

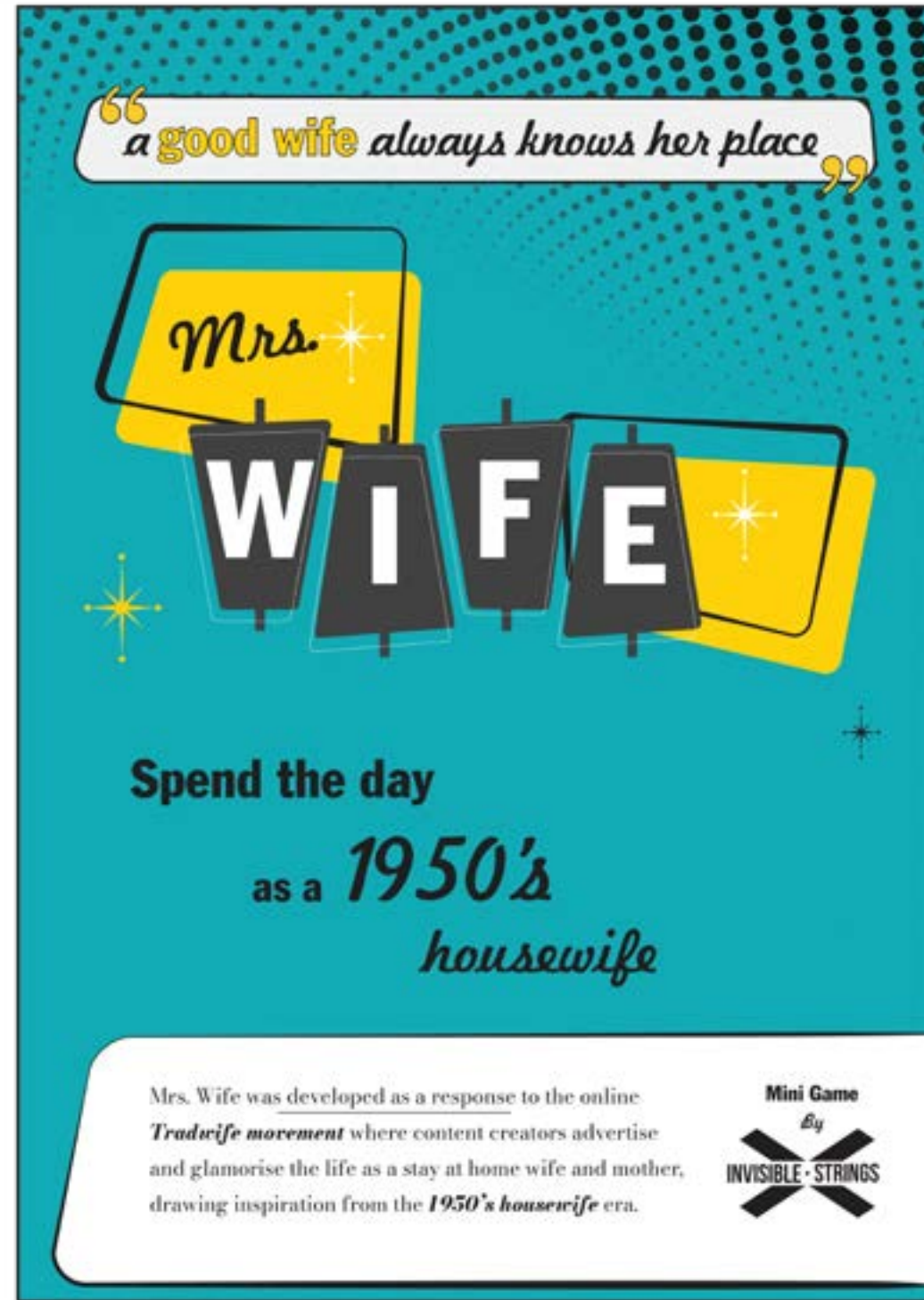
**THIS PROJECT IS A RESPONSE TO  
THE RISE OF CONSERVATIVE  
CONTENT ONLINE, ADDRESSING  
THE ROMANTICISATION OF THE 1950'S  
HOUSEWIFE AND HIGHLIGHTING  
THE SERIOUS CONSEQUENCES  
OF FINANCIAL DEPENDENCY AND  
SUBMISSION IN A PLAYFUL AND NON-  
CONFRONTATIONAL WAY.**

<b>PROJECT STATEMENT</b>	<b>2</b>
<b>TABLE OF CONTENTS</b>	<b>3</b>
<b>PROJECT OVERVIEW</b>	<b>4</b>
<b>RESEARCH AND INSPIRATION</b>	<b>6</b>
<b>IDEA EXPLORATION AND PROTOTYPE</b>	<b>8</b>
<b>NEW DIRECTION</b>	<b>12</b>
<b>GAME CONCEPT</b>	<b>14</b>
<b>VISUAL STYLE EXPLORATION</b>	<b>18 - 39</b>
- NAME DEVELOPMENT	22
- CHARACTER STAGES	26
- FONTS	33
- LOGO	34
- POSTER	36
- PROTOTYPE	38
<b>DEVELOPMENT</b>	<b>40</b>
<b>ANIMATIONS</b>	<b>41</b>
<b>FINAL GAME</b>	<b>42</b>
<b>INVISIBLE STRINGS</b>	<b>44</b>
<b>REFLECTION</b>	<b>48</b>
<b>REFERENCES</b>	<b>49</b>

