

A photograph of an elderly Asian couple sitting on a light-colored sofa in a bright, modern living room. The man, on the left, is wearing a blue polo shirt and yellow headphones, with his right arm raised in a celebratory gesture. The woman, on the right, is wearing an orange button-down shirt and pink headphones, smiling broadly while holding a white video game controller. A white coffee mug and a glass teapot are visible on a table in the foreground.

# Aging in Play: Representations of Age in Video Games

March 2025

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# EXECUTIVE SUMMARY

# Executive Summary

## **Older adult portrayal in mainstream video games remains limited in terms of the availability of 50-plus characters.**

As new and returning players join the world of video games every day, representation within games becomes increasingly relevant. While older players represent a significant and growing portion of people who play video games their portrayal in mainstream video games remains limited in terms of the availability of 50-plus characters to play as and limited customization options. An analysis of the 2023 50 best-selling games on the STEAM platform found:

- 50-plus preset characters made up just 7% of human and humanlike characters in best-selling games with preset characters on Steam.
- Most human and humanlike characters were aged 20-49 (55%). Immortal or other-worldly characters made up 37% of preset playable characters (e.g. wizards, elves, goblins).

## **Older characters are not proportionally represented in video games, and when they are they tend to be white men.**

- Among playable human preset characters, most older characters are male (94%) and white (67%).

## **When games allowed players to customize their own playable avatar gender, race/ skin tone, and even body type are common customizations while age is not.**

- All (100%) games that allow the player to customize their avatar allow character's race or skin tone changes.
- Nearly all (96%) allowed the player to customize their character's gender.
- Over half (52%) allow players to customize their character's body size in some manner (e.g. muscularity, waist size).
- Only two in five (43%) allow the player to customize their character's age in a manner that characterizes them as an older character, either explicitly with their age (e.g. "mature" age), or the player can visibly age their character with facial or skin customization options.



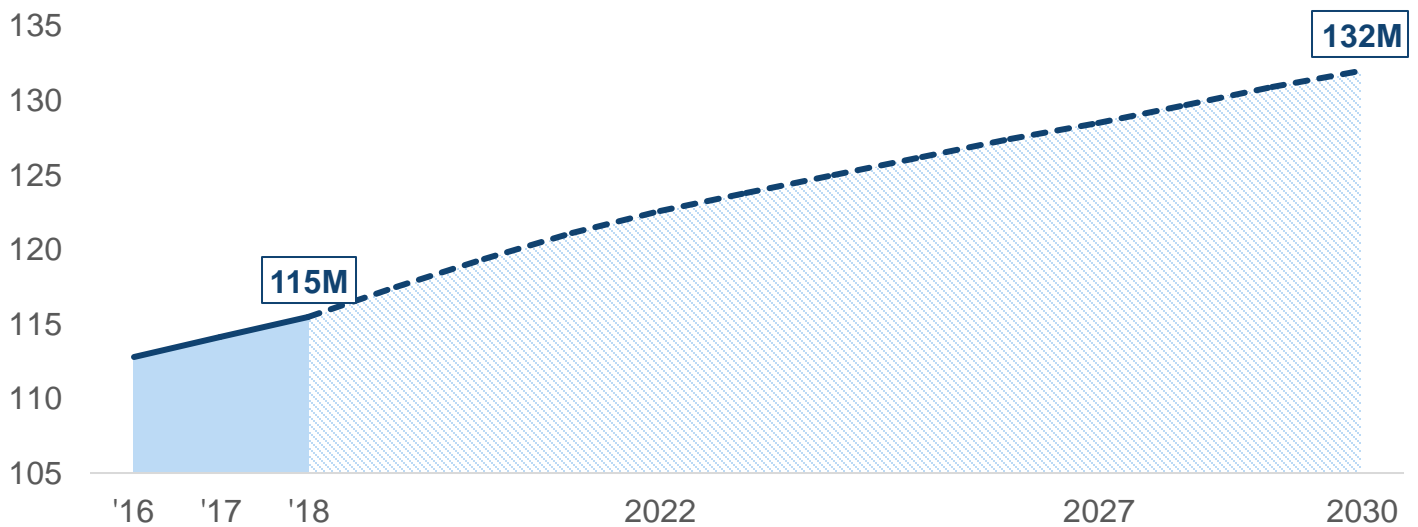


# INTRODUCTION

# Older gamers are a growing force in the gaming space.

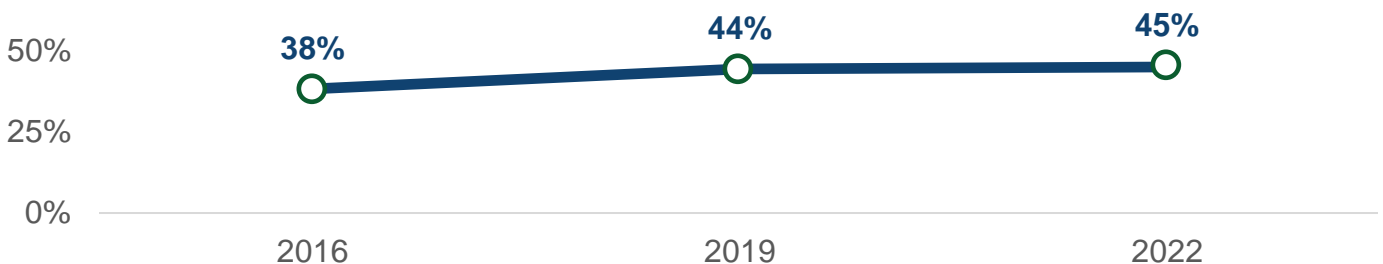
As new players join the world of video games every day, it's increasingly important for games to include diverse characters and stories. Today, about one in six (16%) in the US population are age 50-plus. by 2030, older Americans will make up one in five- or 21% of the population.<sup>15</sup>

Population of Adults 50+  
*In Millions (projected)*



Within this group, nearly half play video games at least once per month.<sup>1</sup> This group should not be overlooked in the gaming space.

