**Gender Inclusivity Framework (GIF): Inter-rater Agreement towards the Components of Gender Inclusivity in Games**

**Keywords**
Game framework, gender inclusivity, gender neutral, game design, video games

**Abstract**
Gender inclusivity in games studies are just beginning to emerge and still exploratory in nature. This study proposes an integrative framework, named *Gender Inclusivity Framework (GIF)* that will provide a common platform for understanding gender inclusivity in games. The aim of this paper is to investigate agreement patterns on components of the framework. To evaluate the proposed framework, an expert evaluation was conducted to obtain feedback on the components of gender inclusivity in games. Five experts from the games industry and academic researchers were invited to participate in this study. A novel measuring instrument was developed based on the Gender Inclusivity Framework (GIF) with a total of 32 items. For each component, a number of items with a brief description, were generated with an example to illustrate the meaning of each item was also provided. Experts were asked to rate how important each item is towards gender inclusive gameplay and content. Results suggest that there is a statistical significance between the experts’ agreement towards the components of gender inclusivity in games and revealed two distinct clusters of experts’ agreement towards the components of gender inclusivity in games.