# PROJECT OVERVIEW

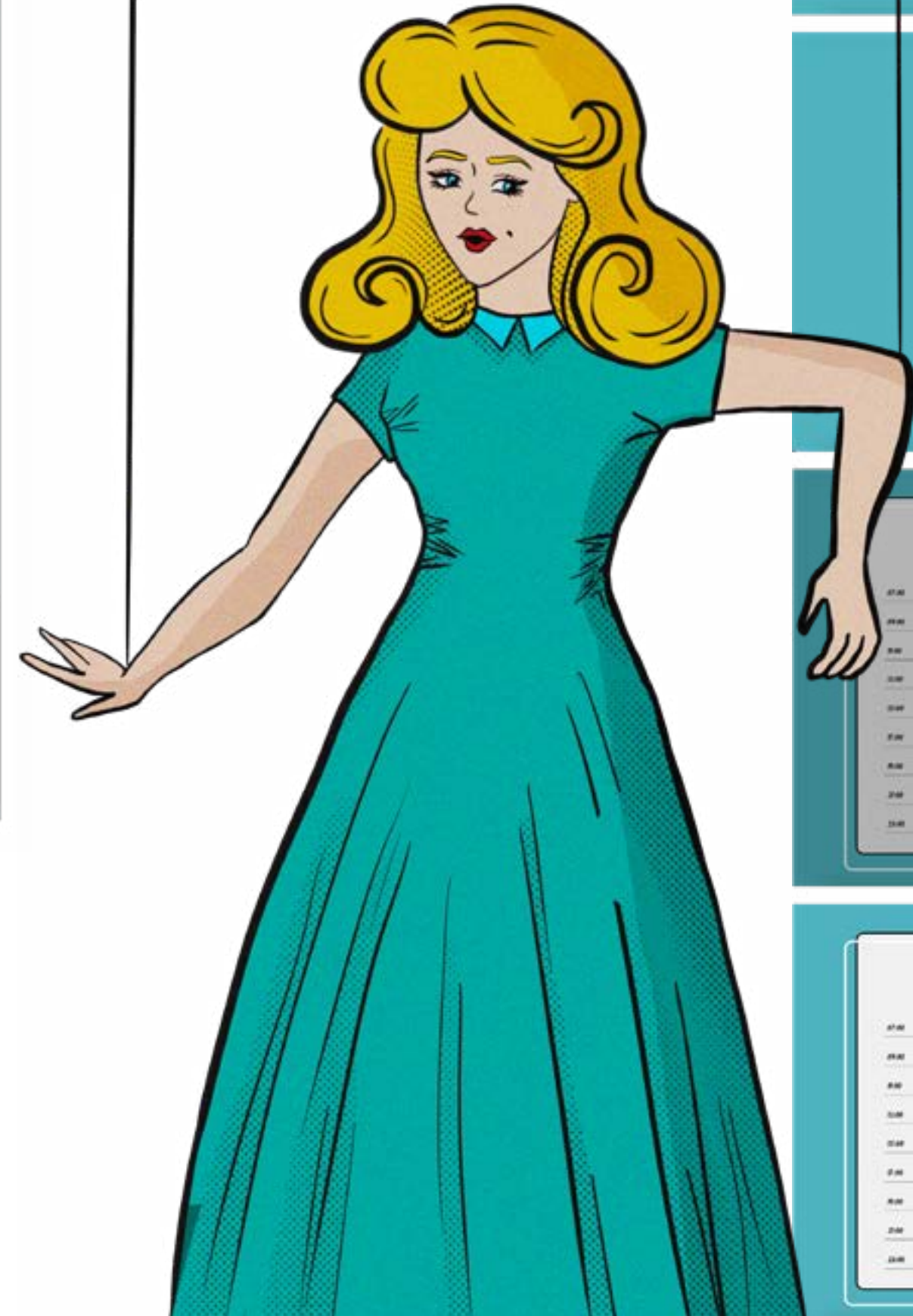
## RATIONALE

The rising online trend of the Tradwife, romanticises the lifestyle of the 1950's housewife and leaves out the possible consequences that financial dependency and always putting your partner's needs first bring.



