

The end of GenCon - Vox

May 23, 2016 | 21 upvotes | by [redpillschool](#)

Anybody familiar with GenCon, "Gen Con is the original, longest-running, best-attended, gaming convention in the world!"

Vox is [predicting the end](#) of it this year, as they've started stacking up industry insiders for the conference and the lineup is now majorly women.

This year's lineup is 52% female! (13 out of 25)

Just five years ago, the lineup was a meager 6.25% female (1 out of 16)

This wouldn't be a necessarily *bad* thing per se, except when you realize that this representation is vastly askew from the ratio of women who are *actually* working in the gaming industry. The [list is telling](#), obviously weighing gender equality quotas over actual value to the community:

- Emily Care Boss: Well, she's gotten some credits according to RPGgeek, but she also seems to be one of those "indie" designers who advocates the masterless RPG, and "story-driven" RPG, which usually end up with sub par stories. Also, who plays Romance RPGs?
- Brian Cortijo: Hey look, an RPG designer. You might even have played something he wrote. He's worked on Dungeons and Dragons 3rd, 3.5, 4th, and 5th. Also some Pathfinder and d20 OGL stuff.
- Katherine Cross: According to GenCon, she's a feminist journalist for Gamasutra who's written for Kotaku, Polygon, Offworld, and other geek hating houses of "journalism". She's a Ph.D student in sociology looking at "antisocial behavior online and identity formation in virtual worlds". Game on, GamerGate.
- Crystal Frasier: She has a fair number of RPG credits with Pathfinder, and some artist credits as well.
- Amanda Hamon Kunz: She's done some work on Pathfinder and 13th Age products, including ENie winning Deep Magic.
- Kenneth Hite: Has far more credibility than anyone so far on the list. His RPGgeek designer credits go through 17 pages, covering GURPS, Gumshoe, Savage Worlds, FATE Core, Pathfinder, and more.
- Kathryn Hymes: Well neither 'geek has anything. Oh, that's because she doesn't make games. She makes play experiences dealing with language. Like Sign, which is 2 hours long in silence as the "players" recreate a bit of the creation of Nicaraguan sign language. Or Dialect, a story game about a community in isolation losing it's identity through language decline. Interesting ideas, actually, but they AREN'T GAMES, not in the proper sense. "She seeks to actively avoid RPG tropes in order to make the hobby more approachable to new enthusiastic faces." Hmm. Like having actual conflict and rules mechanisms?
- Renee Knipe: If I have the right one(there's two on RPGgeek), she's got a total of five RPG design credits. Yes, that's more than I have, but that's hardly insider status when nobody plays your stuff. Kagematsu and Charnel Gods may have gotten awards a decade

ago, but who knows them now? The stuff of legend, I tell you.

- Anna Kreider: She's a self described "cranky feminist" with the blog Go Make Me a Sandwich and the standout SexyTime Adventures: the RPG. She's also done a little with Fiasco, and some Vampire. Let's face it, she hates men, Christians, is obsessed with "gender parity", and has no real clue about the men that built the industry.
- Christopher Lawrence: I'm torn on his credibility. He worked for Avalon Hill on RuneQuest: Slayers, and supposedly helped develop scenarios for the Starship Troopers movie based boardgame. Trouble is, there was no such game. There was a minis game, based on the movie, and Avalon Hill published a game based on the novel. GenCon's at least run by idiots that don't do research, or letting guests write their own without fact checking.
- Ryan Miller: Another actual insider. He's done work on multiple CCGs, Epic PvP from AEG, and Bolt Action. Perhaps less influential, but he still has cred.
- Joshua Morris: Not listed on BoardGameGeek, but he supposedly worked for Score on several licensed property games. It's hard to say what his credibility is, he works as a cable content manager now.
- Harrison Pink: GenCon bio says he's a video game guy who's got some credits, but nothing tabletop.
- Brian Poel: Largely a video game dev, but he is one of the men behind Golem Arcana. Not much credibility, but some.
- Marie Poole: CEO of Lone Shark Games. Of course, there's no credits in either 'Geek for her, so how much game stuff she's actually done, who knows?
- Jessica Price: She has a whopping three Pathfinder credits. Most of the ones I've seen have closer to a dozen, at least six if they're busy with other work. She's also the one who called Mike Mearls and Lewis Pulsipher fake geek boys. Pulsipher might not be that credentialed a designer, but FFG reprinted one of his, and Mike Mearls has worked on D&D since 3rd edition(yes, even the trainwreck 4th.). Historically illiterate Paizo employee.
- Donna Prior: ONE RPG producer credit. For Fantasy Age. She speaks about community management, diversity, and other special snowflake topics to people that think they matter.
- Alex Roberts: She has no discernible credits. Supposedly a freelance writer, who likes to talk about sex a lot at convention panels. Why can't she talk about games?
- Wes Schneider: EIC at Paizo, and co-creator of Pathfinder. Passionate about "GLBTQ" topics in gaming, and author for Tor. Like I needed more reason to not play Pathfinder.
- Hakan Seyalioglu: The other half of Thorny Games, with Hymes. He's apparently written some tools for Google Play games.
- Zachary Strebeck: Game lawyer. Represents Stonemaier Games, and a couple of others. Odd interpretation of insider, but runs Game Lawyer blog, and contributes to the Dice Tower Podcast, so whatever.
- Elisa Teague: Designed Geek Out!, a party game. Works for Lone Shark, worked for Playroom Entertainment. Likes to focus on women's issues and body image in the gaming community.

