (O’Leary, 2012). Additionally, Ekiciler et al. (2022b) found that in online game chat logs, these words were categorized into three categories: “whore,” “cunt,” and “fuck.” These female game players who were harassed while playing may be a reason why discrimination is common. Furthermore, Williams and Bala (2020) argue that females are more likely to face these toxic languages. This indicates that they are not good at anything other than housework, such as “go back to the kitchen,” “make me a sandwich,” and “stop acting like a girl.”

According to Alice and Valerie (1984), gender roles are shaped by societal expectations and the historical division of labor, which traditionally assigned domestic tasks like cooking to women. This framework underpins the stereotype of “women in

the kitchen,” which is often used as a gendered insult in gaming environments (e.g., “go back to the kitchen”). Such phrases reinforce traditional views that women belong in domestic roles and question their presence in male-dominated areas like online gaming

Some studies explored toxic language in gaming; it was found that women frequently encounter derogatory terms like “Bitch”, which exacerbates the existing gender inequalities and creates a more hostile experience for female gamers (Belskie et al., 2023b; Vuong et al., 2021). Studies show that terms like “Bitch” significantly contribute to a hostile gaming environment for female game players.

Additionally, a study analyzing hate speech toward players in League of Legends chat found that personal skill critiques often escalate to personal insults. From around 5,000 messages sampled from millions of chat lines per server, “shut up” was recorded over 1.5 million times, while “bitch” appeared more than 1.17 million times. This indicates a high prevalence of hostile language, with skill criticism quickly turning into aggressive, demeaning exchanges, reflecting a culture of frequent verbal aggression in competitive gaming (Sengün et al., 2019a).

The phrase “Kill yourself” is unfortunately common in toxic gaming environments, especially as part of harassment towards female game players. Research indicates that such phrases are often used as an insult or mockery when a player is perceived to perform poorly. Female game players tend to face more extreme abuse, particularly when their gender is revealed (Stiffler, 2021).

These female game players who have been harassed while playing may be the reason why discrimination often occurs because there may be a female game player on a male game player’s team.

#### **4. Gender discrimination**

Discrimination based on gender has been a particular issue for females. Although females currently represent approximately half of the nation in most developed countries (United States Bureau of Labor Statistics, 2017; Vermeulen et al., 2017), they are still significantly underrepresented in occupations that have traditionally been dominated by males due to significant domain-specific gender

biases. Thus, gender discrimination is the unequal or disadvantaged treatment that affects any person because they belong to a specific gender.

Discrimination in online gaming can also be ignited by voice, especially female voices in a team that requires teamwork when playing.

Kuznekoff and Rose (2013) examined how male and female game players interact while playing an online video game and how they respond according to the gender identified in various pre-recorded voices of male or female game players. Their results showed that participants responded more negatively to the female game player's voice than the male game player's voice, with the female's voice receiving three times more negative comments than the male's voice. Moreover, many of the negative comments toward the female's voice were based on gender discrimination. For example, a woman's comment of "Hello everyone" elicited the response "Shut up, bitch". These findings show that interactions and behaviors in online gaming are guided by some of the discrimination that female game players encounter in online gaming. In this regard, discrimination continues to affect female more than male game players.

### **Types of Discrimination**

Online gaming has become increasingly popular. Nevertheless, it has also brought up problems such as discrimination, which have a negative impact on the expanding gaming communities. Discrimination in online gaming can take various types. Thus, one's experiences with this discrimination can vary.

#### **Trolling/Griefing**

Trolling, as defined by participants, is seen as a direct attack on other game players' enjoyment of the game, often described as intentional disruption or provocation in gaming contexts (Buckels et al., 2014; Shachaf & Hara, 2010). According to Cook et al. (2018), the context of the speech consists of Trash-talking (Putting down or making fun of other game players), Flaming (Presenting emotional or contradictory statements with an instrumental purpose), and Misdirection (Spread false information among targeted or general game players). Griefing is the term used to describe a situation in which a game player chooses to annoy other game players and prevent them from enjoying the game instead of performing the duties specified

by the game (Coyne et al., 2009; Dibbell, 2009; Foo & Koivisto, 2004). According to Warner and Raiter, it is “intentional harassment of other players...which utilizes aspects of the game structure or physics in unintended ways to cause distress for other players” (Coyne et al., 2009, p. 215). Therefore, both Trolling and Griefing are problematic behaviors in online gaming that can significantly detract from the enjoyment and experience of other game players.

#### Offensive name calling

The act of insulting someone by calling them rude names (Cambridge University Press, n.d.-d). According to Break the cycle (n.d.), it is considered abusive behavior because it is considered abusive behavior because it marks one partner as something negative without their consent or thinking about their feelings such as “You are dumb”, “ugly”, “stupid”, or “fat”. Also, linguistic analyses of in-game chats show that toxic game players frequently use derogatory terms like “dumb” to express displeasure with teammates, particularly during high-stakes moments of the game. This term becomes more prominent in the late-game stages when the pressure is highest and verbal abuse spikes (Kwak & Blackburn, 2014). During an argument, an abuser may yell insulting phrases like “worthless” or “idiot”. However, supposedly playful nicknames and insults can be harmful (Daino, 2022). Almost 70% of game players reported having experienced offensive name calling in 2020. (Anti-Defamation League, 2021a)

#### Sexual harassment

Sexual harassment is defined as any unwanted sexual or verbal activity that upsets, scares, insults, shames someone, or aims to make them feel that way such as sexual comments or intrusive questions about a person’s privacy (Equality and Human Rights Commission, 2017).

#### Sexual assault

Any sexual behavior or interaction that occurs without a person’s express consent is referred to as sexual assault include attempted rape, oral sex or forcing a victim to perform sexual acts (Rainn, n.d.).

### Threats of physical violence

Expressing threats of emotional or physical injury a person by suggesting or implying real-life physical harm includes beating, burning, kicking, punching, biting, maiming or killing (Council of Europe, n.d.).

Kowert (2020) determined types of discrimination as presented in Table 2.

<b>Term</b>	<b>Definition</b>
<b>Trolling / Griefing</b>	Deliberate attempts to be provoked.
<b>Offensive name calling</b>	Abusive, derogatory language or insults.
<b>Sexual harassment</b>	Unwelcome or inappropriate sexual remarks.
<b>Sexual assault</b>	The act of intentionally sexually touching another person without their consent or coerces or physically forces a person to engage in a sexual act against their will.
<b>Threats of physical violence</b>	Conveying threats of physical or mental injury.
<b>Stalking</b>	Online monitoring and/or information gathering used to threaten or harass
<b>Discrimination</b>	Unjust treatment due to your gender identity.
<b>Sustained harassment</b>	Harassment that occurs over multiple instances or a longer period of time.
<b>Doxxing</b>	Having personally identifying information made public.
<b>Swatting</b>	Someone making a false to report emergency services.

*Table 2 Types of Discrimination (Kowert, 2020)*

A survey examining the global distribution of game developers between 2014 and 2021 discovered that in 2021, the majority of game developers, 61%, were male, while women accounted for 30% of game developers (Clement, 2023). Based on discrimination types, Kowert (2020) outlines various discriminatory behaviors that can occur online, principally in games. They organized a “Class Project” to address gender-based discrimination in the games industry. The examination aimed to attract consideration to the problem and advise solutions for the future. The survey gathered responses from 58 members of the gaming industry by personal reports of their

experiences with gender-based discrimination and harassment. The most common types of discrimination reported were Trolling/Griefing and Sexual harassment, with 75% of participants experiencing these forms. Participants reported instances of measured endeavors to inflame conflict, often through offensive statements. Discrimination and Offensive name calling were also frequent occurrences, reported by 67%. Participants revealed instances they faced with abuse and insulting because of their gender. Half of the participants (50%) reported enduring sustained harassment in the workplace, showing the seriousness of these cases. This study demonstrates how frequent gender-based discrimination is in the games industry because female employees are still unwelcome in the gaming industry.

A study examined the differences in trolling behaviors across games and social media. The research indicates that in-game trolling (occurring 20 times) is frequently defined by actions intended to disadvantage fellow players, but social media trolling is associated with more hostile behaviors, including 13 instances of misdirection assaults (Cook et al., 2023). However, a significant limitation was a lack of specific cases of these behaviors.

Based on this concern, the aim of this study was to identify the different hate speech types directed at female game players and the types of discrimination reflected through hate speech. Various important factors require attention, specifically in online games, because hate speech can direct discrimination. Previous studies have investigated social media platforms and Multiplayer Online Battle Arena games, such as Facebook, Twitter, League of Legends and Dota 2 games (Faiq & Noori, 2022; Liu, 2024; Belskie et al., 2023; Lim et al., 2024). However, there has been no specific examination of hate speech in shooter games such as Valorant.

## **CHAPTER 3**

### **RESEARCH METHODOLOGY**

This chapter reveals the different main elements of the research methodology used to fulfill the objectives of this study and to answer the following research questions: (1.) What are the types of hate speech encountered by female game players in Valorant Game? (RQ1); and (2.) Which types of discrimination are reflected through hate speech? (RQ2). The outline of this chapter is as follows:

1. Research Design
2. Data sources
3. Data collection
  - 3.1 Method of data collection
4. Data analysis
  - 4.1 Method of data analysis

#### **1. Research Design**

This study utilizes a combination of quantitative and qualitative research methods. A qualitative research strategy is employed to capture the richness and depth of information while a quantitative strategy is used to determine the number of specific word groups in the content. However, qualitative methods enable the exploration of the social and cultural context in which hate speech and discrimination occur in Valorant Game.

