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English 102

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My archival timeline is on the evolution of Lara Croft, the protagonist in the highly successful Tomb Raider video game series. The game is one of the best selling playstation video games ever. In the first Tomb Raider video game (1996), Lara Croft is hired by a business woman named Jacqueline Natla to find an artifact called “the scion of Atlas”. Laras character was created based on several different media influences. For example, the Indiana Jones series. My purpose for analyzing Lara Croft's character physically and her evolution is to give insight to potential societal opinions regarding women. Since I don't know much about video games but have extensive knowledge on women's rights and different movements regarding equality, comparing Lara Croft's changes to societal changes further emphasize how far we have come and how much progress has been made as a society. Ever since technology and mass media have been available to the public, society heavily influences even the simplest aspects of media. The way female characters in video games are portrayed tends to be one of these aspects that is heavily influenced by society. Something as small as the clothes they are wearing or what they're doing can give insight into current societal conditions and opinions regarding women. For example, Lara Croft's character that was created in the 1990s is featured wearing short shorts and a tight tank top. Not only is she barely wearing clothes, her body measurements are near impossible to occur naturally. In the 2018 version of the game, Lara Croft's character is wearing much more clothes and her body is much more realistic. The main difference between the 1996

Lara and the 2018 Lara is just time. Events in women's rights like the “#Metoo” movement (2017) The way that women were treated and thought of has come a long way since the 1990s. The purpose of using the cover art as my primary sources and visuals is to show how overtime Lara Croft's clothes became less revealing and her body proportions became more realistic, and how this relates to societal beliefs regarding women.

Works cited

Beck, Victoria Simpson, “Violence Against Women in Video Games: A Prequel or Sequel to Rape Myth Acceptance?”, SageJournals 30 april 2012

Motion Picture 306.4324; American Women and Social Change - Women and the Family; 1975; Moving Images Relating to U.S. Domestic and International Activities , 1982 - 1999; Records of the U.S. Information Agency, Record Group 306; National Archives at College Park, College Park, MD. [Online Version, https://www.docsteach.org/documents/document/women-and-family, October 23, 2024]

Yarrow, Allison, “How the 90s Tricked Women Into Thinking They’d Gained Gender Equality”. Time Magazine, 13 June 2018.

**For my video game covers, I'm not sure how to cite them. They are photos from the original cover when the video games were each released. All five of them are my primary sources.