- Mark Truman: He has a fair number of small RPG credits, with Cortex and FATE being the main systems involved.
- Monica Valentinelli: Another somewhat busy small timer, with lots of Firefly credits, with some Vampire and others in the mix as well.
- Eddy Webb: Another real insider. Lots of World of Darkness credits, but even Chill, Firefly, and Champions are in his work.

Vox [writes](#):

Just wait until the lineup is 75% female! Here is my prediction: GenCon attendance is going to decline over the next ten years, white men are increasingly going to stop attending it, and there will be much wailing over what happened without anyone ever mentioning the giant pink elephant in the room.

Look at the university system. College is increasingly irrelevant to white men. I would much rather hire a young man who had the sense to avoid the waste of time that is college and its related debt than one with a degree.

Archived from theredarchive.com

Comments

MajorStyles • 16 points • 23 May, 2016 07:10 PM

This is about programming, but not the video game kind.

Simple message: Hey all you guys playing video games...drop the joy stick, date a fat harpy, and wife her up ASAP!!!

These women don't care about games; they care about a sexual market place where the beta male supply is being threatened. They want to get into the hornet's nest and change that.

Their future ability to get a man to co-sign a loan on a McMansion in suburbia hangs in the balance.

max_peenor • 11 points • 23 May, 2016 06:31 PM

Katherine Cross: According to GenCon, she's a feminist journalist for Gamasutra who's written for Kotaku, Polygon, Offworld, and other geek hating houses of "journalism"

I wonder who sucked her dick to get a good review.

makeshift98 • 3 points • 24 May, 2016 07:49 AM

...and I'm not surprised to learn that I did not, in fact, read that incorrectly. What the fuck is a transfeminist?

RP_WIP • 8 points • 23 May, 2016 07:23 PM

I've been to GenCon a few times and didn't really pay attention to panels and stuff. Just play tested custom games all day. Hopefully this kind of shit won't have a widespread effect on the nerd gaming industry as a whole, even if GenCon does get fully corrupted.

It'll be a cold day in hell if there won't be any choices in race and gender for your D&D characters anymore. Just an adventuring party of androgynous butterdikes making their way through the Castle of Male Privilege to defeat the evil caucasian patriarch that rules with his still attached balls...

RunawayGrain • 4 points • 24 May, 2016 11:22 AM

Just an adventuring party of androgynous butterdikes making their way through the Castle of Male Privilege to defeat the evil caucasian patriarch that rules with his still attached balls...

Except he then uses his +5 balls to cast 'game' and the butterdykes all attack each other.

letriggeredface • -1 points • 24 May, 2016 02:41 PM

there wont be any good games cause sjw

Yeah, shit like witcher 3 is never gonna get made again, clearly profits dont determine what gets made at all and in years when no good games due to sjw surely no market for a good game exists.

