

## The New Face Of Video Games

(NAPSA)—Whether they're about fantasy, action or sports, some of today's most popular video games are driven by girl power. The number of girls who consider themselves video gamers has doubled in the past five years (it's now 39 percent), and 47 percent of all console game buyers are women.

In addition, first-grade girls now play video games for about nine hours per week and eighth- to ninth-grade girls play about five hours per week.

While girls and boys both seem to like video games, their tastes in games tend to differ. Research shows that girls often want to identify with video game characters or play the role of a main character in games. They're interested in realistic themes (boys tend to say they prefer fantasy-themed games) and prefer to play games centered on situations with which they can identify.

Girls also tend to prefer characters that are identifiable and likable. For instance, two popular games for girls and available on Game Boy Advance are "Disney's Kim Possible 3: Team Possible" and "Disney's Lizzie McGuire 3: Homecoming Havoc." Both games feature girls who are strong and independent as their leading characters.

The first game teams Kim Possible—a crime-fighting cheerleader—with Ron Stoppable to



**Game On—Girls are now some of the top video gamers.**

battle evil villains and save the world. The second game follows the character Lizzie McGuire as she builds friendships and gains votes on her way to the homecoming dance—all in an effort to become homecoming queen.

In a third game, "Disney's That's So Raven 2: Supernatural Style," girls get to control the character Raven as she gets herself into some sticky situations on the way to the season's premiere fashion show. Raven has to use her psychic ability, some clever disguises and a little help from her friends and family to find her way out of the dilemmas.

For more information on video games that girls may enjoy, visit <http://www.buenavistagames.com>.