#### **2. Data sources**

The data for this study were collected from YouTube videos showing female game players being confronted with hate speech while playing Valorant. These videos were searched using YouTube thumbnails or descriptions with titles such as “The Female Experience UNCENSORED | Valorant” and “The Female Experience in Valorant.” The data collection process took place from 2020 to 2023. Videos mostly found hate speech towards female game players on the North American (NA) server (the location access for game players in the United States). It was found that seven out of 16 female YouTubers encountered hate speech from other game

players. There were 36 videos related to experiences with hate speech out of 1,254 videos, each approximately ten minutes in duration.

### 3. Data collection

#### 3.1 Method of data collection

Firstly, the 36 videos were collected only in-game voice chat because game players mostly use in-game voice chat to speak with the team. These YouTubers show how female game players were discriminated against in the Valorant game via hate speech.

Additionally, the voice chat was automatically transcribed into text using the AI program Savesubs. Emily (2021) mentioned, voice chat allows players to talk in real-time to one another in multiplayer online games as if they were in the same room. When players push the “speak” button, a little icon will appear on the left side of the window to show that someone is talking. Relevant instances of hate speech were then identified and sorted the data in Microsoft Excel. This prepared the data for the creation of a precoding scheme based on Bahador’s (2023) theory.



*Figure 2 In-game voice chat in Valorant*

### 4. Data analysis

The specific steps of the data analysis procedure are as follows:

To answer RQ1, the number of hate speech instances used in each video was counted. In this process, frequencies and percentages were used to present the data. To answer the types of hate speech towards female game players in Valorant Game, the coding schemes adapted from Bahador’s (2023) model were used to explore and classify the different types of hate speech found in the videos. Nevertheless, Bahador

did not provide further details such as definitions or examples of each type of hate speech. Therefore, a precoding scheme was created by coding instances based on Bahador's definitions and examples. After coding, the codes were reviewed for potential revisions, as shown in Table 3. The complete data can be found in Appendix 3.

Type of hate speech	Definition	Example words/phrases/sentence
1. Disagreement	Rhetoric involves expressing disagreement with ideas or beliefs. It can include questioning claims, opposing viewpoints, or attempting to influence someone's perspective. Based on this definition and data coding, the definition was adapted to refer to power relations and force.	Girl, girlfriend, baby girl, queen, my kitten, Shawty, sweetie. Sounding so sexy. Call me daddy. Suck my dick Go back to the fucking kitchen. Make me a sandwich right now. Give me your address.
2. Negative Actions	Negative Actions refers to non-violent negative behaviors connected to a specific group. It also includes rhetorical words or phrases with ambiguous implications regarding violence, such as "defeat" or "stop." It was observed after watching the videos that the definition could relate to the act of blaming and threatening female game players when they make a mistake.	Shut up, suck, bad, hate, lie Get off the game. Stop talking. Shut your fucking mouth.
3. Negative Character	Negative Character involves non-violent negative descriptions or insults directed at individuals or groups. Based on the definition, it refers to a judgment of the appearance or voice of female game players. However, it could make the listeners feel uncomfortable or ashamed.	dumb, stupid, simp, asshole, idiot, pea brain, annoying. fat, obese, fatty, dyed hair, whore, overweight, dirty, slut, ugly, selfish, delusional, stubborn, a pussy, cunt, bimbo, single mother, fucking female, trans, tranny, femboy,
4. Demonizing and Dehumanizing	Rhetoric involves Negative Characterizations that dehumanize or demonize individuals or groups. Dehumanization refers to despised sub-	bitch, dogshit, pig, monkey.

	human entities. Demonization involves portraying an enemy as superhuman.	
5. Violence	It is implied by rhetoric that physical injury, aspirational, or metaphorical bodily harm will be inflicted. Based on the definition, it could be used to threaten a female game player without their permission with an aggressive word or something sexual that may lead to physical harm.	Fuck(sex), raped
6. Death	Death refers to literal violence that is lethal, the most serious, and entails incitement to violence and murder. The definition refers to getting rid of the female game player getting out of the game by using strong words with death involved.	Kill yourself, Hang yourself.

*Table 3 Precoding Scheme*

Words and phrases were found in the videos after precoding schemes which are in addition to the definitions and examples provided by Bahador. Some examples were adopted from Sengün et al. (2019b), who identifies the 15 most toxic words in the League of Legends Game as follows: “noob”, “fuck”, “shut the fuck up”, “idiot”, “suck”, “retard”, “shut up”, “useless”, “bitch”, and “trash”. Consequently, many of these terms correspond with my data.

There are five types of discrimination that are reflected through hate speech, including Trolling / Griefing, Offensive name calling, Sexual harassment, Sexual assault and Threats of physical violence. Moreover, each type of Discrimination can be reflected through more than one type of hate speech, as shown in Table 4. However, other types of Discrimination include Stalking, Discrimination, Sustained harassment, Doxxing and Swatting which cannot be reflected through hate speech because they are more likely to be behavior than speech.

<b>Discrimination</b>	<b>Discrimination reflected through hate speech</b>
Trolling / Griefing	The speech associated with Trolling/Griefing often involves inflammatory or provocative language aimed at provoking reactions from other players. This can include spreading misinformation “You are my queen.” or pretending to be helpful “I will protect you.” Based on the definition,

	Trolling/Griefing is associated with Disagreement and Negative Actions.
Offensive name calling	Offensive name calling towards female game players involves using derogatory, sexist language to demean or calling them rude names include derogatory terms, sexualized insults, or seeking to undermine their skills “stupid”, “dumb”. According to the definition, the type of discrimination is connected to Negative Character as well as Demonizing and Dehumanizing.
Sexual harassment	Sexual harassment by speech refers to any verbal communication or language that is of a sexual nature and is unwelcome or unwanted by the recipient. Examples of sexual harassment by speech include requests for sexual favors or sexually explicit comments “What’s your cup size?”. Based on the definition, Disagreement relates to this type because it refers to being forced to do something in a sexual way.
Sexual assault	Any sexual verbal or interaction that occurs without a female game player express consent such as “rape” (Violence) or forcing her to perform sexual acts “suck my dick.” (Disagreement).
Threats of physical violence	The use of language or communication to intimidate or coerce other game players by suggesting or implying real-life physical harm. Based on the definition, it was found that Death is associated with threats of physical violence such “Kill yourself”

*Table 4 Types of discrimination reflected through hate speech*

#### 4.1 Method of data analysis

After coding schemes, Microsoft Excel was used to organize the data in order to address the words or phrases used in the hate speech question (RQ1). The dataset was structured to contain eight columns, which are as follows: 1) Female Youtubers 2) Hate speech 3) Disagreement 4) Negative Actions 5) Negative Character 6) Demonizing and Dehumanizing 7) Violence 8) Death. To guarantee the reliability of this study, the study was read by three peer reviewers in the Journal of English Language and Linguistics, who provided coaching and reviewed the results to improve the accuracy of the analysis. Additionally, the assistance of an American Valorant game player with a strong grasp of slang was enlisted to verify the accuracy of the slang used by teenagers in the game.

Female YouTubers	Words/phrases of Hate speech	Disagreement	Negative Actions	Negative Character	Demonizing and Dehumanizing	Violence	Death
YouTuber 1, Clip 1	You're fucking stupid bitch dumb			/(stupid) /(dumb)	/(bitch)		
YouTuber 1, Clip 1	You are probably fat			/(fat)			
YouTuber 1, Clip 1	I will fuck you tonight					/(rape)	
YouTuber 1, Clip 1	Don't be a simp			/(simp)			
YouTuber 6, Clip 4	Heal him, bitch				/(bitch)		

*Table 5 Examples of Categorization of Hate Speech*

Additionally, the number of hate speech instances used in each video was counted. In this process, frequencies and percentages were used to present the data. Furthermore, to identify the types of hate speech directed toward female game players in Valorant, coding schemes from Table 3 were applied to explore and classify the different types of hate speech found in the videos, determining how frequently each type appeared.

To answer RQ2, Types of discrimination reflected through hate speech were identified. Additionally, it was observed that discrimination can be more than one type reflected through hate speech. After determining the frequency of hate speech and discrimination, a comparison was provided to highlight their similarities and differences.

Hate speech	Percentages (%)	Type of Discrimination
1. Disagreement		
2. Negative Actions		
3. Negative Character		
4. Demonizing and Dehumanizing		
5. Violence		
6. Death		

*Table 6 A sample of discrimination reflected through hate speech categorization*

## CHAPTER 4

### FINDINGS

This chapter presents the findings of the analysis of the selected YouTube videos. These videos contain content in which female players were confronted with hate speech while playing Valorant. This chapter is divided into two parts. The first part is the classification of the types of hate speech used toward female game players. The second part presents the types of discrimination reflected through hate speech as follows:

#### **4.1 The hate speech encountered by female game players in Valorant Game.**

The first research question: What is hate speech encountered by female game players in Valorant Game? The data in this research question were divided into two aspects:

1. Which words or phrases are mostly used in hate speech encountered by female game players in Valorant Game?
2. What are the types of hate speech encountered by female game players in Valorant Game?

##### **4.1.1 Words or phrases are mostly used in hate speech encountered by female game players in the Valorant Game**

From all the 36 videos, a total of 479 instances of hate speech were identified. Examples of the top 10 most frequently used instances are shown in Table 7.