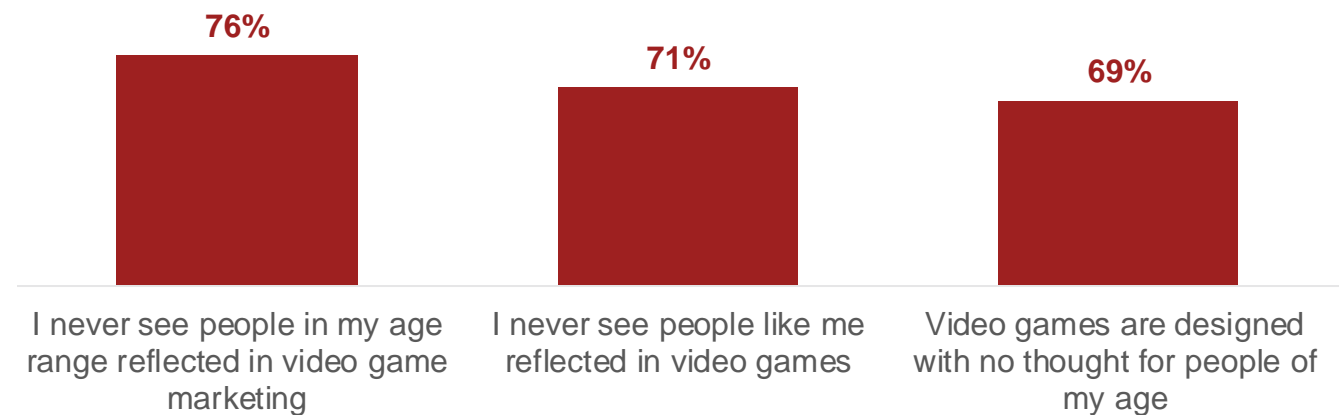
Percent playing video games at least once a month  
*Among adults ages 50-plus*



# Yet, older gamers feel ignored by the gaming industry.

As the first generation of lifetime video gamers begin to enter middle-age, there are conversations related to ageism and aging representation to explore when it comes to game play, characters, and narrative development. Although older players are playing, 69% of 50-plus adults said video games are not designed with their age group in mind and 7 in 10 feel they are overlooked when it comes to marketing material and character representation.<sup>2</sup>

Percent who choose the following statements about video games  
*Among gamers ages 50+ who play games at least monthly*



Not only are games not marketed to older adults, playable character options are often limited. According to a study published in 2009, older adults made up just 1.8% of characters in an analysis of 150 games across 9 platforms.<sup>3</sup>

As the gaming industry continues to evolve, there is a growing recognition of the need to be conscientious of how aging is portrayed in video games and whether older gamers feel included.<sup>4</sup> By addressing these gaps, the gaming industry can not only increase engagement among older players but also benefit from the loyalty and enthusiasm they bring to the gaming community, while also exposing players of all ages to diverse portrayals of aging.

# Age representation in gaming is important.

This study was conducted to understand how characters 50-plus are represented in video games, and to address the lack of diverse portrayals of older adults in this medium. Video games often neglect to include older characters, focusing on younger protagonists. Or, if they do portray older characters, it can be in stereotypical roles, leaving a gap in representation for older players and characters. By exploring how these characters are depicted, we aimed to shed light on whether older characters are portrayed with stereotypes or as a complex and nuanced characters, and how aging emerges in video gaming narratives.

This report analyzes the prevalence of older characters in best-selling console and PC games using a content analysis methodology to uncover the prevalence of playable 50-plus characters in best-selling console and PC video games, as well as aging representation in games where players customize their playable characters. Additionally, this report analyzes how aging is communicated through characters who are nonhuman, which shows how aging is rarely neutral in gaming—it's either framed as a decline to be feared, a power to be admired, or worth a curse to be avoided. This reinforces narrow views of aging, leaving little room for more grounded, human experiences of growing older.





# AGING REPRESENTATION IN MEDIA AND GAMING

# Video games are significantly impacted by the media made before them.

While video games as a medium have their own codes and conventions, just like all new media, they are significantly impacted by the media made before them, such as the visual representations of identities in film and TV. **In popular film and TV, representation of aging and of those who are 50-plus have been sparse**, and often, such characters are attached to harmful tropes and stereotypes. For example, in an analysis by the Geena Davis Institute of 50-plus characters in the top 10 films each year from 2010 to 2020, across all years, 81% of 50-plus characters on screen were men. Among leading characters, the gap is even more stark – 93% are men, with the remaining 50-plus leads being women.<sup>5</sup>

In another study focusing on popular primetime television shows in the US from 2004 - 2018, authors found that out of 2,003 identified characters, just 6.6% were 65-plus. Additionally, characters of that age group were almost exclusively white and able-bodied.<sup>6</sup>

Another study looked at an extensive multi-sourced media database (TV, news, magazines) in the United Kingdom and the United States to examine how older people are talked about using common synonyms and found that **negative stereotypes of older adults outnumbered positive ones by six times.**

That same study found that such negative stereotypes were related to physicality while positive stereotypes were behavioral, reinforcing the notion that the physical nature of aging is more salient in shaping negative perceptions of aging.<sup>7</sup>

Studies reveal that older adults in film and television are often stereotypical, such as the “wise but eccentric” elder or the “angry old man,”<sup>8</sup> with male characters typically shown in authoritative roles and female characters often cast as evil villains.<sup>9</sup> These stereotypes are shown in children’s media as well. **In children’s illustration books, older characters make up a small portion of the characters,** and most are white men. Additionally, the study found that most older characters were physically one-note: greying hair, wrinkles, glasses, white beards, and the use of mobility aids.<sup>10</sup>

But there are bright spots. **There has been a significant improvement in how older adults are portrayed online compared to five years ago.** According to an AARP study, negative sentiment in online images of older adults dropped from 28% in 2018 to just 10% in 2023.<sup>11</sup>

However, significant change is slow to come and sparse and negative portrayals of older adults in media can contribute to unfair treatment of older individuals. Importantly, **gaming and other new media often adopt some of the same representation problems.**



# Video games often reflect our most fundamental social stereotypes about getting older.

Although there are few studies to date that focus specifically on aging in gaming (due in part to low representation of older characters in games), existing analysis does offer a window into how to think about aging in video games.<sup>12</sup>

**In games that do offer age customization for playable characters, options for customization are influenced by the game's interface.**

When players start building avatars, they do not always have a vision for what they are making, and the choices offered by the game's interface guide the player in creating their avatar.