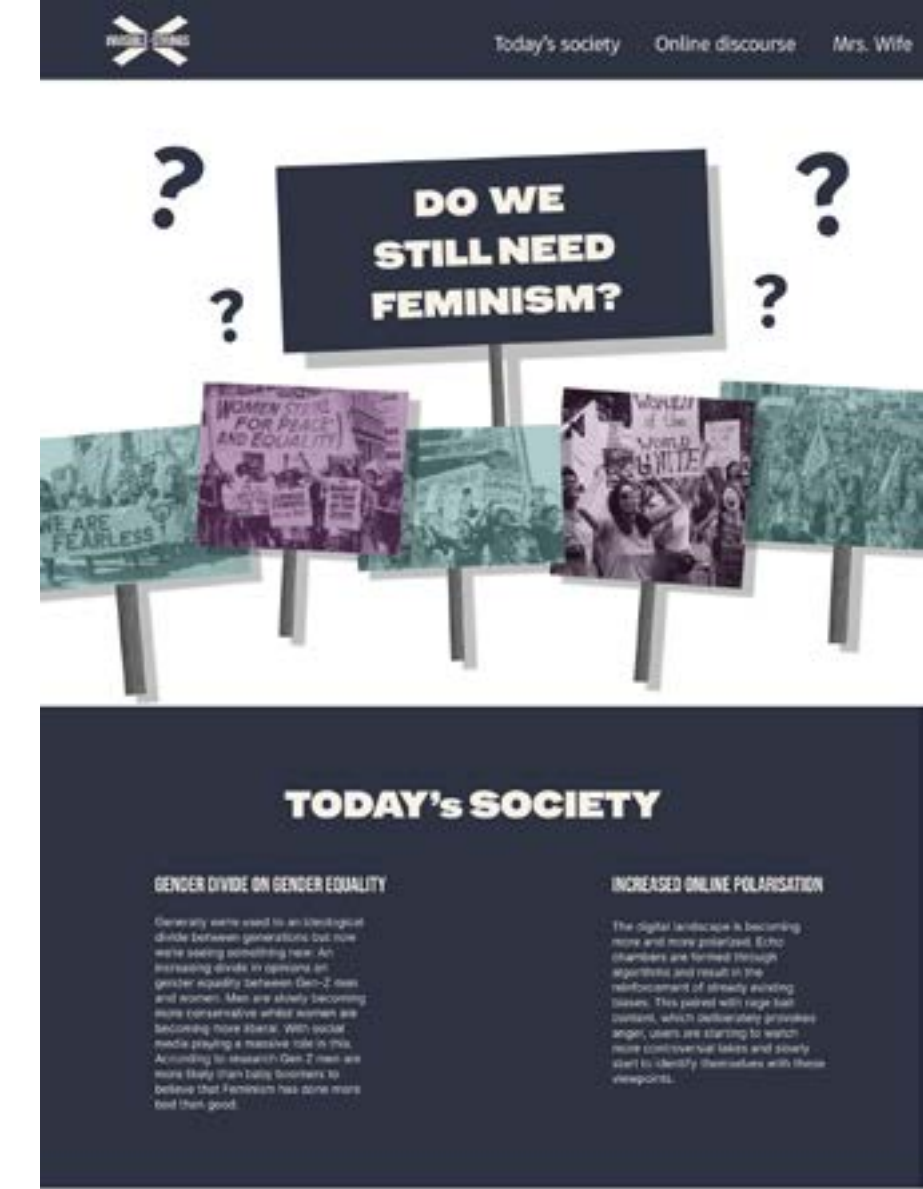
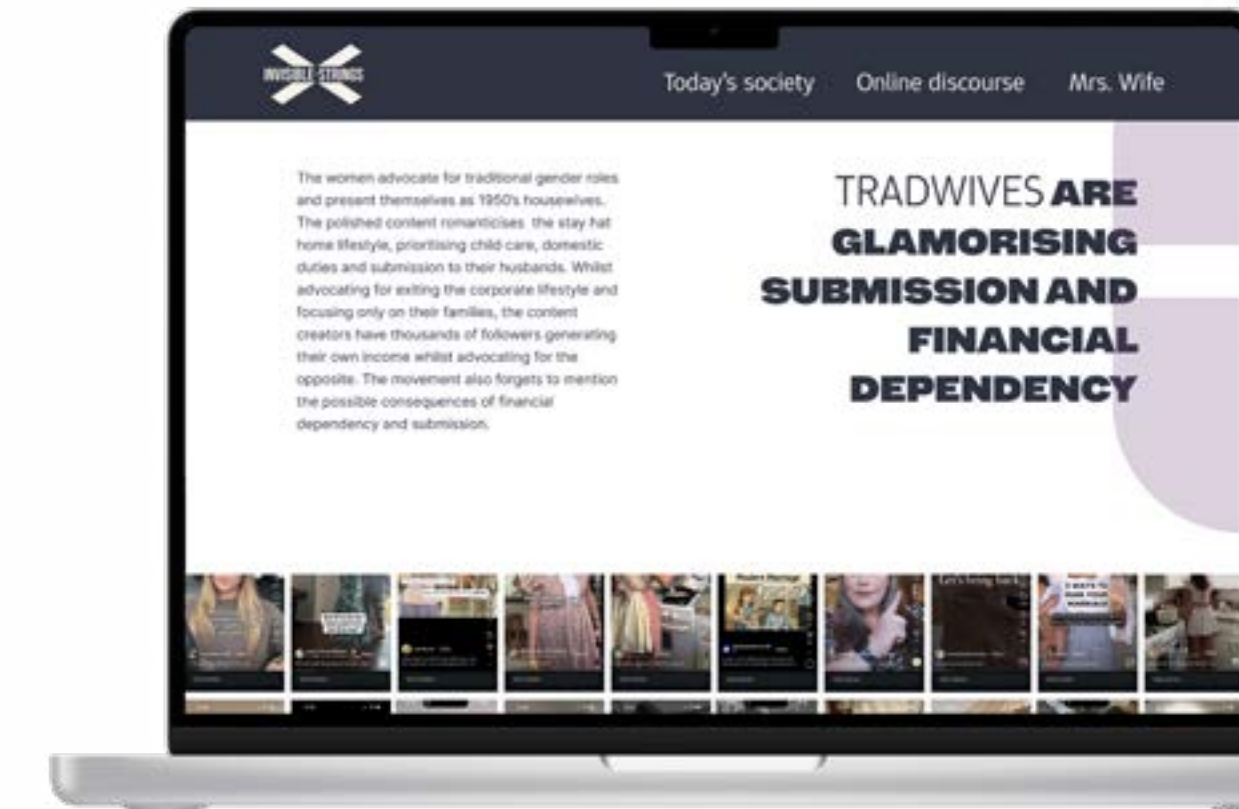
## MRS. WIFE