Gamergoys fucked up with muh PR, boycotts to crash and burn the game devs is all they needed to do.

Entropy-7 • 4 points • 24 May, 2016 03:02 AM

I attended Gen Con twice way back in the early '90s as a publisher running a booth. A lot has changed in the industry since then and it stems back to my first visit in 1993 when a new game was released by an unknown company: Magic the Gathering by Wizards of the Coast (WotC). Their sales in 1992 were \$50,000 and in 1993

closer to \$50 million. They became the 500 pound gorilla of the industry and eventually bought out TSR, the owner of Dungeons & Dragons and Gen Con.

I haven't been directly involved in the industry for many years but it seems that WotC became more "professional" which lead to the products having top-notch graphic design and a rationalization of the game systems but with a certain loss of charm.

WotC also became large enough that they have enough to lose by not being politically correct, and that seems to be now reflected in their panel lineup for Gen Con.

I'm not sure if they have been clamping down on "booth bunnies" like what has come down at the bigger electronic gaming conventions.

Gaming isn't macho like skydiving or rugby, but as a hobby it is a boat load of fun if you have a good bunch of guys to get together with. I suppose a closer analogy would be to poker night. My buddies and I would meet to share alcohol, tobacco, and off-color conversation for a "beer-and-pretzels" night, and even mostly the same (without much of the conversations) if it was an RPG night.

A lot of omega males and low betas are drawn to it which isn't really fair to those men (who should be out working on some social and physical improvements) and it's not really fair to the otherwise normal guys (and even more alpha males than you might suspect) who get stigmatized as being sexless geeks because of the stereotype.

However, any way you cut it, gaming is a male space: female gamers are distinctly in the minority and those games and genres that attract a significant proportion of women are a small minority as well.

The SJWs just can't seem to allow that to go on, and WotC - being the upstanding mainstream corporate citizen that they are - enable the transformation of that male space.

And that is a shame.

Overkillengine • 2 points • 24 May, 2016 03:56 AM*

It's amusing seeing "them" trying to co-opt GenCon since doing so is self defeating. They'll just end up making the male attendees unwelcome that have plenty of prior experience being unwelcome to women (except when a bill needs paid or something needs fixed) elsewhere and whom will just default back to the private tabletops and male spaces that existed prior to GenCon.

End result: Less targets, less profit, less control.

Trail_of_Jeers • 2 points • 24 May, 2016 05:20 AM

Dayum, son. I have more rpg credits than most of those women, and I stopped writing for RPGs in 2002.

CornyHoosier • 2 points • 23 May, 2016 03:28 PM

I go to GenCon about every other year (every year when I actually lived in Indy). I don't see this "destroying" GenCon.

Hell, I think I've maybe seen one presentation there. I, like most I'd imagine, go to play the games.

max_peenor • 10 points • 23 May, 2016 06:33 PM

I, like most I'd imagine, go to play the games.

Sorry, shitlord, those games are all now banned for promoting misogyny and stereotypes. I hope you enjoy games that help you explore your feelings by traversing your inner child (no joystick needed, use word commands!) and defeating your privilege by giving it a stern talking to.

CornyHoosier • 1 point • 23 May, 2016 06:46 PM

Now banning specific games because of perceived misogyny *would* cause major issues for the gamers. GenCon is *heavily* male dominated. Other than the CosPlay and a few women scattered around at presentations, it's all men. You see next to *no* women playing the board games (which is the point of the Con in the first place).

bsutansalt • 1 point • 4 June, 2016 12:01 AM

This explains Pathfinder's abnormally high occurrence of gay/lesbian characters in their stories and whatnot.

Manny1400 • 1 point • 13 September, 2016 07:39 PM

I have been gaming for many years, mostly RPGs, but also board games, and a few video games here and there. In that time, I have seen the hobby dramatically change.

Many table-top gaming scenes have become the province of SJWs and socially-maladjusted males. These males seek affirmation and brownie points from other losers and the few females who engage in the hobby.

The most popular RPG, Pathfinder, has a long list of gay and transgendered characters that appear in its adventure modules and books. This was done for "inclusiveness". The publisher is also careful to release artwork featuring black women in armor fighting monsters. It reeks of pandering.