Hate speech	Frequency of occurrence	Percentage (%)
1. Bitch	60	12.52%
2. Fat	50	10.43%
3. Shut up	48	10.02%
4. Whore	19	3.96%
5. Dumb	18	3.75%
6. Girl	12	2.50%

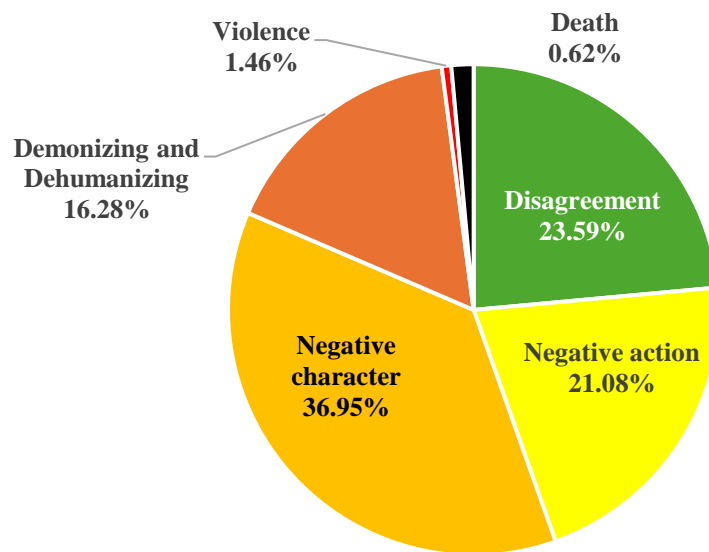
7. Ugly	12	2.50%
8. Stupid	12	2.50%
9. Go back to the kitchen	11	2.29%
10. Suck	10	2.08%
Others	227	47.39%
Total	479	100%

*Table 7 The top 10 mostly used instances of hate speech.*

The top 10 mostly used hate speech terms are 1) “Bitch” 2) “Fat”, 3) “Shut up”, 4) “Whore” 5) “Dumb”, 6) “Girl”, 7) “Ugly”, 8) “Stupid”, 9) “Go back to the kitchen”, and 10) “Suck”. Among these, the most frequent term is “Bitch”, with 60 instances (12.52%). The second most used term is “Fat”, with 50 instances (10.43%), followed by “Shut up”, with 48 instances (10.02%). “Whore” appears 19 times (3.96%), followed by “Dumb” with 18 instances (3.75%). Similarly, “Stupid,” “Ugly,” and “Girl” appear 12 times (2.50%). Although “Go back to the kitchen” comprises only 2.29 %, it is remarkable that this phrase is used by nine male game players against female game players. Lastly, other hate speech terms that are outside the top ten total 227 instances (47.39%), including “Daddy,” “Pussy”, and “Fatty.” These instances can be seen in Appendix 2.

#### **4.1.2 Types of hate speech encountered by female game players in Valorant Game**

Based on 479 instances that are represented as shown in Table 8, it was found that the most frequent type of hate speech is “Negative Character” at 36.95%, followed by “Disagreement” at 23.59%, and “Negative Actions” at 21.08%. “Demonizing and Dehumanizing” make up 16.28% of occurrences. The least common forms, “Death” and “Violence,” occur at 1.46% and 0.62%, as shown in Figure 3. Thus, the analysis highlighted the percentages of each word or sentence.



*Figure 3 The percentage of hate speech mostly used in hate speech*

Hate speech encountered by female game players was classified into six types according to Bahador's model: 1) Disagreement, 2) Negative Actions, 3) Negative Character, 4) Demonizing and Dehumanizing, 5) Violence 6) Death. For each type, the percentage and frequency of occurrences are provided in tables.

The highest percentage of types of hate speech found is Negative Character (36.95%), which refers to a judgment of the appearance or voice of female game players. Table 8 shows the words that are mostly used.

Negative Character	Frequency of occurrence	Percentage (%)
1. Fat	44	24.85%
2. Whore	19	10.73%
3. Dumb	18	10.16%
4. Stupid	12	6.77%
5. Ugly	12	6.77%
6. Annoying	10	5.64%
7. Overweight	5	2.82%
8. Trans	4	2.25%

9. Simp	2	1.12%
10. Idiot	2	1.12%
Others	49	27.68%
Total	177	100%

*Table 8 Top 10 most frequent words of Negative Character*

The highest percentage of hate speech type found, Negative Character (36.95%), refers to a judgment of the appearance or voice of the female game players. The top 10 mostly used Negative Character terms are 1) “Fat”, 2) “Whore”, 3) “Dumb”, 4) “Stupid”, 5) “Ugly”, 6) “Annoying”, 7) “Overweight”, 8) “Trans”, 9) “Simp”, and 10) “Idiot”. “Fat” is the most frequently used term, appearing 44 times (24.85%), for instance:

“You sound so fat.” (Excerpt 1, YouTuber 1, clip 2)

“You are probably fat.” (Excerpt 2, YouTuber 1, clip 2)

“Do you know that your fat as fuck?” (Excerpt 3, YouTuber 1, clip 5)

“I can hear the fat on your neck every time.” (Excerpt 4, YouTuber 1, clip 5)

“Whore” and “Dumb” are the next most common, with 19 times (10.67%) and 18 times (10.11%).

“You’re such a whore.” (Excerpt 5, YouTuber 1, clip 9)

“You’re dumb whore.” (Excerpt 6, YouTuber 5, clip 1)

“Stupid” and “Ugly” appear 12 times, accounting for 6.74% each. “Annoying” appears 10 times (5.64%). Although “Overweight” means fat, it could reflect an intent to offend or shame in politeness than “Fat.”

“You are definitely overweight. I can hear it in your neck.” (Excerpt 7, YouTuber 1, clip 5)

“You’re overweight.” (Excerpt 8, YouTuber 4, clip 3)

Additionally, “Stupid” and “Dumb” are used more frequently than “Simp” and “Idiot” due to their flexibility in different contexts and widespread use. The others, with 49 times (27.68%), represent a wide range of Negative Character. This

suggests that there are many other words or sentences in this type, although each is less common.

The second-highest percentage of types of hate speech found is Disagreement (23.59%). It refers to disagreeing with the idea/belief level, including power relations and force. The frequently used Disagreement is shown in Table 9.

<b>Disagreement</b>	<b>Frequency of occurrence</b>	<b>Percentage (%)</b>
1. Girl	12	10.61%
2. Go back to the kitchen	11	9.73%
3. Daddy	5	4.42%
4. Queen	5	4.42%
5. Kitten	4	3.53%
6. Baby girl	3	2.65%
7. Baby	3	2.65%
8. Make me a sandwich	3	2.65%
9. Shawty	2	1.76%
10. Suck my dick	2	1.76%
Others	63	55.75%
Total	113	100%

*Table 9 Top 10 most frequent terms and phrases of Disagreement*

The top 10 mostly used Disagreement terms and phrases are 1) “Girl”, 2) “Go back to the kitchen,” 3) “Daddy,” 4) “Queen,” 5) “Kitten,” 6) “Baby girl,” 7) “Baby,” 8) “Make me a sandwich,” 9) “Shawty,” and 10) “Suck my dick.” “Girl” is the most frequently used term, with 12 instances (10.81%).

“This is my girl” (Excerpt 9, YouTuber 1, clip 1)

“That’s my e-girl” (Excerpt 10, YouTuber 1, clip 6)

Followed by the phrase “Go back to the kitchen.” appears 11 times (9.90%).

“Make me a sandwich right now.” (Excerpt 11, YouTuber 3, clip 1)

“Don’t you have like a kitchen to go to or something?” (Excerpt 12, YouTuber 4, clip 4)

These instances are heavily gendered, reflecting a significant focus on undermining or belittling female game players based on their gender. Moreover, these instances may be used to convey ownership, leading other game players in the team to believe that they are a couple. Also, “Daddy” and “Queen” are tied for the third most frequent terms, each appearing five times (4.42%). Additionally, terms and phrases like “Kitten,” “Baby girl,” “Baby,” “Make me a sandwich.,” “Shawty” and “Suck my dick.” For instance,

“Nice try, my little kitten.” (Excerpt 12, YouTuber 1, clip 8)

“Stop sounding so sexy, baby.” (Excerpt 13, YouTuber 1, clips 1 and 4)

Each instance shows a lower frequency of two to four times, with percentages between 1.76% and 3.53%. The other terms and phrases have the highest collective frequency 63 times (55.75%) of the total. This indicates a wide range of other less frequent terms and phrases of this type.

The third-highest percentage of types of hate speech found is Negative Actions (21.08%), which refers to the act of blaming and threatening female game players when they make a mistake. The frequently used instances are shown in Table 10.

<b>Negative Actions</b>	<b>Frequency of occurrence</b>	<b>Percentage (%)</b>
1. Shut up	48	47.52%
2. Shut the fuck up	23	22.77%
3. Suck	10	9.90%
4. Hate	8	7.92%
5. Bad	3	2.97%
6. Shut your fucking mouth	2	1.98%
7. Shut your bitch up	1	0.99%
8. Get off the game	1	0.99%
9. Terrible	1	0.99%
10. Lie	1	0.99%
Others	3	2.97%
Total	101	100%

*Table 10 Top 10 most frequent words/phrases/sentences of Negative Actions*

The top 10 mostly used Negative Actions are 1) “Shut up”, 2) “Shut the fuck up”, 3) “Suck”, 4) “Hate”, 5) “Bad”, 6) “Shut your fucking mouth”, 7) “Shut your bitch up”, 8) “Get off the game”, 9) “Terrible”, and 10) “Lie”. “Shut up” is the most frequently used term 48 times (47.52%). Followed by “Shut the fuck up” with 23 times (22.77%). “Suck” and “Hate” also appear frequently used terms 10 and 8 times, respectively, contributing 9.90% and 7.92%. Other instances such as “Bad”, “Shut your fucking mouth.”, “Shut your bitch up.”, “Get off the game.”, “Terrible” and “Lie” occur with lower frequencies ranging from one to three times, with percentages from 0.99% to 2.97%. The others were three times (2.97%) of the total. The prominence of phrases like “Shut up” and “Shut the fuck up” indicates a strong pattern of trying to silence female game players. Also, “Suck,” “Bad,” and “Terrible” were the terms used to blame female game players for their poor performance as follows:

“You kind of suck with it.” (Excerpt 14, YouTuber 1, clip 8)

“You play so fucking bad.” (Excerpt 15, YouTuber 7, clip 1)

“Like women suck Valorant” (Excerpt 16, YouTuber 5, clip 1)

These occurrences reflect a broader issue of gender-based harassment, where female game players are disproportionately targeted for their perceived lack of skill.