is a short web based mini game where the goal is being the perfect housewife. Throughout the game, the user is presented with different tasks to choose from to organize their day. Each decision slowly revealing the consequences of their actions.



## INVISIBLE STRINGS

was created to support the mini game. Acting as a organisation, which launched Mrs. Wife as a non-confrontational explorative way of raising awareness around patriarchal structures.



INE DISCOURSE  
**We are experiencing a rise of right-winged and conservative content online**

**TRADWIVES ARE GLAMORISING SUBMISSION AND FINANCIAL DEPENDENCY**

**ONLINE POLARIZATION**

The digital landscape is becoming more and more polarized. Echo chambers are formed through algorithms and result in the reinforcement of already existing biases. This paired with rage bait content, which deliberately provokes anger, users are starting to watch more controversial takes and slowly start to identify themselves with viewpoints.

**Especially Gen Z men are being targeted with misogynistic content from a young age** with the popularity of the **manosphere**, where misogynistic men promise young boys a successful and fulfilling life by following their advice. This is resulting in Gen Z men being more likely than baby boomers to believe that Feminism has done more bad than good. Overall the ideological gap between young men and women has never been wider, with men becoming more and more conservative and women more and more liberal.



**GENDER STEREOTYPES**

Men and women might be equal by law but socially constructed beliefs don't just disappear from one day to the other. These innate judgments people make based on gender have a real life impact. They can restrict someone's potential, influencing academic and career paths. Whilst leading to wage inequality, gender stereotypes also affect the domestic life. It has become increasingly common for both parents to contribute to the financial income but **due to deeply rooted gender expectations women still take on most chores and the majority of care work.**

**GENDER DATA GAP**

The book "Invisible Women" by Caroline Criado Perez shows the consequences women experience from living in a world designed for men. This book offers insights into all areas of life and scientifically explains the results of systematically ignoring half the population. Whilst trying to answer the question "Do we still need Feminism?", this book gave a clear answer. **It shows us that a lack of data has a serious impact regarding health and safety and that equal laws don't automatically guarantee equal opportunity or equal perception.**

QUIZ  
SCROLLYTELLING  
DATA VISUALISATION

**THE PUDDING**

The Pudding is a digital publication specialising in interactive data essays. Their projects transform complex social issues into accessible, playful experiences through micro-interactions, animated data visualisation, and personalised quizzes. Each project turns data into a playful, personal experience and turns heavy subjects into fun and easily accessible information. The projects present data to the user and leave room for coming to your own conclusions. The Pudding's approach demonstrates how potentially heavy topics can be made engaging and unthreatening, especially for younger audiences who may be sceptical or defensive. Their use of humour, clean visual design, and interactive data storytelling directly inspires the tone and mechanics I plan to adopt in my final project.

**13 FRAGEN**

ZDF is a German national public service television company and they host a talk show called "13 Fragen" (13 Questions). Each episode discusses a different issue and invites guests with a range of different opinions and expertise. The whole concept is based on dialogue and compromise instead of polarisation. The guests move forwards and backwards in a physical space depending whether they agree or disagree with the made statements. The end goal is for all guests to meet in the middle and find common ground. This format encourages a respectful discourse on polarising topics, which is often lost in online spaces.

**THE NOTORIOUS IRISH**

"The Notorious Irish" is an interactive quiz where visitors are shown various Irish figures and must match stories to individuals. Quizzes offer a high level of interactivity which can lead to increased engagement as well as increasing the chances of retaining the learned information. After revealing the answers to each question a short animated video would offer a deeper insight and explanation into the topic. The project combined interaction with emotional attachment and progressive disclosure.