Other games are as politically-correct, if not worse.

I have had a number of arguments on social media with these extremist SJWs who claim the gaming industry has a "rape culture" that needs to be corrected (seriously?).

GenCon has been overrun by these idiots. I stopped going in 2012.

I still game here and there with a group of guys who like the old-school stuff, or maybe Call of Cthulhu. But my involvement in conventions and the community in general goes down every day.

RP_WIP • 1 point • 24 May, 2016 05:23 PM

Not sure if half of you commmenters know but GenCon has very little, if anything at all, to do with video games...

Now please excuse me, I'm hosting my groups' D&D 5e session tonight and have to order pizza and find my dice bag.

NietzscheExplosion • 3 points • 24 May, 2016 08:06 PM

lol nice post shitlord. Take a pill point.

AlphaLorome • 0 points • 23 May, 2016 06:24 PM

I really don't see this as an 'alpha' activitiy at all, I always felt like at some point you have to leave this stuff behind

redpillschool[S] • 21 points • 23 May, 2016 06:45 PM

I don't see any reason why a hobby such as gaming should be looked down upon, so long as it doesn't consume a disproportionate amount of your time.

[deleted] • 9 points • 23 May, 2016 07:04 PM

Good point. Gaming, especially RPG or boardgaming, can actually be a very social experience, where one can build a circle around them to influence.

porion • 3 points • 24 May, 2016 01:09 AM

MMh, I would rather be among people who shape me to a degree.

If I am the smartest man in the room, I am probably in the wrong room.

[deleted] • 2 points • 24 May, 2016 12:18 PM

Solid point. I wouldn't apply this exclusively. In my life, I always try to have a mix of people I'm influencing and people I can be influenced by (mentors).

[deleted] • 5 points • 24 May, 2016 12:38 AM

I say this as a gamer-

Two reasons:

One is the timesink with zero return on the time invested. Nobody gives a fuck what your K/D ratio is or what gear you have in WoW. You wasted hours of your life with no tangible return. You could spend that time learning a language, teaching yourself to code, going to the gym, reading a book or any number of gainful activities. Games have no ROI.

Two is that the comraderie and social aspect you speak of consists largely of losers. If you hang out with losers it makes you a loser by association. Con nerds are the last people you want to be associated with.

Developing games is a whole other story. Go exploit a ripe market, by all means. Networking at the conventions is obviously great so I see the value there but I just can't justify gaming as a masculine hobby. It just isn't. I play games, but I'm sitting around 6-8 hours a month *because productive activities and outdoor hobbies consume the rest of my time.*

Once I cut back on playing games, my health improved. I stopped eating garbage, drank less, met more people, suddenly had plenty of time to hit the gym and get work done.

None of this happens if you sink dozens of hours into gaming each month.

NietzscheExplosion • 3 points • 24 May, 2016 04:58 PM

A Man is most serious when he is at play. Good for men who's work is play, or working out is play, or chasing women is play.

99% of activity is fucking useless. Arguing what is useless activity in this day and age ...is useless.

Unless you were the guy to invent cold fusion or something, it didn't really matter much to the human condition if you played games or pumped iron or fucked every prom queen.

Your health improved, that's great. I've seen perfectly healthy people die in less than a year from cancer. Do what you like and others do what they want and guess what? The world will still fucking turn.

Maybe the only positive is that a few of the super nerds, that would otherwise die in the bell tower with an m21 in their hands, after caving in the skulls of a dozen hapless people...don't.

I guess I just find it weird that gaming actively is far more singled out as "useless", when watching T.V is even more useless (Literally sitting there mindless usually). I don't understand why, of all the useless activities, this one gets the most venom.

[deleted] • 1 point • 24 May, 2016 06:19 PM*

I agree wholeheartedly about TV. Games at least engage you. I haven't paid for cable once in my life. The only downfall comes when people relate through viewing experiences. I have never watchdd GoT but a full 10% of conversation in my area is about that stupid fucking show. Its the

same with sports. I love playing sports but I have never been able to bring myself to care about watching them. I've thrown small money down amongst friends for some UFC fights to make things more interesting but thats as much care as I can muster.