The next type of hate speech that female game players encounter is Demonizing and Dehumanizing (16.28%), which refers to sub-human and superhuman characteristics. The frequently used type of hate speech is shown in Table 11.

<b>Demonizing and Dehumanizing</b>	<b>Frequency of occurrence</b>	<b>Percentage (%)</b>
1. Bitch	61	78.20
2. Dog shit	7	8.97
3. Pig	3	3.84
4. Poop	2	2.56
5. Monkey	1	1.28
Others	4	5.12
Total	78	100%

*Table 11 Top 5 Most frequent terms of Demonizing and Dehumanizing*

The top five most commonly used terms in these categories are 1) “Bitch”, 2) “Dogshit,” 3) “Pig,” and 5) “Monkey.” the most used term in this type is the term “Bitch”, with 60 times (78.20%). “Dogshit” is the second most common term, appearing seven times (8.97%). “Pig,” “Poop,” and “Monkey” are less frequent terms, with percentages ranging from 1.28% to 3.84%. Other terms appear four times (5.12%). The use of the term “Bitch” as the most frequent term in this type is specifically directed at female game players, as seen in the following examples:

“Just a fucking bitch” (Excerpt 17 Youtuber 7 clip 1)

“You’re dumb bitch” (Excerpt 18 Youtuber 1 clip 5)

“Heal him, bitch” (Excerpt 19 Youtuber 6 clip 4)

Additionally, they were called terms like “Dog shit,” “Pig,” “Poop,” and “Monkey,” which conveys to reduce the target by comparing them to animals or waste.

Table 12 below illustrates Death (1.46%), which refers to getting rid of the female game player out of the game by using strong words with death involved, such as the term “kill,” which can be found in seven phrases.

<b>Death</b>	<b>Frequency of occurrence</b>	<b>Percentage (%)</b>
1. Kill yourself	5	71.42%
2. Hang yourself	1	14.28%
3. Unalive yourself	1	14.28%
Total	7	100%

*Table 12 Most frequent phrases of Death*

Based on Table 12, There are three phrases: 1) “Kill yourself,” 2) “Hang yourself,” and 3) “Unalive yourself.” “Kill yourself” is the most frequently used, appearing five times (71.44%). The phrases “Hang yourself” and “Unalive yourself” each appear once (14.28%). By suggesting these suicide phrases, the aim is to pressure female game players to stop playing the game.

Lastly, Table 13 below revealed that Violence (0.62%) refers to threatening a female game player without their permission with an aggressive word or something sexual that may lead to physical harm that can be found in three phrases.

<b>Violence</b>	<b>Frequency of occurrence</b>	<b>Percentage (%)</b>
1. I will fuck you	2	66.67%
2. I will rape you right now	1	33.33%
Total	3	100%

*Table 13 Most frequent phrases of Violence*

Based on mostly used Violence type of hate speech, The phrase “I will fuck you.” occurred twice (66.67%). Additionally, “I will rape you right now.” with one time (33.33%). Both phrases listed in the table refer to the act of sexual acting without her permission, which can lead to physical harm.

#### **4.2 The types of discrimination reflected through hate speech**

Based on the types of hate speech, the five types of discrimination reflected through hate speech were identified using Kowert’s model, as follows:

1. Trolling/ Griefing (T) refers to speech that involves inflammatory or provocative language aimed at provoking reactions from female game players.
2. Offensive name calling (O) refers to the act of insulting female game players by calling them rude names.
3. Sexual harassment (SH) refers to any verbal communication or language that is of a sexual nature and is unwelcome or unwanted by the female game players.
4. Sexual assault (SA) refers to any sexual verbal or forcing a female game player to perform sexual acts.
5. Threats of physical violence (TH) refers to the use of language or communication to threaten or force female game players by suggesting or implying real-life physical harm.

Each type of hate speech reflects discrimination. The analysis of the type of hate speech found, as presented in 4.1, that the Negative Character characterized the highest percentage of all hate speech types. In this section, the types of discrimination reflected through Negative Character were identified, as shown in Table 14. It is worthwhile noting that each type of hate speech may reflect different types of discrimination.

<b>Negative Character</b>	<b>Frequency of occurrence</b>	<b>Percentage (%)</b>	<b>Type of discrimination</b>
1. Fat	44	24.85%	O
2. Whore	19	10.73%	O
3. Dumb	18	10.16%	O
4. Stupid	12	6.77%	O
5. Ugly	12	6.77%	O
6. Annoying	10	5.64%	O
7. Overweight	5	2.82%	O
8. Trans	4	2.25%	O
9. Simp	2	1.12%	O
10. Idiot	2	1.12%	O
Others	49	27.68%	O
Total	177	100%	O

*Table 14 Type of discrimination reflected through Negative Character.*

Table 15 shows that the Negative Character is Offensive name calling (O). For instance, “Dumb,” “Stupid,” “Simp,” and “Idiot” refer to calling female game players rude names by insulting their poor gaming performance, as well as calling them “Fat” and “Overweight,” which refers to insulting her appearance.

The second-highest percentage of types of hate speech found is Disagreement (23.59%). Table 15 shows the type of discrimination reflected through Disagreement.

<b>Disagreement</b>	<b>Frequency of occurrence</b>	<b>Percentage (%)</b>	<b>Type of discrimination</b>
1. Girl	12	10.61%	T
2. Go back to the kitchen	11	9.73%	T
3. Daddy	5	4.42%	T

4. Queen	5	4.42%	T
5. Sounding so sexy	5	4.42%	SH
6. Kitten	4	3.53%	T
7. Baby girl	3	2.65%	T
8. Baby	3	2.65%	T
9. Make me a sandwich	3	2.65%	T
10. Suck my dick	2	1.76%	SA
Others	63	52.75%	T, SH, SA
Total	113	100%	T, SH, SA

*Table 15 Type of Discrimination Reflected through Disagreement*

As the types of discrimination are shown in Table 15, three types of discrimination are reflected through Disagreement. The most frequent type reflected through Negative Actions is Trolling/Griefing (T), including “Girl,” “Go back to the kitchen,” “Daddy,” “Queen,” “Kitten,” “Baby girl,” “Baby” and “Make me a sandwich.” Additionally, Disagreement can be reflected in Sexual harassment (SH) like “Sounding so sexy” and Sexual assault (SA) like “Suck my dick”, for instance.

According to the third-highest percentage of hate speech type found in 4.1 is Negative Actions (21.08%). Table 16 shows the type of discrimination reflected through these words, phrases and sentences.

<b>Negative Actions</b>	<b>Frequency of occurrence</b>	<b>Percentage (%)</b>	<b>Type of discrimination</b>
1. Shut up	48	47.52%	T
2. Shut the fuck up	23	22.77%	T
3. Suck	10	9.90%	T
4. Hate	8	7.92%	T
5. Bad	3	2.97%	T
6. Shut your fucking mouth	2	1.98%	T
7. Shut your mouth	1	0.99%	T
8. Get off the game	1	0.99%	T
9. Terrible	1	0.99%	T
10. Lie	1	0.99%	T
Others	3	2.97%	T
Total	101	100%	T

*Table 16 Type of Discrimination Reflected through Negative Actions*

Based on Table 16 shows that all Negative Actions instances can be identified as Trolling/Griefing (T). It refers to speech that involves provocative language, including blaming (“Suck”, “Bad”, “Terrible”, and “Lie”) or aims to silence female game players (“Shut up”, “Shut the fuck up”, “Shut your fucking mouth” and “Shut your mouth”). These can convey to discourage female game players by saying “Get off the game”.

Surprisingly, although Offensive name calling (O) can reflect Negative Character as shown in Table 14, it can also reflect all these words of Demonizing and Dehumanizing in Table 17.

<b>Demonizing and Dehumanizing</b>	<b>Frequency of occurrence</b>	<b>Percentage (%)</b>	<b>Type of discrimination</b>
1. Bitch	61	78.20%	O
2. Dog shit	7	8.97%	O
3. Pig	3	3.84%	O
4. Poop	2	2.56%	O
5. Monkey	1	1.28%	O
Others	4	5.12%	O
Total	78	100%	O

*Table 17 Type of discrimination reflected through Demonizing and Dehumanizing*

Table 17 shows that Offensive name calling (O) reflects Demonizing and Dehumanizing. Considering O refers to the act of insulting female game players by calling them rude names, for instance, comparing them to animals (“Bitch”, “Pig”, “Monkey”) and waste (“Dogshit”, “Poop”).

In the second to last, Table 18 displays all of these phrases that can be identified as Threats of physical violence (TH).

<b>Death</b>	<b>Frequency of occurrence</b>	<b>Percentage (%)</b>	<b>Type of Discrimination</b>
1. Kill yourself	5	71.44%	TH
2. Hang yourself	1	14.28%	TH

3. Unalive yourself	1	14.28%	TH
Total	7	100%	TH

*Table 18 Type of Discrimination Reflected Through Death*

As shown in Table 18, based on the type of hate speech identified is Death and all these speeches reflect Threats of physical violence (TH) type of discrimination, which refers to threats or forcing female game players by suggesting or implying real-life physical harm as presented in the table are “Kill yourself”, “Hang yourself” and “Unalive yourself”.

Lastly, Table 19 illustrates the type of discrimination reflected through the Violence type of hate speech.