# IDEA EXPLORATION

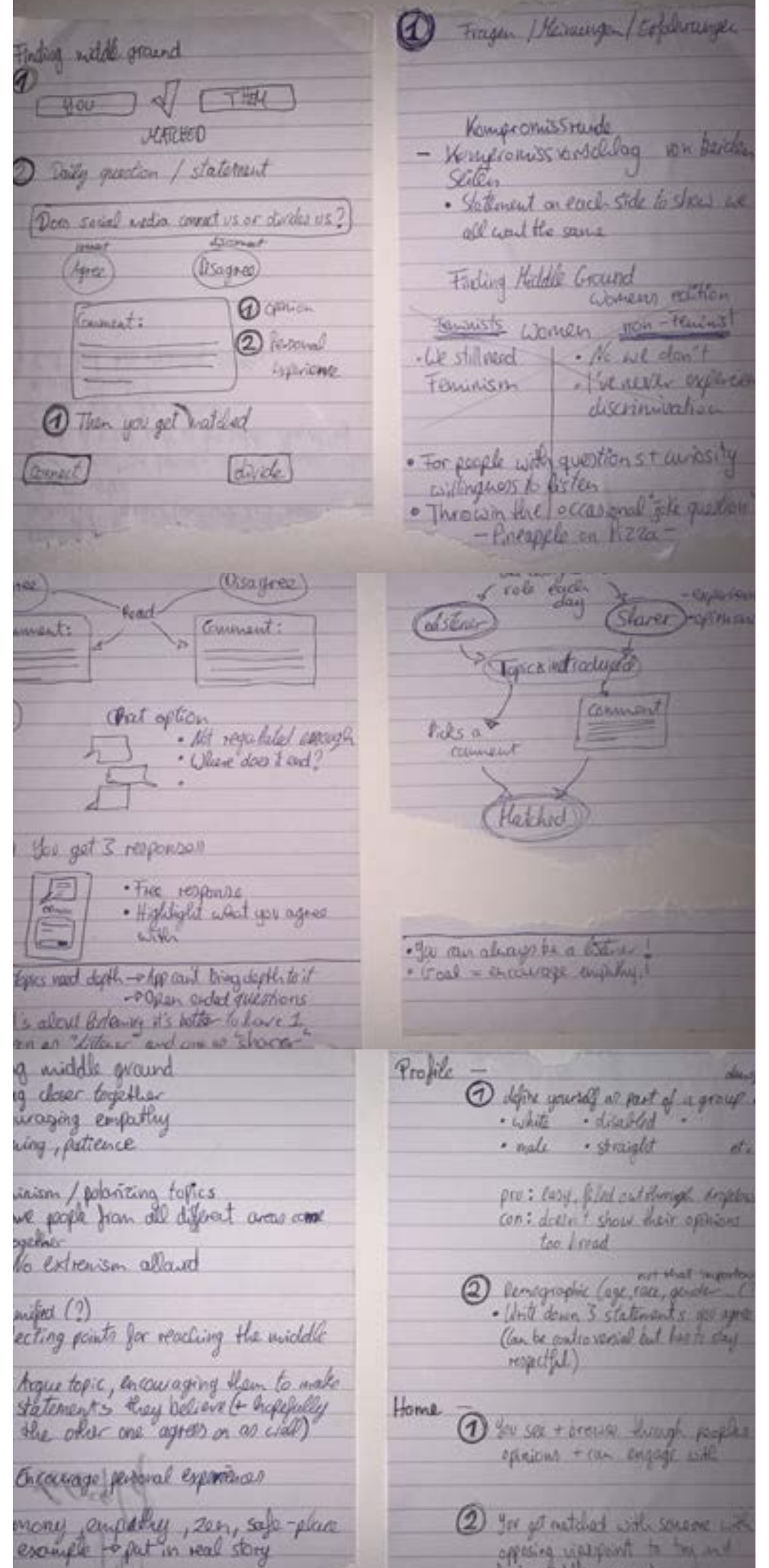
## AN APP THAT ENCOURAGES RESPECTFUL DISCOURSE ON SOCIAL ISSUES

*The middle between really crazy and sane is simply crazy*

### FINDING MIDDLE GROUND

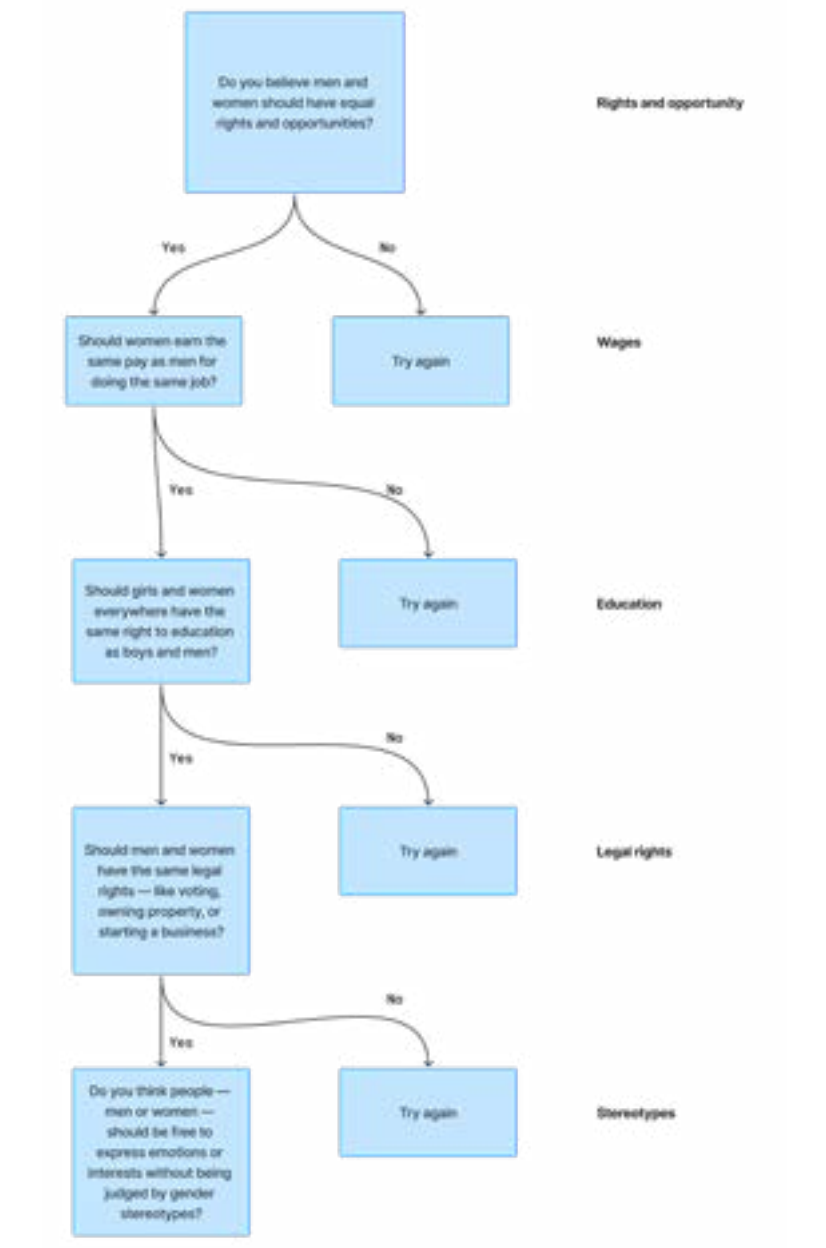
"Finding Middle Ground" inspired by "13 Fragen" is an app idea which **encourages respectful discourse** on social issues with the goal of finding common ground. The app would offer a feed of thought provoking questions, connecting people with different viewpoints, facilitating structured and empathetic discussions using prompts and personal storytelling. People get the chance to learn about new perspectives and share personal experiences.

Issues: In order to find middle ground there needs to be the same level of knowledge and rational



### FEMINIST QUIZ

Creating a quiz with a number of questions regarding women's rights. The goal is to educate the user but in a more engaging way. Instead of reading facts and statistics, the user gets the chance of engaging with each question. Being right or wrong creates an emotional attachment and ensures the information sticks better.