Customization choices often rely on stereotypical depictions of aging, such as physical fragility or limited facial expressions.<sup>13</sup> The interface and mechanics of any single game is heavily influenced by its designers, who, while demographics are changing, are still predominantly white, male, and young: less than five percent of game developers are over the age of fifty.<sup>12</sup>

In video gameplay, aging can show up in a number of ways. Characters can age artificially as a penalty, such as when they lose health points, or they may age physically after an attack or a battle. They can also physically age as they become worn out, diseased, or cursed. Additionally, characters can be forced to retire after hitting a certain age, such as in sports games, adding an additional consequence of in-game aging. On the flipside, occasionally, games offer greater wisdom or knowledge to older characters, or as characters age. However, this is often a tradeoff for the older character's physical decline, or weaker physical agility.

**Older adult characters that age naturally in gameplay are uncommon as preset characters**, save for a handful of small-scale, indie games. In the rare cases that an older character does age naturally as the game goes on, their storylines often center around themes of isolation, disease, or impending death.<sup>12</sup>

Aging representation is also shown through nonplayable characters, whose role in the game is typically to advance, mislead, or be saved by the main playable characters. Nonplayable older characters are often shown as helpless, pitiable figures on the decline, particularly older female characters. Still, others are powerful and intimidating in their older age,<sup>12</sup> while still largely acting in service to others. Interesting differences emerge when looking at the intersection of age and gender in nonplayable characters. According to one analysis, older female characters with powers (and wrinkles) tend to be villains, while older male characters with powers are wise, magical and helpful.<sup>14</sup>

How a video game's narrative unfolds plays a big role in shaping a player's experience of aging characters. In addition to changes to physical appearance, a character's dialogue, stances, gestures, how they interact with other characters and how other characters speak about them all provide information about a character's identity. Therefore, **narrative design also offers a chance to subvert ageist stereotypes (or reinforce them).**





# PLAYER REPRESENTATION IN GAMING

# Video games offer individuals the opportunity to reimagine themselves.

Feeling represented in a game can take many forms. According to one study, older players (like younger players) sometimes want to create avatars that resemble themselves, and other times they create avatars that they view as an ideal form, which do not resemble the player. In other cases, players want to explore different identities and confer anonymity, so their customizations may not be an ideal form, but simply an alternative form.<sup>14</sup> All told, avatars can serve as a “tangible embodiment” of a player’s identity even if they don’t resemble their real-life physical features.

**Providing a greater range of customizable human features is necessary to build more representative games.** However, better customization options must happen in tandem with the creation of more diverse narratives. Without meaningful narratives that reflect diverse identities and experiences, even the most customizable characters risk feeling hollow, disconnected from the game world, and ultimately tokenized. Representation must extend beyond appearance to include stories that recognize and validate the identities players bring into these spaces.



# Aging trope themes within gaming limit the diverse expression of aging.

**A trope in media refers to a recurring concept, convention, or characterization,** such as darkness being associated with evil, and lightness being associated with good. Tropes are patterns that audiences recognize and understand, often shaping expectations and storytelling across different genres and mediums. When an ageist trope is used it can reinforce damaging understandings of this group. Common 50-plus age-related tropes in media and video games include physical characteristics such as greying hair, balding, and wrinkles as well as personality traits such as being grumpy, messy, angry, eccentric, or overly friendly. A number of aging tropes common in advertising, film and TV are also seen in gaming.



Understanding and acknowledging tropes is important because it allows us to recognize dehumanizing and stereotypical patterns in video game narratives. This awareness can help game designers evaluate whether their portrayals are empowering or when they reinforce harmful stereotypes.

# Common Aging Tropes

## Wise Mentor



This trope is when a 50-plus character is there to explain the necessary backstory and/or support the main character by teaching them particular skills. This is a problematic trope because outside of providing guidance, the character doesn't otherwise contribute to the story or game and has little to no additional characteristics.

## Elder in Distress



This trope is when a 50-plus character is "too old" or "too sick" and needs help or to be saved. Here, the main characters are sent on quests or errands for the helpless 50-plus character. This perpetuates norms that older adults are seen as especially vulnerable.

## Laughable Action Hero



This trope is when a 50-plus character is playable with abilities that go beyond what their physical body displays. Such a mechanism is more often used for laughs than it is for positive representations of those that are 50-plus.

## Gruesome and Monstrous Older Person



More common in horror video games, this trope depicts older adults as gruesome, creepy, and deformed. This trope elicits fears around the aging body, characterizing aging bodies as especially grotesque and monstrous.

## The Silver Fox



The Silver Fox trope are older men who age "like fine wine," often depicted with greying hair, strong jawlines, and mature, commanding presence. This contrasts with aging female characters, who are frequently portrayed as witchy or pitiable spinsters.

## Vain Sorceress



This trope is an older female magical character who is portrayed as power-hungry, manipulative, and often obsessed with beauty or maintaining their youth, which is slipping away. She may use dark magic to achieve her goals, which are usually driven by vanity or revenge. These characters are often depicted as antagonists in fantasy or adventure games, with their appearance or actions reinforcing negative stereotypes about aging, femininity, and power.