Pumping iron may not make the world turn but it makes my world turn when I need to apply that strength (which, in my life, is often). GoT or LoL have no such benefit. Paintball is fun as fuck. I go play with some other vets a couple times a year. It brings back that core brotherhood and aggression we all miss so dearly while getting us out, running, jumping, crawling, shooting etc.

There are tons of fun activities (that are even cheaper than gaming) that are far better for your mind, body, wallet and social development. Everytime a guy says "I'm a huge gamer!" I equate him to women that call themselves "foodies." Eating food is not an accomplishment and neither is being good at video games.

Edit: Also, if you want to take the philosophical route of Solomon and claim everything is a waste of time, why are you here on TRP? Because you know that it is unadulterated bullshit and what you do with your time and your life DOES matter. That's why TRP is so important. It gives direction and purpose to hopeless and lifeless BP's.

NietzscheExplosion • 1 point • 24 May, 2016 07:18 PM

I am an everything in moderation type. Broken down to minutia, we would probably agree how much "gaming" or download activity is too much.

I picked your post out of several, that in particular, pick on playing games or video games is "useless". Might as well say all activity that doesn't put money or pussy in your pocket is "useless", or gives no ROI.

[deleted] • 1 point • 24 May, 2016 07:34 PM

That is actually exactly how I calculate ROI. Increasingly more value on money than pussy the more time I spend here. I'm a 26 y/o, single, childless male who neither wants marriage nor children. Pussy and cash are the only currency I deal in.

NietzscheExplosion • 2 points • 24 May, 2016 07:51 PM

Explains your POV. At 42, I now know both are absolutely fucking worthless.

james-watson • 1 point • 24 May, 2016 06:22 PM

Don't mind these brainwashed faggots, they've been bullied by the feminine imperative into hating themselves and their own hobbies.

That, or they don't have the self control to step away from their hobbies. Most guys who "hate" gaming or call it a waste of time tend to be recovering gaming addicts. Men who have a control on their behavior don't need to chastise others for their hobbies.

Games are one of the highest forms of art in existence. If this isn't self evident, it reveals much more about the critic than the art form.

Ignore the trolls.

NietzscheExplosion • 1 point • 24 May, 2016 07:33 PM

Don't worry I could give a shit what anyone thinks. I just always found it strange that games and vid games in particular, brings out the peanut gallery. I play hockey in a beer league and frankly nearly got maimed by some failed nhl fuck. Sports are not only also useless, you can

hurt your pocket book, lose work/business cause some guy gives you a cheap shot.

[deleted] • 1 point • 24 May, 2016 08:21 PM*

zero return on the time invested

You are going to die at some point. What does it matter how you spent your time? As long as you enjoyed it, life well spent. Looking at everything as ROI is pointless. Making 1.3 billion is pointless unless you are using it to further some sort of goal that brings you happiness. Fucking that hot blonde is done for short term happiness. Return on happiness makes more sense. Did you come out of that activity happy? In 1000 years, almost no one will remember what you did or what you accomplished unless you founded a religion that outlasted you.

[deleted] • 1 point • 24 May, 2016 09:46 PM

Everything you currently enjoy was born upon the backs of nameless men. I would caution you against speaking ill of the dead. Their exploits shaped your existence, for better or worse. Everything you do matters.

CQC3 • 2 points • 23 May, 2016 11:21 PM

It is certainly interesting. The diversity of the medium can cater to the worst time wasting bullshit or to some very interesting stuff. It is easy for a lot of people to blame gaming for their lack of X, but the truth is it is never the tool, always the person. If people didn't waste their time gaming, they'd just waste it doing something else.

Books can easily be wastes of time too, everything you'll ever do is a waste of time. Life is simply about finding the best way to kill your time until you're dead. It is your job to extract something meaningful out of whatever you choose. Two people doing the same activity can have vastly different experiences. One is maybe attuned to something the other is not, and thus gains some insight into something he hadn't before.

I refuse to take one eye off of gaming as a whole, it is a very interesting activity that has left its infancy and will continue to be controversial into the future.