<b>Violence</b>	<b>Frequency of occurrence</b>	<b>Percentage (%)</b>	<b>Type of discrimination</b>
3. I will fuck you	2	66.67%	SA
4. I will rape you right now	1	33.33%	SA
Total	3	100%	SA

*Table 19 Type of Discrimination Reflected Through Violence*

The most frequently identified Violence hate speech is “I will fuck you.” Followed by, “I will rape you right now.” All these instances of Violence convey the desire to perform sexual acts, which can be characterized as Sexual Assault (SA) discrimination.

To sum up, the analysis of 479 instances of hate speech towards female game players in Valorant Game revealed several patterns. The most prevalent form of hate speech observed was Negative Character, accounting for 177 instances (36.95%). Disagreement followed as the second most common type, with 113 times (23.59%). The third-largest category was Negative Actions, with 101 times (21.08%). Demonizing and Dehumanizing was found 78 times (16.28%), while threats of Death and Violence were less common, with 7 (1.46%) and 3 (0.62%) instances, respectively.

<b>Hate speech</b>	<b>Percentage (%)</b>	<b>Type of Discrimination</b>
1.Negative Character	36.95%	Offensive name calling
2.Disagreement	23.59%	Trolling/Griefing Sexual harassment Sexual assault
3.Negative Actions	21.08%	Trolling/Griefing
4.Demonizing and Demonizing	16.28%	Offensive name calling
5.Death	1.46%	Threats of physical violence
6.Violence	0.62%	Sexual assault

*Table 20 Types of discrimination reflected through six types of hate speech*

Regarding the types of discrimination reflected through hate speech, each type of discrimination can be reflected through more than one type of hate speech. Negative Character is most frequently associated with Offensive name calling (O). Interestingly, Disagreement was often manifested through Trolling/Griefing (T), as well as through instances of Sexual harassment (SH) and Sexual assault (SA). Negative Actions, another type of discrimination, is also linked to Trolling/Griefing (T). Additionally, Offensive name calling (O) can be reflected through Demonizing and Dehumanizing same as Negative Character. Threats of physical violence is reflected through Death (TH). Notably, Violence is often driven by a desire to commit acts of Sexual Assault (SA).

The following chapter will explore these findings, considering existing theories and previous studies, offering a broader discussion on hate speech towards female game players in Valorant Game.

## CHAPTER 5

### DISCUSSION AND CONCLUSION

This chapter presents a summary of the main findings of this study. The first section covers a discussion about the results of 479 instances that represent hate speech towards female game players in Valorant. Furthermore, it covers the main findings of the types of hate speech and types of discrimination reflected through hate speech. The following section deals with a discussion of the findings regarding each hate speech type, which are Negative Character, Disagreement, Negative Actions, Demonizing and Dehumanizing, Death and Violence. Also, discrimination types are reflected through hate speech based on related theories and previous studies. The last section discusses the contribution and the limitations of the study. Finally, it concludes with recommendations for further research.

#### **5.1 Summary of the main findings**

The analysis of hate speech in Valorant Game reveals the frequency of instances towards female game players. The finding revealed that the largest number is “Bitch”, with 60 instances (12.52%). The second most used term is “Fat”, with 50 instances (10.43%). “Shut up” is the third most frequently used phrase, with 48 instances (10.02%). “Whore” 19 instances (3.96%), followed afterwards by “Dumb” 18 instances (3.75%). To a similar extent, “Stupid, Ugly, Girl” has 12 instances (2.50%). Even though “Go back to the kitchen.” comprises only 2.29 %, it is remarkable that this is a sentence that is used by nine male game players against female game players. Lastly, the amount of hate speech that is less than the top ten is 227 instances (47.39%).

Additionally, each type was classified according to Bahador’s model (2023), as shown in 4.1.2. The most frequent type of hate speech is “Negative Character” at 36.95%, followed by “Disagreement” at 23.59%, and “Negative Actions” at 21.08%. “Demonizing and Dehumanizing” make up 16.28% of occurrences. The least common forms, “Death” and “Violence,” occur at 1.46% and 0.62%.

Furthermore, Using Kowert's (2020) framework, the findings classify discrimination types reflected in hate speech, often overlapping as shown in Figure 4. Negative Character was most frequently associated with Offensive name calling (O). Interestingly, Disagreement is often expressed through Trolling/Griefing (T). This type also includes Sexual harassment (SH) and Sexual assault (SA). Negative Actions is similar to Disagreement, which is also related to Trolling/Griefing (T). Additionally, Demonizing and Dehumanizing involves Offensive name-calling (O), similar to Negative Character. Death is categorized as Threats of physical violence (TH). Lastly, Violence is related to a desire to commit Sexual assault (SA).

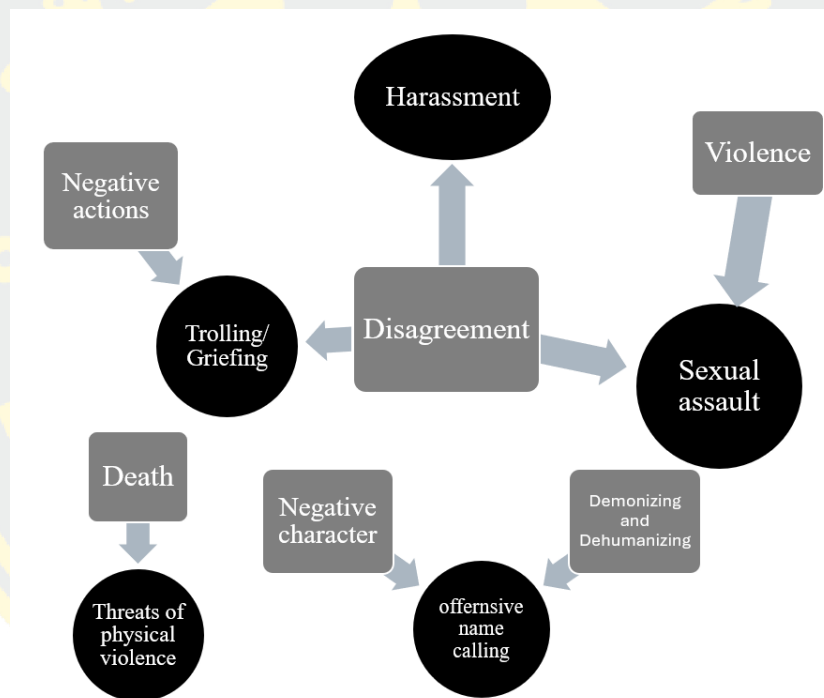


Figure 4 The types of discrimination reflected through hate speech

## 5.2 Discussion

The results of the study revealed that there are many instances of hate speech toward female game players in Valorant. The findings are consonant with other research studies regarding the target of hate speech, which seems to be gender, especially females, Jiro Jirovsky (2022a) found that gender-based hate speech against females persists without a solution. Online hate disproportionately targets women compared to men Bartlett et al. (2014); (Meyer & Cukier, 2006). Specifically, female

gamers in first-person shooters like Valorant Game face greater toxicity than their male counterparts (Bergström & Ericsson, 2020). These are many of the important factors that should be taken into consideration, particularly when playing online games. Therefore, this study was conducted to study the hate speech experienced by female game players in Valorant to identify the different types of hate speech present in the game.

#### 5.2.1 Types of hate speech encountered by female game players in Valorant Game

The analysis of hate speech identified Negative Character as a prevalent type of derogatory language. Especially the term “Fat” is commonly directed at female game players (24.85%) and is frequently used for body-shaming and persistent gender-based harassment (McLean & Griffiths, 2019). Additionally, female game players have related experiences of appearance-focused abuse like “Fat”, “Ugly” or “Slutty” O’Leary (2012). Although “Overweight” (Occurred 5 times) also means similar to fat, it could reflect an intent to offend or shame with politeness compared to the bluntness of “Fat”. The use at the end of phrases, such as “You are such a whore” and “You are dumb whore,” the second most frequent term (19 occurrences), “whore,” is used to abuse female game players in online conversation (Ekiciler et al., 2022b). These reflect a gender pattern in hate speech that undermines the role and worth of women in gaming. Some male game players immediately stereotype female voices as “annoying” (Occurred 10 times) due to sexist attitudes. Female game players frequently experience more negativity in voice chat because their voices reveal their gender. Moreover, female game players face the term “simp” (simpleton) which means “weak” or “trying too hard.” when they underperformed while playing.

Surprisingly, the Disagreement type is also rather common; words like “Girl” (10.61%) and “Baby girl” (2.65%) are used to make fun of female game players or suggest they are romantically linked to male game players (Kowert, 2020). The prevalence of phrases like “Don’t you have like a kitchen to go to or something?” (Excerpt 12) and “Make me a sandwich right now.” (Excerpt 11). These remarks limit women by implying that their usefulness is restricted to household tasks William and Bala (2020). These excerpts reinforce the stereotype of women belonging in domestic

spaces by illustrating societal beliefs about employment (Alice & Valerie, 1984). These phrases reinforce old ideas about women's roles and make it difficult for them in areas like online game space. "Suck my dick" is a phrase that is often used to insult or show power, especially toward female game players. Because there is no clear agreement, gaming harassment is different from consensual relationship dynamics.

Negative Actions (21.08%) was the third most common type of hate speech identified. This involves threatening or blaming female game players, even when they have made mistakes. It is common for people to say phrases such as "Shut up" and "Shut the fuck up." The term "shut up" reflects a pattern of silencing female game players in online gaming spaces. Phrases like "shut up" are a prevalent part of verbal aggression in League of Legends Game (Sengün et al., 2019b). These results show that female gamers often get rude comments like "Shut up, bitch" when they play games online (Kuznekoff & Rose, 2013). This type of hate speech shows how common it is for female game players to be silenced and put down because of their gender.