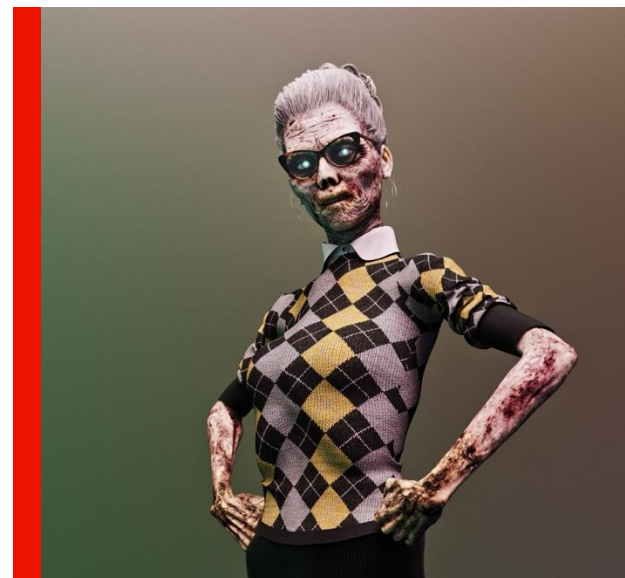
# Immortality, fantasy, and non-human characters communicate a narrative about aging that is not always positive.

While there is not much research about how aging and nonhuman characters are represented in video games, nonhuman characters (both humanoid and nonhumanoid) do in fact communicate age, and use age as a storytelling shortcut. Fantasy creatures and supernatural characters can reveal a lot about society's anxieties and desires. "The hag," for example, can represent anxieties around older women who are seen as burdensome, no longer valued for their reproductive or caregiving roles, and instead framed as obstacles. Three ways that nonhuman characters use aging to communicate are a narrative of 1) decline and decay, 2) eternal life and wisdom, and 3) corrupted or twisted age. Each offers a distinct lens for how aging shapes character identity and player perception outside an Earthly world.

## Decline and decay

(e.g., *zombies, mummies, wraiths*)

In video games with themes of mortality, characters like zombies, mummies and wraiths are common. These characters are physically and cognitively decaying, which communicates their evilness, to evoke fear, but also can evoke sadness. Oftentimes, these characters have remnants of clothing or other trinkets that signal that they were not always members of the walking dead.





These characters often have less strength and intellect, weakened by their state of decay. They may speak in grunts, or not at all. While these beings are essentially the living dead, that very state of decay becomes a visual shorthand for moral corruption, loss of humanity, and the inevitability of death. And thus aging is used as a metaphor for decline, both physical and cognitive. These depictions reinforce negative associations with aging, framing it as a process of degeneration and loss rather than transformation or growth. The use of decaying bodies as symbols of evil or tragedy taps into cultural anxieties about mortality, blurring the line between fear of death and fear of aging itself. It can communicate that aging is not just an unavoidable reality but something to be feared, resisted, or pitied.

### **Eternal life and wisdom**

*(e.g., elves, wizards, spirits, gods, vampires)*

Characters like elves, ancient wizards, spirits, gods, and vampires often embody eternal life and wisdom in games. They are typically portrayed as wise, regal, and detached, inhabiting youthful, glowing bodies adorned with crowns or intricate armor. But elves are often depicted as arrogant, their wisdom making them haughty and cruel, while wizards are shown as isolated, reflecting stereotypes of older adults as lonesome and hard to reach. Aging in these characters signals accumulated knowledge and power, granting status and respect. However, eternal youth reinforces stereotypes of aging bodies as undesirable, and older characters with wisdom and power are often white and male. Male wizards who retain an older appearance still command respect, unlike many older mythical female characters.



## Corrupted or twisted age

(e.g., goblins, hags, or cursed vampires)

Some characters in video games often embody a version of aging where immortality is tied to corruption and torment, rather than wisdom or strength. Their “age” is a marker of their twisted power, and their existence is a perverse reflection of eternal life, unmarred by the vulnerability that typically accompanies human aging. Unlike zombies or mummies, these beings do not suffer from their immortality, they choose it.



Vampires, for instance, offer an example of this paradox. Vampires in film and television are often portrayed as eternally youthful, untouched by disease or decay. However, in video games this is not always the case; sometimes they appear as older, withered and even zombie-like emphasizing their unnatural longevity as grotesque or corrupted. Similarly, witches, hags, and goblins often embody a corrupted vision of old age; a vision marked by cruelty, cunning, and malice. Their advanced years do not grant wisdom or cognitive decline but instead reinforce their evilness or villainy, as their wrinkled skin, hunched postures, and enlarged facial features become a visualization of moral decay. These depictions suggest that age is monstrous and that to live eternally is to be cursed with the consequence of moral decline.

*Images generating using Adobe Express AI*





# AGE REPRESENTATION IN GAMING TODAY

# Age Representation Analysis

To assess representation of the 50-plus community and aging in best-selling games, this report presents a content analysis of playable characters, and customization options for designing playable characters, in the best-selling games (PC or console) from 2023, according to Steam Charts, in the categories of Platinum, Gold, and Silver. Altogether, this amounted to 49 best-selling games. However, 4 games did not have playable characters and thus were excluded from the analysis.

Content analysis is a research method used to systematically categorize and interpret visual content to identify patterns, themes, and representations. This methodology was selected because it allows for a systematic examination of character representation in popular games, focusing on both pre-designed playable characters and the flexibility offered through customization.

By analyzing best-selling titles, this approach captures current and widely consumed games to draw insights into the industry's portrayal of aging. Excluding games without playable characters ensures that the analysis remains relevant to the study's focus on playable avatars.

