

# WOTECH

VOLUME I

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## Women and Technology

1 Although 57% of women participate in the US workforce and 52% of professional and managerial positions are filled by them, women belong to only a quarter of professional computing occupations

2 Despite the progress women have made in the 20th century and the ongoing #MeToo movement, women working in fields of inventive and contemporary technologies continue to be targeted by gender discrimination and various forms of harassment, and they are outnumbered..

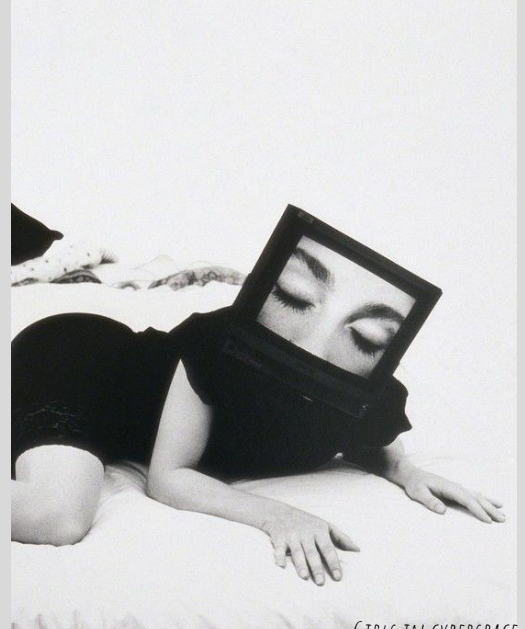
3 Majority of girls and women do not go into STEM because of distinct obstacles that occur throughout their lives that discourage them from pursuing careers in male-dominated fields. After 12 years, approximately 50% of women leave their jobs in STEM fields, mostly in computing and engineering.

Girls can like math and science too!



## What is Cyberfeminism?

Cyberfeminism is a philosophy of thought which acknowledges that there are differences in power between women and men, specifically in the digital discourse. Historically, the tech world has proven to be male-dominated. Men controlled the content and men earned the profit from technology based innovations. As technology advanced forward, and full societal access to informational technology became more universal, women have been able to escape boundaries and perimeters, that have in the past constrained their true identities. However, that has come with a cost. Cyberfeminism takes feminism at its origin and turns its attention upon modern technology, exploring the connections between gender, identity, culture, and technology.



GIRLS IN CYBERSPACE



**SPECIAL FEATURE:** *Professor Remedios Zafrá*, explores cyberfeminism and the body in cyberspace in her project "Violencia sin cuerpos." She has translated famous cyberfeminist media artworks and writings into Spanish in hopes to raise awareness on the topic of gender imbalances in the digital space.

**SPECIAL FEATURE:** *Donna Haraway*, invented the word "cyborg feminism" Referring to a special branch of feminism in which women's use of the new technologies would be beneficial for them in their fight against patriarchy.



# A BRIEF TIMELINE OF CYBERFEMINISM

C.1991 World Wide web went live	C.1992 The VNS Matrix, a four-women "power hackers and machine lovers" from Australia, brought the idea of cyberfeminism to life	C.1995 The VNS Matrix developed <i>All New Gen</i> , a computer game for non specific genders. Power no longer centered on a specific organization	C. 1997 British theorist Sadie Plant launched a project to reinforce the legacy of women and technology. Her book <i>Zero and Ones</i> , promoted Ada Lovelace (1815-1852), a math genius and the mother of computer programming	C. 1997 First Cyberfeminist conference in Kassel, Germany	C. 2000's The Global Feminism Movement, "an internet worked global feminism"	C. 2014-present Xenofeminism, founded in 2014, are members of a "gender-abolitionist movement that supports for "gender-hacking" across the internet
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## WOMEN IN CYBERSPACE:

### The sexist elements of the gaming world

In the early 1990s, a rush of optimism and anticipation spurred by the creation of the cyberspace was resisted by cyberfeminists. They believed that with this new space, there would be an infinite amount of ways to reimagine femininity and power. With the rise of Web-based subcultures, digital avatars, and online role-playing, the traditional features of female identity was deconstructed and configured. Within the digital arena, men have been in control of what went into the games that they developed. As a result, we have seen erroneous portrayals of women within the gaming world. According to a survey by the National Center for Women and Information Technology, while 52% of the gaming audience is composed of women, only 22% make up for the gaming workforce. In 2014, female game developers Zoe Quinn and Brianna Wu were attacked by an organized cadre of men, who told them that they, "are unwelcome in the tech landscape." Anonymous misogynists, continue to haunt women in tech and harass them when they achieve any measure of success. Cyberfeminists are working towards obtaining more opportunities to be at the helm of their digital experiences, and become more involved with the production of video games.



"THE QUESTION ISN'T WHY AREN'T MORE WOMEN IN IT- THE QUESTION IS WHY WOULD ANY WOMAN WANT TO BE IN IT?"

### Interview with: Teresa Ramos

"One of the biggest challenges that women who pursue careers in tech face is that there are few women currently in the field," says Teresa Ramos, Director of the Bachelor's Degree in Information Systems Management at IEU. As society moves closer to gender equality, women are becoming more engaged in efforts to build a stronger presence in the male-dominated tech industry. I was able to sit down with Teresa and talk to her about women pursuing work in the tech world.

**What challenges do women who want to venture into the world of technology face?**

T: Because there are so few women who are currently in the field, there are a lack of female role models. We are still seeing more men pursuing STEM majors and this discourages women from going into STEM and doing what they love.

**What steps should be taken to attract more women?**

T: We need to promote science and technology at the early stages of education. More women will join if they realize their abilities early on and are seeing an increase of women becoming interested in this area of work.

**What do you want to tell women who are trying to get into the industry?**

Women are as capable as men. And we need both women and men to help the future of technology. Never be afraid to join and remember all it takes is one woman to challenge all odds.



### DID YOU KNOW?

Ada Lovelace (1815-1852) was one of the early pioneers in the field of computer programming. At the age of 26, Ada worked alongside her friend and mentor Charles Babbage on what was known at the time as "The Analytical Engine." She was able to translate the notes of an Italian engineer, from French to English, and even corrected many of his errors. Her final translation amounted to three times the length of the original, and she was able to come up with several early computer programs. Although her work on the engine was published, she earned little public recognition during her lifetime and died at an early age of 36.

Photo sources:

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