The next one of hate speech that female game players encountered is Demonizing and Dehumanizing (16.28%). The term "bitch" comprised 78.20% of this type. Male game players frequently direct this term at female gamers in various ways, as exemplified in Excerpt 17 ("Just a fucking bitch") and Excerpt 19 ("Heal him, bitch"). The term "bitch" has become a common type of hate speech, showing that it is used as an insult against female game players on many game platforms (Sengün et al., 2019b). Many Leagues of Legends chats use the word "bitch" over a million times, which shows that it is used to be mean, especially to females (Belskie et al., 2023a; Vuong et al., 2021). Also, female game players were called names like "Dog shit," "Pig," "Poop," and "Monkey," which were meant to pressure them to appear less human by comparing them to animals or waste. These occurrences display how they degrade people by comparing them to less-than-human or degrading forms (Bahador, 2023).

Death (1.46%) is another type of hate speech that female game players face, nevertheless not as often. Women who play online games frequently experience phrases like "Kill yourself," "Hang yourself," and "Unalive yourself." The phrase

“Kill yourself” is common in gaming situations (Stiffler, 2021). Male game players frequently use the phrases to make fun of a player when they believe female game players aren’t doing it successfully. This is part of an affecting rise in verbal abuse aimed at getting female game players to stop playing.

Lastly, “Violence” was found in 0.62% of this type. “I will fuck you” and “I will rape you right now” were used to insult female game players. These phrases mean sexual acts that aren't consented to, which can hurt someone physically and make the setting very unsafe for women. This remains related to how the term “rape” was used on social media to victim as a woman (Bartlett et al., 2014; Lee, 2013).

### **5.2.2 The types of discrimination reflected through hate speech**

The findings emphasize various types of discrimination reflected through hate speech, with five types identified. Negative Character and Demonizing and Dehumanizing were the most prominent, frequently conveyed through Offensive name calling (O). Previous research supports this trend; for example, 67% of females in the gaming industry reported experiencing Offensive name calling, while 77% of 900 female game players faced similar abuse (Kowert, 2020). Additionally, three forms of discrimination were identified in contexts of Disagreement: Trolling/Griefing (T), Sexual harassment (SH), and Sexual assault (SA). These findings support Kowert’s research, where 75% of participants in the gaming industry reported experiences of Trolling/Griefing and Sexual harassment. Another key form of discrimination, Negative Actions, was similarly linked to Trolling/Griefing (T), reinforcing its disruptive nature. Previous research on Griefing emphasizes this behavior being a desire to hinder others’ success (Cook et al., 2023). Further, Threats of physical violence (TH) were regularly conveyed through Death, with phrases like “Kill yourself” reflecting an intent to harm, potentially to the extent of causing death. Most alarmingly, Violence was found to be pushed by a required committing act of Sexual assault (SA), including explicit threats such as “I will rape you right now”. These violent sexual comments were identified as tools to verify dominance over female game players, revealing the intersection between gender-based discrimination and extreme hate speech.

To sum up, hate speech regularly provides a tool for communicating sexist attitudes, presenting evidence of comprehensive discriminatory practices. Discrimination entails unfair action based on appearance like gender, although hate speech acts verbally. In the context of the Valorant Game, discrimination against female players frequently takes the type of hate speech, where insulting language is used to reinforce discrimination. Thus, hate speech is an important tool in perpetuating gender-based discrimination within gaming areas.

### **5.3 Conclusion and Contribution**

The findings of this study pointed out key aspects of hate speech in Valorant. First, it is evident that in the current Valorant gaming community, women continue to be targets of various hate speech types, promoting discrimination. Although Valorant is designed to be a cooperative game, female game players experience hate speech that emphasizes gender unfairness. Additionally, discrimination reflected through hate speech is an issue that makes game players quit the game. The female game player experiences can have a reflection on their mental health, diminishing their confidence in the game. The seriousness of these concerns emphasizes the importance of addressing hate speech in order to foster a protected online game space for all game players. This emphasizes this problem to interested groups of individuals, such as victims of this problem, parents, and influencers who may encourage people to rise against hate speech. Furthermore, the results might be helpful to the gaming industry, especially to developers of games that employ this knowledge to detect hate speech instances. As a result, this study will show how it can impact online games.

#### **5.2.1 Implications**

The findings provide a significant impact on the current state of online game societies regarding the hate speech towards female game players in Valorant Game. Although hate speech is sometimes applied in acting like movies to enhance the audience's enjoyment, its presence in online games, particularly expecting skill and concentration, is problematic. First, the study aims to raise awareness of sexist language to promote the reduction of hate speech. This change can improve make more comprehensive game environment for female game players. Drawing on

Wardhaugh and Fuller's 2015 argument, they suggest that changing language norms can lead to broader behavior changes, reducing sexism and promoting equality in online interactions. Second, the findings of this study can inform the development of more effective in-game reporting systems. That is to say, game developers can use these findings to detect hate speech. By identifying hate speech types in gaming, this study has the potential to push innovation in detecting hate speech in online games, which can be extended to other online games.

In summary, when directed toward female game players, such hate speech frequently occurs from sexist attitudes rather than competitive spirit. This action also impacts harassment and fosters a toxic environment. Focusing on this issue needs stricter fairness, raising polite communication, and raising awareness about gender discrimination in the gaming communities.

#### **5.4 Recommendations for further research**

Future research would explore other team-based strategy games or mobile games where victims experience hate speech with the purpose of gaining a more comprehensive examination of the online gaming environment. Additionally, future studies could compare hate speech occurrences about different genders, including female and LGBTQ+ game players, to provide insights into the issue.

## APPENDIX

## Appendix 1: The certificate of Institutional Review Board (IRB)

สำเนา

ที่ IRB4-119/2567



เอกสารรับรองผลการพิจารณาจริยธรรมการวิจัยในมนุษย์  
มหาวิทยาลัยบูรพา

คณะกรรมการพิจารณาจริยธรรมการวิจัยในมนุษย์ มหาวิทยาลัยบูรพา ได้พิจารณาโครงการวิจัย

รหัสโครงการวิจัย : G-HU013/2567

โครงการวิจัยเรื่อง : คำพูดแสดงความเกลียดชังต่อผู้เล่นเกมเพศหญิงในเกมวาโรแรนต์

หัวหน้าโครงการวิจัย : นางสาววิภากรินทร์ พรียง

หน่วยงานที่สังกัด : ภาษาอังกฤษเพื่อการสื่อสาร

อาจารย์ที่ปรึกษาโครงการหลัก (สารนิพนธ์/ งานนิพนธ์/ : อาจารย์ ดร.สุตราภรณ์ ตันตินิราดา  
วิทยานิพนธ์/ คุชฎินิพนธ์)

หน่วยงานที่สังกัด : ภาษาตะวันตก

วิธีพิจารณา :  Exemption Determination  Expedited Reviews  Full Board

คณะกรรมการพิจารณาจริยธรรมการวิจัยในมนุษย์ มหาวิทยาลัยบูรพา ได้พิจารณาแล้วเห็นว่า โครงการวิจัยดังกล่าวเป็นไปตามหลักการของจริยธรรมการวิจัยในมนุษย์ โดยที่ผู้วิจัยเคารพสิทธิและศักดิ์ศรีในความเป็นมนุษย์ไม่มีการล่วงละเมิดสิทธิ สวัสดิภาพ และไม่ก่อให้เกิดอันตรายแก่ตัวอย่างการวิจัยและผู้เข้าร่วมโครงการวิจัย

จึงเห็นสมควรให้ดำเนินการวิจัยในขอบข่ายของโครงการวิจัยที่เสนอได้ (ดูตามเอกสารตรวจสอบ)

1. Form of Human Research Protocol Submission Version 3: 26 March 2024
2. Research Protocol Version 1: 6 February 2024
3. Participant Information Sheet Version :- -
4. Informed Consent Form Version :- -
5. Research Instruments Version 1: 6 February 2024
6. Others (if any) Version :- -

วันที่รับรอง : วันที่ 13 เดือน มิถุนายน พ.ศ. 2567

วันที่หมดอายุ : วันที่ 13 เดือน มิถุนายน พ.ศ. 2568

ลงนาม นางสาวทิมลพรรณ เลิศล้ำ

(นางสาวทิมลพรรณ เลิศล้ำ)

ประธานคณะกรรมการพิจารณาจริยธรรมการวิจัยในมนุษย์ มหาวิทยาลัยบูรพา  
ชุดที่ 4 (กลุ่มมนุษยศาสตร์และสังคมศาสตร์)



		her consent)				
stop sounding so sexy baby		/(harassment)				
You're fucking stupid bitch dumb			/(stupid)/(dumb)	/(bitch)		
give me your address	/(force)					
I'll fuck you tonight					/(sex, rape)	
You're motherfucker bitch			/(motherfucker)	/(bitch)		
I'll fucking rape you right now					/(rape)	
I have a fucking gaming bitch right now				/(bitch)		
bitch				/(bitch)		
shut up		/(stop talking)				
shut up		/(stop talking)				
That's my girl	/(power relation)					
if you would've said you were my girl	/(power relation)					
go back to the fucking kitchen	/(making fun of women's roles)					
Don't be a simp			/(simp)			

	call me daddy	/(power relation)					
	call me daddy	/(power relation)					
	call me daddy	/(power relation)					
	call me daddy	/(power relation)					
	if you lose this I get your Discord	/(force)					
	It's like a female trying to pick fucking where to go to eat	/(provoke)					
<u>YouTu</u> <u>ber 1,</u> <u>clip 2</u>	fucking female	/(provoke)					
	You're looking kinda thicc bro			/(thicc)			
	there you go my queen	/(power relation)					
	you suck		/(suck at this game)				
	do you wanna be my Valorant girlfriend?	/(power relation)					
	you sound fat			/(fat)			
	You're probably fat and have dyed hair			/(fat)			
	how old are you, babygirl?	/(power relation)					
	You're				/(bitch)		