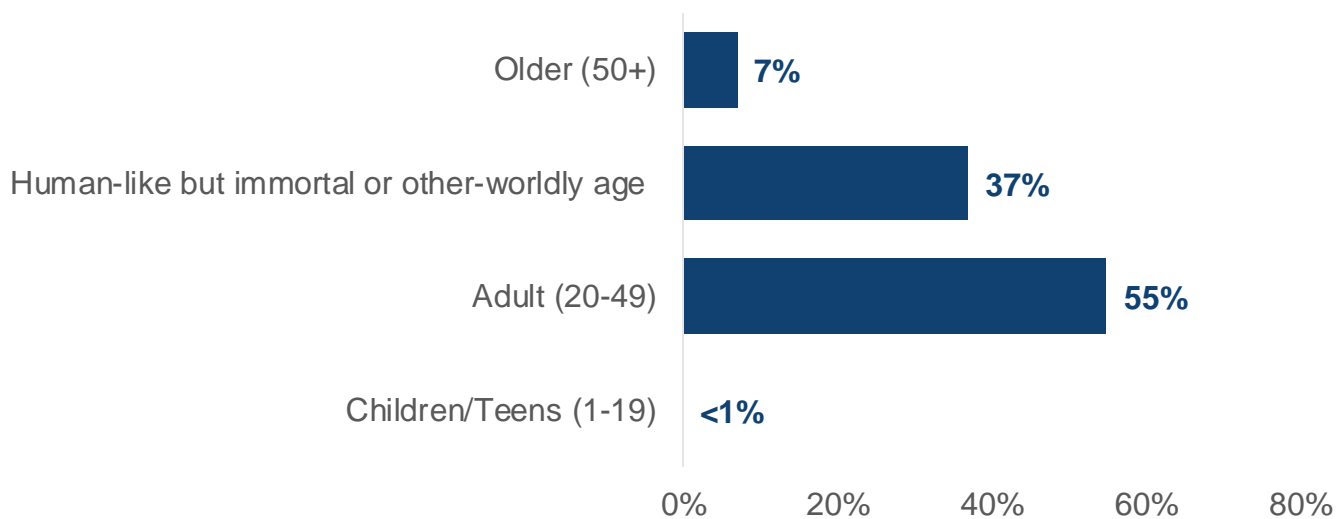
Popular mobile games (e.g. Candy Crush) were excluded because most of these games do not feature playable characters in the traditional sense, or character-driven gameplay. Including such games would not align with the study's objective of analyzing the representation of aging in playable avatars.

# Few preset characters are aging or older adults.

Across 49 games, a total of 461 characters were identified as humans that age (e.g., protagonists on Earth or Earth-like settings, whose aging follows a human lifespan). 50-plus characters made up only 7% of human and humanlike characters in best-selling games with preset characters. The majority of human and humanlike characters were younger (aged 20-49: 55%).

Immortal or other-worldly characters made up 37% of preset characters (274 characters). Examples of these types of characters included elves, goblins, orcs, zombies, and vampires. These characters do not age in the same way that humans do, or they are creatures that do not physically and visually show age although they do communicate aging-often as a type of aging trope.

Age Representation of Preset Playable Characters in Best-Selling Games



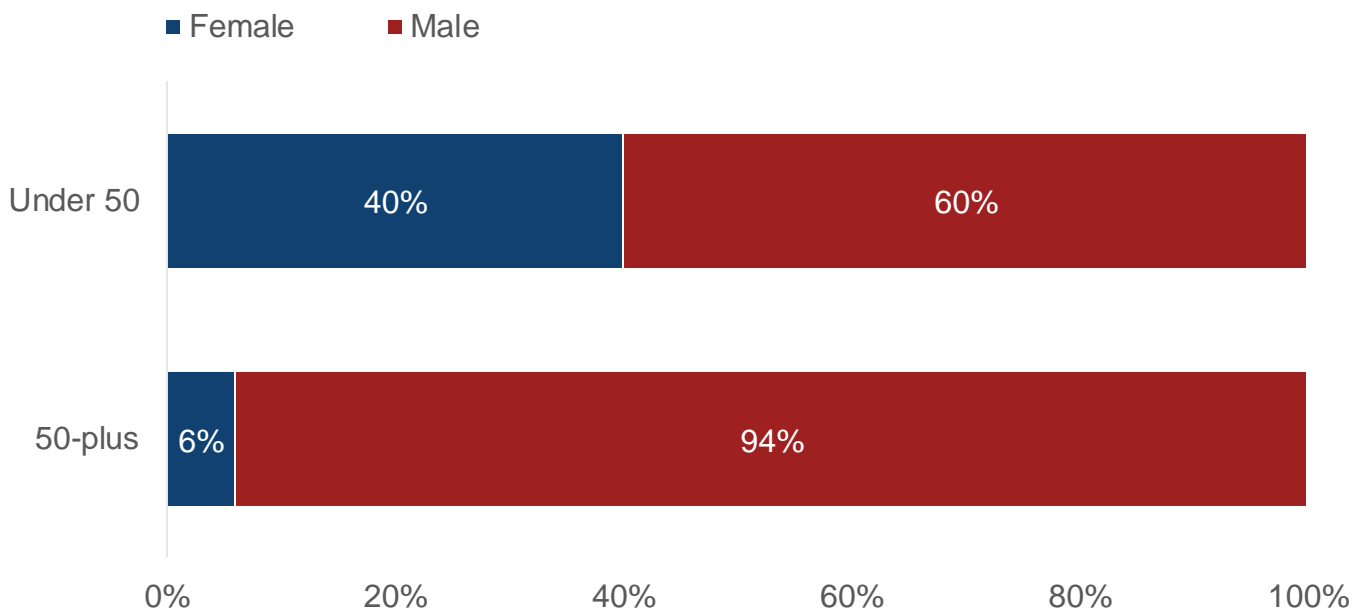
*FOOTNOTE: Human or humanlike characters whose faces are fully obstructed (e.g. a helmet) and no other information was available about their identity (15 total characters) were noted as “can’t tell” for their age, are excluded from this analysis. Playable characters who are animals, inanimate objects (e.g. machine parts), or robots are excluded from this analysis.*



# Older present characters are mostly male, white, and fully abled.

Among the limited options of older, present characters diversity in terms of gender, race/ skin tone, and potential disability are limited with the largest differences for gender. Young, preset female characters under 50 are shown nearly 7 times more than older female characters – a finding consistent with the inequality in the representation of older women in television and film. Nearly all male characters showed visible signs of aging compared to nearly none of the female characters (male: 85%, female: 6%).