[deleted] • 1 point • 24 May, 2016 08:25 PM

Life is simply about finding the best way to kill your time until you're dead

I would say its more doing activities you find enjoyable. If you enjoy it then great. Why do things that make you unhappy?

[deleted] • 1 point • 23 May, 2016 08:23 PM

Wasting people in GTA or BF4 is fun. However I can see where OP of this thread is going. If you go to these conventions its tough because you get to meet the kind of people who have this as their life... its awkward.

I still say everything in moderation is ok especially if its fun as hell waxing people in BF 4

Buddhist_Buddy • 3 points • 23 May, 2016 09:25 PM

I hate to quote myself, but I just wrote a post to that effect yesterday on NoFap:

That being said - I think the quote hits the nail right on the head. I think the big problem with intense gaming of FRPGs is, that you tend to prioritize fantasy over reality.

You spend a lot of time with things which simply do not exist. And you learn to give them importance. I've experienced my fair share of heated debates from 'learned' role-players over facts of their fictional worlds. In retrospect I believe this way you learn absolutely nothing which is applicable or useful in reality. On the contrary, you rather damage your ability to learn from painful reality checks when confronted with your disabilities.

Today I would say: Fantasy role playing games are mental masturbation.

I would even go so far as to say that the whole genre of Fantasy can be crippling to character development.

Personally, I believe porn is a sub-genre of the fantasy-genre. Masturbating to porn is just the natural consequence to the mental masturbation of FRPGs."

james-watson • 1 point • 24 May, 2016 06:26 PM

When we live in a dystopia which criminalizes normal male behavior, it is quite natural to find an escape in fantasy. Fantasy, art, and fiction have always served as an escape from the horrors of reality.

And yes, we know everyone here is a super Chad worth three commas who has rugburn from rawdogging supermodels every hour of every day, but for the rest of men who have to deal with western legal, social and economic environments, art serves as an excellent break from the banality of the reality we find ourselves in.

haxurmind[] • 2 points • 24 May, 2016 05:10 AM*

I really don't see this as an 'alpha' activity at all

Vin Diesel.

Tabletop RPGs are good for character development which transitioned well for his acting career.

I could see such things being useful for other creative based activities/careers such as creative story writing (books, movies, video games, advertising or other media need a story to formulate such products) so would not dismiss the value of this activity at face value.

Being concerned with what activities are alpha or beta (or whatever else) means you tie your sense of identity to the approval of others, which is a weak frame.

A strong frame to me is one where you just doing things you want to do for yourself, with no regard for the opinion of others, while also able to maintain the self discipline of not overindulging in one activity at the sake of all others (see a recent post in TRP about addictions for further exploration of that topic).

Inb4 gamer: I do play video games but in moderation, otherwise I would not have spent the time to compile this post on Reddit (for example).

[deleted] • 4 points • 24 May, 2016 01:13 AM

It's not. Anyone who wants to get the best out of themselves should 100% cut out video games. If you're so addicted you can't put them down then at least do planks, squats, dips, pull ups or push ups during loading screens or lobbies. Reddit hates this opinion because it has a massive gaming population but it's a degenerate hobby for 90% of players.

[deleted] • 1 point • 24 May, 2016 08:28 PM

You look at everything as alpha and beta? Which means you still care about how things make you look.

Entropy-7 • 1 point • 24 May, 2016 03:10 AM

..... If you are alpha and play games the tendency is to drop it after graduation or do it for fun *and* profit, at least that has been my observation in the RPG market.

[deleted] • 0 points • 24 May, 2016 06:47 PM

I live in Indy, and a sometime last year when Governor Pence decided to continue to allow privately owned businesses to choose how they do business (allowing them to choose or refuse customers they didn't want to do business with), the SJW mob jumped on it and starting ranting about how Indiana hates fagg0ts, trannies, women, and Muslims because now they could be discriminated against or something like that. So the White Knight brigade that runs GenCon said that they will never have an event here again because we support discrimination.

Well fast forward to now...I guess all these made up scenarios never came to pass, and GenCon seems to have gone back on their word. I wish it wouldn't have came back here anyway. Besides the cosplay whores showing off their tits and ass, it's pretty fucking annoying considering I work downtown.

TL;DR GenCon is already a SJW haven and breeding pit