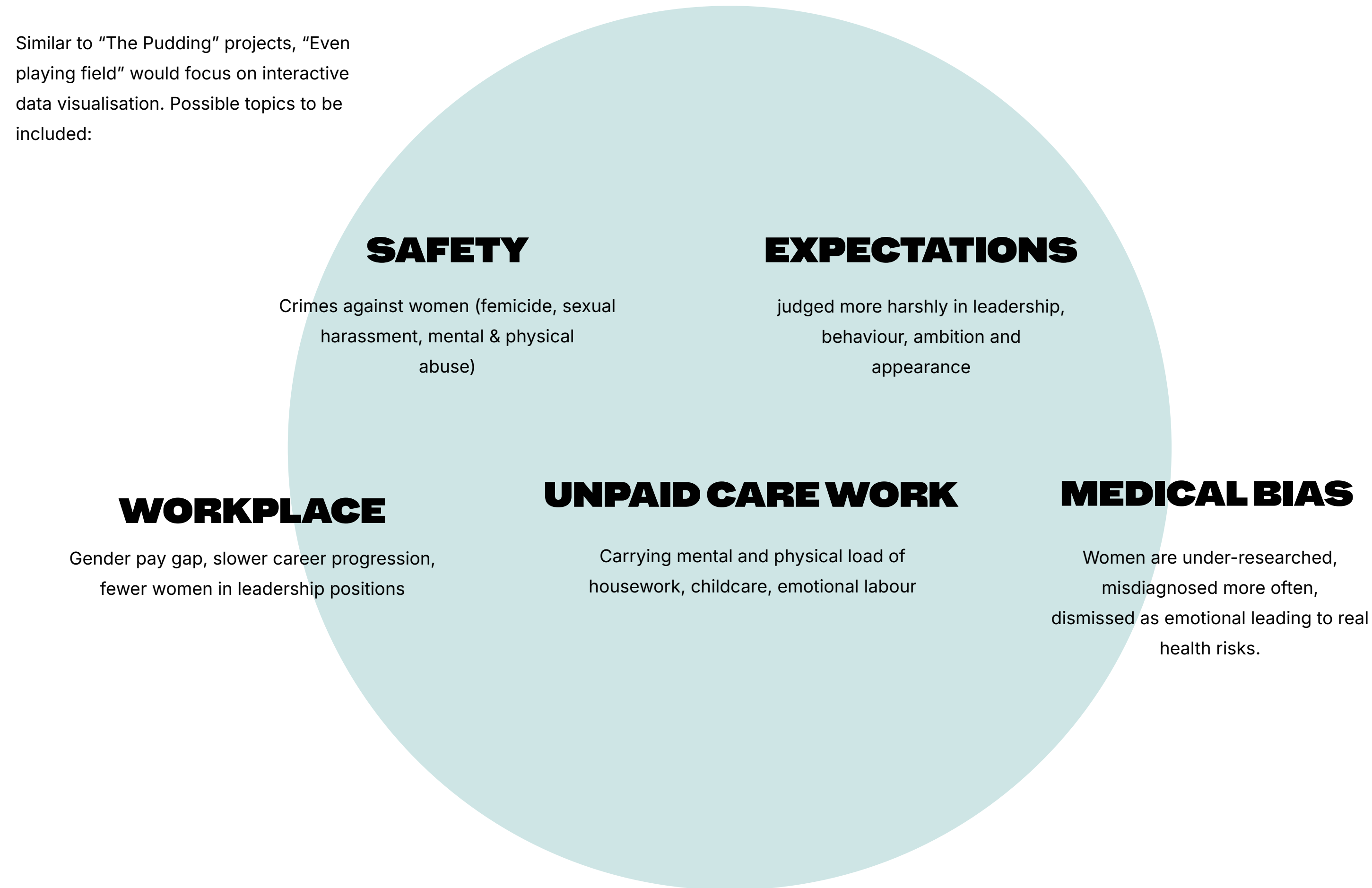
### HUMAN LIBRARY 2.0

The Human Library are organised events where you can "borrow" real people to talk to. They are often from marginalised groups and the events help to open conversations between different demographics. For my project, I would create an app with the same concept. Similarly to "Finding middle ground", it's about open conversations. But in this case it would be with the goal of learning from the other person.



## EVEN PLAYING FIELD

Similar to "The Pudding" projects, "Even playing field" would focus on interactive data visualisation. Possible topics to be included:



## CONCEPT

The prototype focuses on gender stereotypes, revealing internalised biases through playful interactions. The interactive element forces the user to think and reflect on their choices. What characteristics do they most associate with which person? After further scrolling the consequences of having internalized biases are revealed.

## SCROLLYTELLING

Because of my interest in web design and development I asked myself the question of how to create engaging content for a web based project. Contrary to static websites, Scrollytelling is a story telling technique that creates an immersive experience through visuals, movements and sound for the user. It appeals to the users emotions and creates effortless engagement. The user is in control of pacing and the progressive disclosure reveals one bit of information after the other not overwhelming the user but instead keeping them interested and fostering curiosity.

## FIRST PROTOTYPE



## ISSUES WITH THE PREVIOUS CONCEPT

### **BROAD TOPIC - WHERE'S THE FOCUS?**

### **TOO EDUCATIONAL AND FACT HEAVY**

The concept still felt too broad and not personal enough. I was missing the emotional journey to connect to the user. With too many broad topic ideas and no specific focus, I decided it was necessary to go in a new direction.

Apart from the subject I also felt like my prototype was still too educational. Instead of openly addressing an issue my goal was to present an issue in a fun gamified way, leaving space for the user to form their own opinions and thoughts.