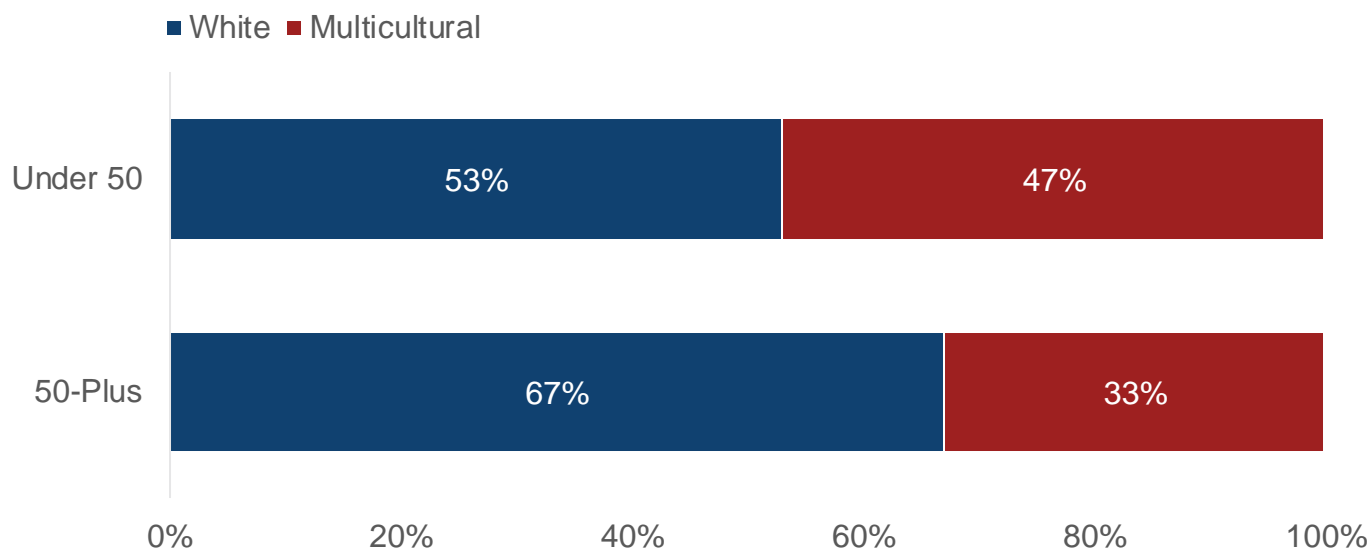
Intersectional Gender of age 50-Plus and Under 50 Human or Humanlike Preset Playable Characters in Best-Selling Games



FOOTNOTE: Excludes characters who are immortal or age differently. Excludes games that do not have preset characters.

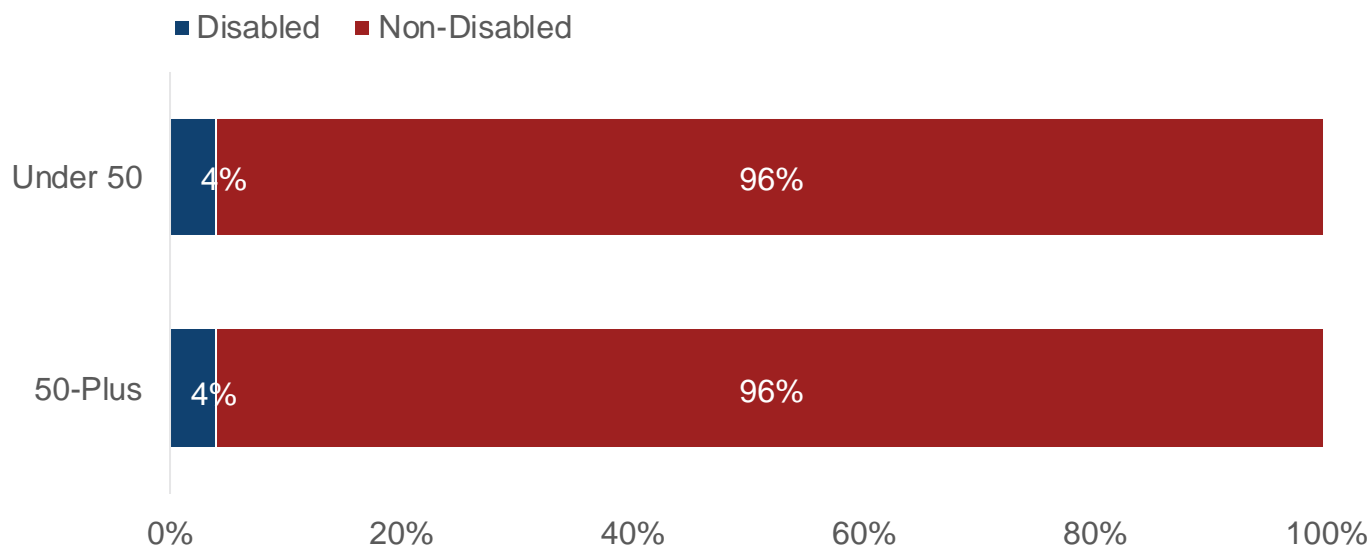
Race/skin tone and ethnicity was more balanced as there was more diversity within older characters (67% white, 33% multicultural) and across the ages when comparing younger preset characters (47% under 50, 33% over 50).

Intersectional Race/Skin Tone of age 50-Plus and Under 50 Humanlike Playable Characters in Best-Selling Games



For disability, a similar share of ages 50-plus and under age 50 characters are shown (4% of each groups' characters).