	fucking welcom bitch						
	can you marry me?	/(power relation)					
	do you have Onlyfans?	/(power relation)					
<a href="#">YouTu ber 1, clip 3</a>	why you talking shit in the game?	/(provoke)					
	I'm pretty sure you belong in to the kitchen	/(making fun of women's roles)					
	whore			/(whore)			
	shut up, whore		/(stop talking)	/(whore)			
	uh you know, we're on your bed, you're giving me fucking I turn around, look you straight in the eyes and say you're the best big brother i could ever ask for	/(power relation)				/(sex)	
	I'm going to fucking peel you and bake you				/(compari ng the female to a potato, hinting at peeling it or taking off her clothes)		

you fucking whore			/(whore)			
how much do you fucking weigh?			/(weight)			
get out of the kitchen	/(the belief that games are made for only men)					
stay in the kitchen	/(the belief that games are made for only men)					
clean bitch please	/(making fun of women's roles)			/(bitch)		
Don't make me get some rope	/(power relation)					
would you rather have the handcuffs ?	/(power relation)					
whore			/(whore)			
women always interrupt		/(blaming )				
e-girls add for carry?	/(provoke)					
shut the fuck up		/(stop talking)				
shut your fucking mouth		/(stop talking)				
let me defend my fucking queen	/(power relation)					
let me defend	/(power relation)					

	you						
	shut the fuck up		/(stop talking)				
	I hate girls		/(hate)				
	I hate girls		/(hate)				
	get out of our masculine gaming	/(the belief that games are made for only men)					
<u>YouTu</u> <u>ber 1,</u> <u>clip 4</u>	You're my queen	/(power relation)					
	my queen	/(power relation)					
	I will protect you	/(power relation)					
	You're so hot			/(judgment of the appearance )			
	You're so hot			/(judgment of the appearance )			
	you dumb fucking bitch			/(dumb)	/(bitch)		
	how hard is it for you to fucking understand	/(provoke)					
	I have to talk like a fucking child to you	/(provoke)					
	I'm recording your voice		/(recordin g someone's voice without her consent)				
you fucking sound so			/(judgment of the appearance )				

	sexy						
	stop sounding so sexy baby			/(judgment of the appearance )			
	you fucking stupid asshole bitch			/(stupid)/(ass hole)	/(bitch)		
	You're fucking dumb whore			/(dumb)/(whore)			
	I have a fucking gaming bitch right now				/(bitch)		
	shut up		/(stop talking)				
	You're a fucking girl			/(fucking girl)			
	shut up		/(stop talking)				
	That's my girl	/(power relation)					
	go back to the fucking kitchen	/(making fun of women's roles)					
	Don' be a simp			/(simp)			
	if you lose this I get your Discord	/(power relation)					
	It's like a female trying to pick fucking where to go to eat	/(making fun of women's roles)					
<u>YouTu</u> <u>ber 1,</u>	shut the fuck up		/(stop talking)				

<u>clip 5</u>	shut up		/(stop talking)				
	shut the fuck up		/(stop talking)				
	kill yourself						/(kill)
	aint nobody talks to you?	/(provoke)					
	fat bitch			/(fat)	/(bitch)		
	why is the fat bitch laughing?			/(fat)	/(bitch)		
	she can only talk shit in game	/(provoke)					
	You're definitely overweight too, I can hear it in your neck bruh			/(overweight)			
	Don't fucking play with me	/(disagreement with ideas)					
	shawty	/(power relation)					
	You're dumb bitch			/(dumb)	/(bitch)		
	do you know that you're fat as fuck?			/(fat)			
	You're fat			/(fat)			
	shut your bitch ahh up				/(bitch)		
<u>YouTuber 1, clip 6</u>	That's my e-girl	/(power relation)					
	That's my kitten	/(power relation)					
	That's my	/(power					

	kitten	relation)					
<u>YouTu ber 1, clip 7</u>	kill yourself						/(kill)
	You're so ass				/(ass)		
	get off the game		/(stop playing)				
	go hang yourself						/(hang yours elf)
	ugly, fat bitch			/(ugly)/(fat)	/(bitch)		
	shut the fuck up		/(stop talking)				
<u>YouTu ber 1, clip 8</u>	slay, queen	/(power relation)					
	you suck		/(suck at this game)				
	you kind of sucks with it		/(suck at this game)				
	you fucking suck		/(suck at this game)				
	That's my kitten	/(power relation)					
<u>YouTu ber 1, clip 9</u>	do you have any fucking game sense	/(disagree ment with ideas)					
	You're brained at all			/(brained at all=stupid)			
	fucking stupid			/(stupid)			
	ass idiot			/(idiot)	/(ass)		
	shut the fuck up ass girl		/(stop talking)				
	what your address?	/(force)					
	I hate women a lot		/(hate)				
	you just	/(provoke)					

can't help yourself							
You're an idiot and you're delusional				/(idiot)			
women are submissive creatures					/(a submissive creature)		
you a whore				/(whore)			
You're literally a whore				/(whore)			
you are a whore				/(whore)			
your existence is a whore				/(whore)			
I wanna smell your little butthole	/(power relation)						
your butthole	/(power relation)						
I could clean up the scum between your toes, shawty	/(power relation)						
you're a dirty slut				/(dirty slut)			
You're such a whore				/(whore)			
be a good girl	/(power relation)						

<u>YouT</u>	whore			/(whore)			
<u>uber</u>	shut up you stupid		/(stop talking )	/(stupid)	/(ass bitch)		
<u>2</u>	ass bitch						
<u>clip1</u>							

Don't talk back		/(stop talking )				
shut up you stupid ass bitch		/(stop talking )	/(stupid)	/(ass bitch)		
shut up		/(stop talking )				
be usefull	/(provok e)					
tryna be a stubborn ass bitch				/(ass bitch)		
Whore			/(whore)			
shut up, stupid bitch		/(shut up)	/(stupid)	/(bitch)		
fucking fat			/(fat)			
shut up bitch		/(shut up)		/(bitch)		
damn your boyfriend really helped	/(power relation)					
shut up bitch		/(stop talking )		/(bitch)		
shut up whore		/(stop talking )	/(whore)			
shut up bitch		/(stop talking )		/(bitch)		
You're fucking dog shit				/(dog shit)		
I'm gonna talk shit you every single round	/(provok e)					
You're fucking dog shit				/(dog shit)		
piece of fucking player			/(untrust worthy)			
who the fuck raised you to be that dog shit?				/(dog shit)		
fucking blind as a bitch				/(bitch)		
how thick are your glasses?			/(judgme nt of the			

				appearan ce)			
	shut up bitch		/(stop talking )		/(bitch)		
	shut up bitch		/(stop talking )		/(bitch)		
<u>YouT uber 2, clip2</u>	res him bitch				/(bitch)		
	res him stupid bitch			/(stupid)	/(bitch)		
	stupid whore			/(stupid)/ (whore)			
	stupid bitch			/(stupid)	/(bitch)		
	shut the fuck up stupid bitch		/(stop talking )	/(stupid)	/(bitch)		
	stupid whore			/(stupid)/ (whore)			
<u>YouT uber 2, clip3</u>	shut the fuck up		/(stop talking )				
	you suck		/(suck at this game)				
	shut up		/(stop talking )				
	You're annoying the crap out of me			/(annoyin g)			
	ugly bitch			/(ugly)	/(bitch)		
	you fucking suck		/(suck at this game)				
<u>YouT uber 2, clip4</u>	you dumb fuck			/(dumb)			
	you got a sexy ass voice			/(judgme nt of the appearan ce)			
	I'll use your mom's sweet juices	/(provok e)					
	shut up		/(stop talking )				
	shut up bitch		/(stop talking )		/(bitch)		
	shut up, you're a	/(provok	/(stop				

	female playing video games	e)	talking )				
<u>YouTuber 2, clip5</u>	Don't be a fucking pussy				/(pussy)		
	shut the fuck up		/(stop talking )				
	shut the fuck up fat ass		/(stop talking )	/(fat ass)			
	you have a pussy, you have no rights to talk	/(provok e)					
	I hope you unalive yourself, fat ass			/(fat ass)			/(unalive yourself)
	simp			/(simp)			
<u>YouTuber 2, clip6</u>	you slut			/(slut)			
	you are fat			/(fat)			
	how fat are you?			/(fat)			
	how fat are you?			/(fat)			
	how fat are you?			/(fat)			
	you are so fucking fat			/(fat)			
	shut up you fat pig		/(stop talking )	/(fat)	/(pig)		
	fat ass			/(judgment of the appearance)			
	fat ass			/(judgment of the appearance)			
	you fucking suck		/(suck at this game)				
	shut up you fat pig		/(stop talking )	/(fat)	/(pig)		
	you sound dumb as fuck			/(judgment of the appearance)			
you sound dumb as fuck			/(judgment of the appearance)				

				ce)			
	you sound dumb as fuck			/(judgment of the appearance)			
<u>YouTuber</u> <u>2.</u> <u>clip7</u>	Don't bring the team morale down	/(provok e)					
	shut the fuck up		/(stop talking )				
	shut the fuck up		/(stop talking )				