Intersectional Disability of age 50-Plus and Under 50 Humanlike Playable Characters in Best-Selling Games

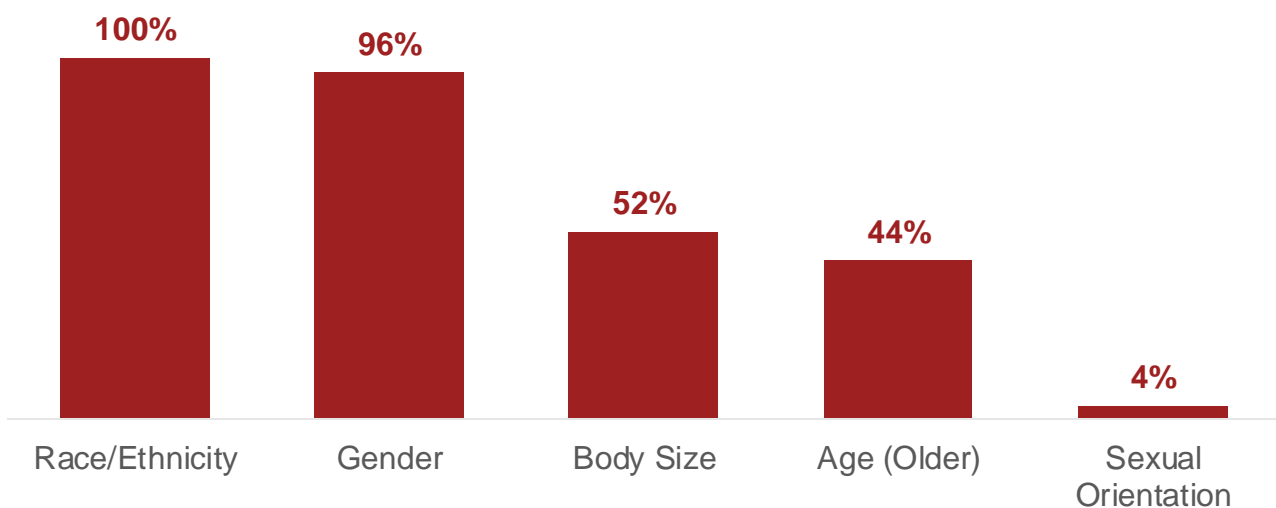


# Age customization is a missed opportunity for personalization.

Many games have customization options, where players create their own characters. Character creation give players choice and control over how they build their avatar.

Among all games in the analysis about half allow the player to customize their own avatar they use to play in the game. Of these, all (100%) allow the player to customize their character’s race/ skin tone, nearly all (96%) allow the player to customize their character’s gender, half (52%) allow players to customize their character’s body size in some manner (e.g. muscularity, waist size), but only 2 in five (44%) allow the player to customize their character in a manner that presents them as an older character, either explicitly with their age (e.g. “mature” age), or visibly with facial or skin customization options. One game (4%) allows players to customize their character’s sexual orientation.

Playable Character Customization Option in Best-Selling Games



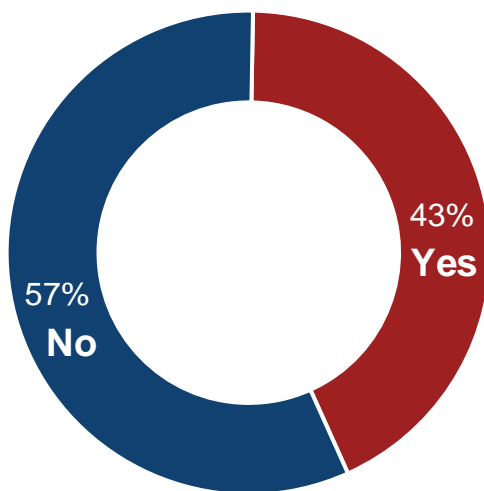
*FOOTNOTE: Human or humanlike characters whose faces are fully obstructed (e.g. a helmet) and no other information was available about their identity (15 total characters) were noted as “can’t tell” for their age, are excluded from this analysis. Playable characters who are animals, inanimate objects (e.g. machine parts), or robots are excluded from this analysis.*

# Less than half of the games analysed allow players to play as older characters.

Of the best-selling games analyzed (excluding the four games that did not have playable characters, and a game with an infinitely random generated playable character with limited physical characteristics), 43% (19 games) were identified as allowing players to play as preset human characters who are 50-plus. Playable “preset characters” are characters that games provide players with (e.g. Link from *Zelda*, or the Origin characters in *Baldur’s Gate 3*).

Most (80%) older characters displayed some physical sign of aging such as wrinkles, age spots, sagging skin, loss of facial volume (e.g., sunken cheeks), drooping eyelids or under-eye bags, or the character’s base images appeared hunched over or stooped, using a cane, or a wheelchair.

Best-Selling Games That Allow for Playable Older Characters



**80%**

of older playable characters displayed a visual sign of aging

Sample includes 2023 best-selling games (platinum, gold, silver) according to Steam Games, which totaled 49 games; four games without playable characters were excluded from the analysis. The game Rust was also excluded, which assigns players an avatar with randomly generated features.





# IMPLICATIONS



Society is deeply stratified by age, often marginalizing both its youngest and oldest members. Aging can frequently be depicted through stigmatizing narratives that limit perceptions of what it means to grow older. **Video games have the potential to challenge these limitations by offering playful, immersive experiences where individuals can reimagine themselves.** However, current game design often excludes aging representation, either by failing to provide age-diverse character options or by relying on stereotypical aging tropes.

To address this, **game designers should actively incorporate older characters and narratives that reflect a broad spectrum of aging experiences.** Moving beyond stereotypes, games should present older characters as dynamic and capable, integrating them into both gameplay and promotional materials. Thoughtfully designed role-playing mechanics can allow players to explore aging in nuanced ways, fostering empathy and new perspectives.

Another critical shift involves modeling positive and diverse intergenerational relationships. **Games can showcase friendships, mentorships, and collaborations between characters of different ages.** This not only mirrors the complexity of real-world social connections but also normalizes aging as an integral part of life's journey. By embracing these changes, the gaming industry can reshape cultural narratives about aging, making video games a more inclusive and thought-provoking medium for players of all ages.





# METHODOLOGY

# Methodology

**Objective:** This study was conducted to understand how characters over 50 are represented in video games, how aging is represented in nonhuman characters, and to address the lack of diverse portrayals of older adults in this medium.

**Methodology:** This report analyzes the prevalence of older characters in 2023 best-selling console and PC games according to Steam Charts using a content analysis methodology to uncover the prevalence of playable 50-plus characters in best-selling console and PC video games, as well as aging representation in games where players customize their playable characters. Content analysis is a research method used to systematically categorize and interpret visual content to identify patterns, themes, and representations. This methodology was selected because it allows for a systematic examination of character representation in popular games, focusing on both pre-designed playable characters and the flexibility offered through customization. Playable characters for games were identified using official game webpages and fan databases.

For each playable preset character, researchers identified whether they were human or were the human species in their fantasy world. For characters that are human or the human species in their fantasy world, their gender, race/ethnicity and disability status was also collected. Characters in video games like wizards, zombies, orcs, elves or spiritual entities who age differently from humans were counted as nonhuman. In this report, we analyzed characters such as these separately from human characters, to glean additional qualitative insights into how aging and video gaming intersect. Six research analysts were assigned to the 49 games to analyze the playable characters and/or customization options. Four research analysts were assigned to double check all data collection for verification.



# Methodology cont.

**Data Collection Dates:** December 9, 2024 - January 31, 2025

**Sample:** Steam Charts identified 49 games as best-selling in 2023 in the Platinum, Gold, or Silver categories. Platinum refers to the highest tier of games on Steam measured by gross revenue, followed by Gold and Silver (all games are listed in a table at the end of this report). This report examines the prevalence and representation of 50-plus playable characters in these top-selling console and PC games, including “preset characters” and “fully customizable characters.” Of the 49 best-selling games, 4 games were identified as games with no playable characters and thus were excluded from the analysis (War Thunder, Euro Truck Simulator 2, Stellaris, and Cities Skylines II). Five games’ preset characters were excluded from the preset character analysis due to the infinite, or near infinite number of generated characters. This includes *Sea of Thieves* (which has an infinite number of pirates generated for gameplay), *Rust* (which randomly assigns players a limited identity that cannot be changed), and then three sports games, which had thousands of preset characters to choose from (*EA Sports FIFA 23*, *NBA 2K23*, and *EA Sports FC 24*). But the three sports games were analyzed for customization aging options. The game *Sea of Thieves* does generate an older pirate among the infinite options, so this game was counted among the total percentage of games who have 50-plus options (but the characters themselves were not analyzed).

**Limitations:** This analysis does not include games that may still be widely played, though not among the best-selling games in 2023. Additionally, this analysis did not consider gaming narratives or players’ skins. Instead, the analysis considered the physical features of playable characters as their base models. While narratives can communicate aging in other ways, this study did not analyze this content. Finally, although nonplayable characters (NPCs) also communicate age, this study did not analyze NPCs.

This report was created with the assistance of CoPilot and has been reviewed for accuracy and appropriateness.

# Best-selling games included in sample

Top 49 best-selling games for 2023 according to Steam Charts based on total gross revenue

Platinum (1st - 12th)	Gold ctd. (13th - 24th)	Silver ctd. (25th - 49th)
Starfield	Naraka Bladepoint - Season 14: Aurora	Rust
Hogwarts Legacy	Red Dead Redemption II	NBA 2K23
Apex Legends	Warframe	Stellaris
Baldur's Gate	Elden Ring	New World: Aeternum
DOTA 2	Dead by Daylight	Cities Skylines II
Cyberpunk 2077	Grand Theft Auto V	Yu-Gi-Oh! Master Duel
PUBG Battlegrounds	Resident Evil 4	Forza Horizons 5
Destiny 2	EA Sports FC24	The Elder Scrolls Online
Call of Duty (game bundle)	<b>Silver (25th - 49th)</b>	ARK: Survival Ascended
Sons of the Forest	Team Fortress 2	Sid Meier's Civilization VI
Counter Strike 2	Battle Bit Remastered	Final Fantasy XIV
Lost Ark	Sea of Thieves	Remnant II
<b>Gold (13th - 24th)</b>	Black Desert	Total War: WARHAMMER III
EA Sports FIFA 2023	Dead Space	STAR WARS Jedi: Survivor
Armored Core VI: Fires of Rubicon	The Sims 4	Project Zomboid
War Thunder	Lethal Company	Party Animals
Tom Clancy's Rainbow Six Siege	Euro Truck Simulator 2	Street Fighter 6

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# About AARP

AARP is the nation's largest nonprofit, nonpartisan organization dedicated to empowering people 50 and older to choose how they live as they age. With a nationwide presence, AARP strengthens communities and advocates for what matters most to the more than 100 million Americans 50-plus and their families: health security, financial stability and personal fulfillment. AARP also produces the nation's largest circulation publications: AARP The Magazine and AARP Bulletin.

To learn more, visit [www.aarp.org/about-aarp/](http://www.aarp.org/about-aarp/), [www.aarp.org/español](http://www.aarp.org/español) or follow [@AARP](https://twitter.com/AARP), [@AARPenEspañol](https://twitter.com/AARPenEspañol) and [@AARPadvocates](https://twitter.com/AARPadvocates) on social media.

# About The Geena Davis Institute

Since 2004, the Geena Davis Institute has worked to mitigate unconscious bias while creating equality, fostering inclusion and reducing negative stereotyping in entertainment and media. As a global research-based organization, the Institute provides research, direct guidance, and thought leadership aimed at increasing representation of marginalized groups within six identities: gender, race/ethnicity, LGBTQIA+, disability, age, and body type. Because of its unique history and position, the Institute can help achieve true on-screen equity in a way that few organizations can. Learn more at [www.geenadavisinstitute.org](http://www.geenadavisinstitute.org).



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