<u>YouTuber</u> <u>3.</u> <u>clip1</u>	gamer with no penis	/(provok e)					
	suck on my dick	/(power relation)					
	baby girl what gun you want?	/(baby girl)					
	good job babe	/(babe)					
	come here babygirl	/(baby girl)					
	how much do you weigh?			/(judgment of the appearance)			
	what size is your bra?	/(power relation)					
	what size pussy you where though?	/(power relation)					
<u>YouTuber</u> <u>3.</u> <u>clip1</u>	you are actually so fucking terrible		/(terrible)				
	go back to the fucking kitchen	/(making fun of women's roles)					
	You're a fucking whore			/(whore)			
	go back to the fucking kitchen	/(making fun of women's roles)					
	make me a sandwich right now	/(making fun of women's					

		roles)					
	shut up		/(stop talking )				
	fucking cunt			/(cunt)			
	fucking coochee			/(coochee)			
	learn to fucking talk	/(provok e)					
	you fat			/(fat)			
	looking at your fat fucking tits			/(fat)			
	fucking tranny			/(tranny)			
	trans bitch			/(trans)	/(bitch)		
	bitch, go clean my fucking room	/(making fun of women's roles)			/(bitch)		
	You're actual dogshit				/(dog shit)		
	you dumb shit			/(dumb)			
	you fat fuck			/(fat)			
	all you think about is food	/(provok e)					
	I've just never talked to a trans girl like you			/(trans)			
	you fat fuck			/(fat)			
<u>YouT uber</u>	nice try my little kitten	/(power relation)					
<u>3. clip2</u>	next time you'll do better with daddy's help	/(power relation)					
	I'm protecting you	/(power relation)					
	Don't talk anymore shit		/(stop talking )				
<u>YouT uber</u>	women can't play video games by themselves	/(provok e)					
<u>3. clip3</u>	it is more common for women to queue with their friends	/(provok e)					
	shut the fuck up		/(stop talking				

			)				
	shut up		/(stop talking)				
	fat bitch			/(fatty)	/(bitch)		
	shut up fatty		/(stop talking)	/(fatty)			
	shut up fatty		/(stop talking)	/(fatty)			
	shut up fatty		/(stop talking)	/(fatty)			
	shut up fatty		/(stop talking)	/(fatty)			
	shut up fatty		/(stop talking)	/(fatty)			
	you sound so fat			/(judgment of the appearance)			
	shut up stupid bitch		/(stop talking)	/(stupid)	/(bitch)		
	can you make me a sandwich	/(making fun of women's roles)					

<u>YouTube 4, clip1</u>	You're a fucking bimbo			/(bimbo)			
	shut the fuck up		/(stop talking)				
<u>YouTube 4, clip2</u>	You're such a loser			/(loser)			
	You're crying	/(provoke)					
	You're crazy			/(crazy)			
	are you pmsing?	/(Premenstrual)					

		Syndrome)					
<u>YouTuber 4. clip3</u>	fat overweight monkey			/(overweight)	/(monkey)		
	you fucking redneck	/(redneck=a n offensive word for a white person who is considered to be poor and uneducated)					
	You're overweight			/(overweight)			
	at least I'm not short and fat			/(judgment of the appearance)			
	you never had an actual thought in your brain			/(stupid)			
	Sweetie	/(power relation)					
<u>YouTuber 4. clip4</u>	I hate you		/(hate)				
	what the fuck is your problem	/(opposing viewpoint)					
	fucking rat bitch				/(rat)/(bitch)		
	Don't you have like a kitchen to go to or something	/(making fun of women's roles)					
	shut the hell up		/(stop talking)				

<u>YouTuber 5.</u>	She's just fat			/(fat)			
	she kind of sounds like Femboy			/(Femboy)			

<u>clip1</u>	shut the fuck up		/(stop talking)				
	you virgin			/(virgin=inexperienced)			
	you fucking whore			/(whore)			
	you're so fucking obese			/(obese)			
	You're so fucking annoying			/(annoying)			
	kill yourself						/(kill)
	fucking square ass bitch			/(judgment of the appearance)	/(bitch)		
	stop talking		/(stop talking)				
	Don't even talk		/(stop talking)				
	shut the fuck up		/(stop talking)				
	you sound like a Tranny bitch			/(tranny)	/(bitch)		
	do you have like a fat like small little clitty			/(fat)			
	I can hear the fat on your neck every time you talk			/(fat)			
	fat bitch			/(fat)	/(bitch)		
	dumb bitch			/(dumb)	/(bitch)		
	just go back to the kitchen	/(making fun of women's roles)					
	go wash your dishes	/(making fun of women's roles)					
	you dumb whore			/(dumb)/(			

				whore)			
	you dumb bitch			/(dumb)	/(bitch)		
	motherfucker			/(motherfucker)			
	You're a single mother			/(single mother)			
	shut the fuck up		/(stop talking)				
	shut the fuck up		/(stop talking)				
	you dumb whore			/(dumb)	/(whore)		
	shut the fuck up		/(stop talking)				
	suck my dick	/(force)					
	fucking dumb bitch			/(dumb)	/(bitch)		
	look at this dumb whore			/(dumb)/(whore)			
	fucking pea brain head of yours			/(pea brain)			
	fucking girl	/(provok e)					
	you dumb whore			/(dumb)/(whore)			
	stupid ass bitch			/(stupid)	/(ass bitch)		
	your fucking mother			/(fucking mother)			
	fucking whore			/(whore)			
<u>YouTuber</u>	like women suck at Valorant		/(suck at this game)				
<u>5.</u>	fuck you		/(fuck you)				
<u>clip2</u>	you're just fucking bad		/(bad at this game)				
	fuck you		/(fuck you)				

<u>You Tube</u>	I fucking hate you by the way		/(hate)				
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<u>r 6.</u> <u>clip1</u>	Damb ass			/ (dumbas s)			
	You're women, think about that	/ (disagreeme nt with ideas)					
	go back to the fucking kitchen	/ (making fun of women's roles)					
	bitch go get someone like in you	/(provoke)			/(bitch)		
	you can't get a fucking man for your life	/(provoke)					
	you know you're fucking ugly as shit			/(ugly)	/(shit)		
	Bitch				/(bitch)		
	You're ugly			/(ugly)			
	bro you're ugly			/(ugly)			
	go start a family	/(provoke)					
	You're ugly			/(ugly)			
	That's all I know you ugly			/(ugly)			
	You're ugly			/(ugly)			
	You're ugly			/(ugly)			
	You're ugly			/(ugly)			
	go back to the school	/(provoke)					
	Pussy				/(pussy)		
	have you ever got fuck in your life?	/(provoke)					
	You're so ugly	/		/(ugly)			
	you never got a dick in your life	/(provoke)					
zero boobies			/ (judgme nt of the appearan ce )				
zero butt			/ (judgme nt of the				

			appearan ce )			
	zero rizz		/ (judgme nt of the appearan ce )			
	You're fucking ugly		/(ugly)			
	shut up bitch		/(stop talkin g)	/(bitch)		
<u>You Tube r 6, clip2</u>	shut up bitch		/(stop talkin g)	/(bitch)		
	shut the fuck up		/(stop talkin g)			
	Bitch			/(bitch)		
	Bitch			/(bitch)		
	shut the fuck up		/(stop talkin g)			
	shut the fuck up		/(stop talkin g)			
	I don't wanna talk to fucking you		/(stop talkin g)			
	You're annoying as fuck			/(annoyin g)		
	You're sound like a bitch				/(bitch)	
	shut your fucking mouth		/(stop talkin g)			
	your life is meaningless	/(provoke)				
	kill yourself					/(kill)
	kill yourself					/(kill)
I can tell you're fat			/(fat)			
shut up, fat ass		/(stop talkin g)	/(judgme nt of the appearan ce )			

	fat fuck			/(fat)			
	shut up bitch		/ (stop talking)	/bitch)			
	she has some big ass			/ (judgment of the appearance)			
	fucking boobies			/ (judgment of the appearance)			
	You're fucking fat as hell			/(fat)			
	go fucking lose some weight chunky			/ (judgment of the appearance)			
	go lose some fucking weight			/ (judgment of the appearance)			
	fat fuck			/(fat)			
	fat fuck			/(fat)			
<u>You Tube</u> <u>r 6,</u> <u>clip3</u>	She's a fatty			/(fatty)			
	can you show your boobies	/ (power relation)					
	you're so hot			/ (judgment of the appearance)			
	it won't be successful because you're a women	/ (the belief that games are made for only men)					
	I can hear your full chin hitting your neck			/ (judgment of the appearance)			
	fuck your mom		/ (threat				

			ening)				
	You're lying		/(lie)				
	you smell like sunflower seeds baby	/(power relation)					
<u>YouTube</u> r 6, clip4	stop talking to me		/(stop talkin g)				
	shut up		/(stop talkin g)				
	bitch				/(bitch)		
	shut up woman		/(stop talkin g)				
	heal him bitch		/(stop talkin g)		/(bitch)		
	shut up bitch		/(stop talkin g)		/(bitch)		
	shut up bitch		/(stop talkin g)		/(bitch)		
	fuck your feeling	/(provoke)					

<u>YouTuber</u> 7, clip1	bitch				/(bitch)		
	you play so fucking bad		/(bad at this game)				
	That's literally a lie		/(lie)				
	You're so fucking annoying			/(annoyin g)			
	just a fucking bitch				/(bitch)		
<u>YouTuber</u> 7 clip2	Don't be a selfish woman			/(selfish woman)			
	get in the kitchen	/(making fun of women's roles)					
	yeah bitch, make me a sandwich	/(making fun of women's			/(bitch)		



			)				
	shut up		/(stop talking)				
<u>YouTuber 7. clip5</u>	do you agree or not that you're dog shit	/(provok e)			/(dog shit)		
	You're so fucking bad		/ bad				
	dogshit				/(dog shit)		
	dogshit				/(dog shit)		
<u>YouTuber 7. clip6</u>	You're so annoying as shit			/(annoying)	/(shit=pop)		
	how are you so fucking obnoxious?			/(obnoxious)			
	you have the worst voice I have ever heard in my life			/(worst voice)			
	like, are you a boy a little boy like a really annoying girl			/(a little boy)/(annoying girl)			
	bitch				/(bitch)		
	you are fucking annoying			/(annoying)			
	You're a fucking baiter too			/(baiter)			
	bitch				/(bitch)		



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