## NEW DIRECTION

### **GAMIFIED EXPLORATION**

### **FOCUSED TOPIC WITH CLEAR GOALS AND MOTIVATION**

### **GAMIFIED LEARNING AND EXPLORATION**

### **INSTEAD OF FACTS AND FIGURES THE USER CAN COME TO ITS OWN CONCLUSION**

## *Romanticisation*

### **TRADWIFE MOVEMENT**

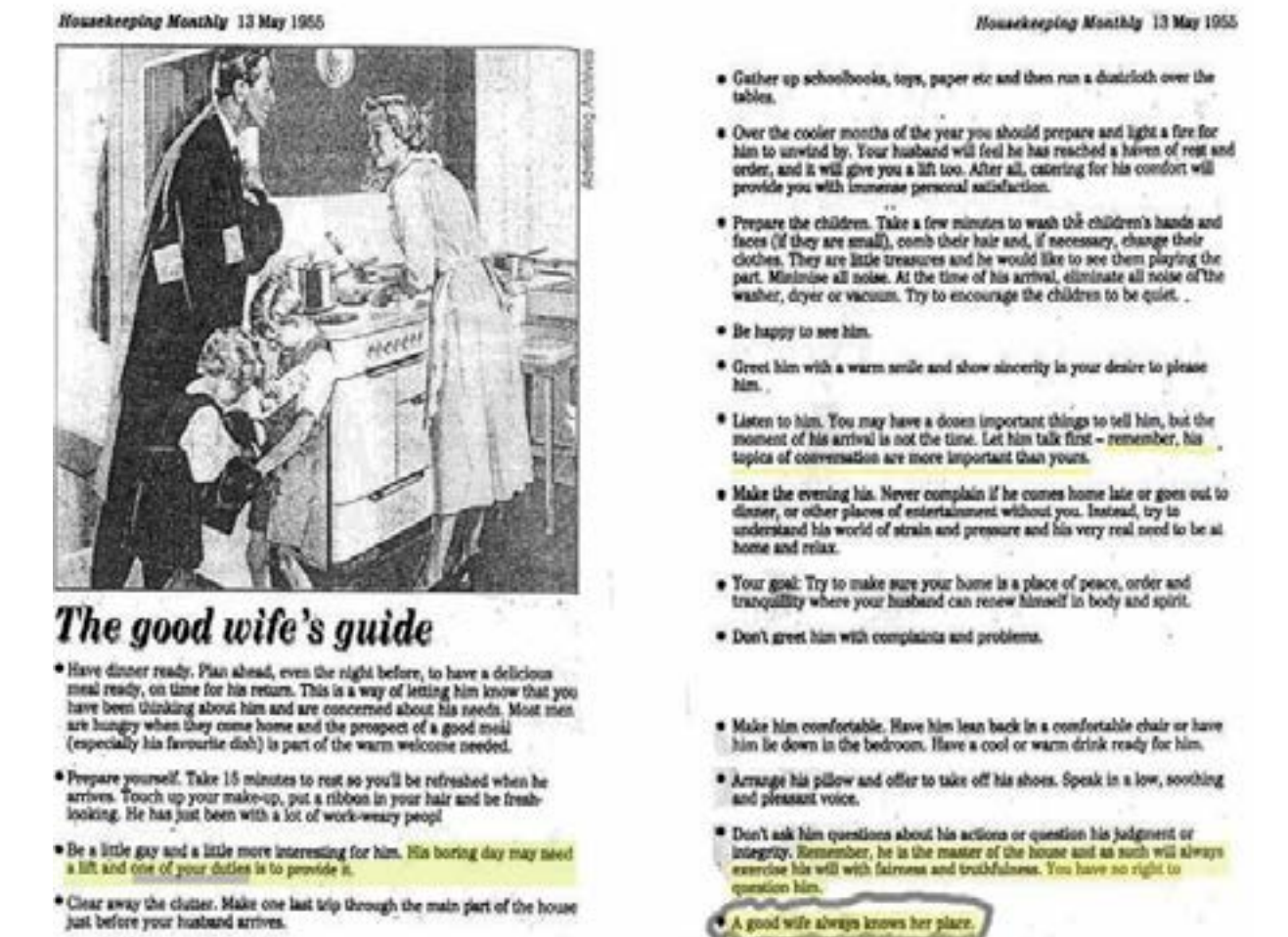
People online often have negative opinions in regards to Feminism, especially in the manosphere but also in the so called "Tradwife" movement. The women **advocate for traditional gender roles and present themselves as 1950's housewives**. The polished content romanticises the stay at home lifestyle, prioritising child care, domestic duties and submission to their husbands.

Whilst advocating for exiting the corporate lifestyle and focusing only on their families, the content creators have thousands of followers generating their own income whilst advocating for the opposite. The movement also forgets to mention the possible consequences of financial dependency and submission.

## *Reality*

### **1950'S HOUSEWIVES**

Whilst the Tradwife movement romanticizes the 1950's housewife, a lot of people seem to forget the reality of the women back then. They often didn't have a choice whether to stay home or go to work. The expectations and social pressure was a very different one in the 1950's. One example is "The good wife's guide" published in 1955.



“A GOOD WIFE ALWAYS  
KNOWS HER PLACE”

# GAME CONCEPT

This game serves as a response to the rise of the Tradwife movement and is supposed to highlight the consequences of modelling your life after the 1950's housewife trope. Focusing on loss of identity, loss of independency and loss of self. These ideas will be visually revealed throughout the game by a loss of energy and a gradual transformation of the character into a Marionette.

**HOW TO WIN:** Be the perfect housewife and collect as many stars as possible

## GAME MECHANICS



The game mechanics are simple: The user is presented with different tasks to choose from to build their daily schedule. Their choices then determine the outcome of the game.

## POINTS AND ENERGY



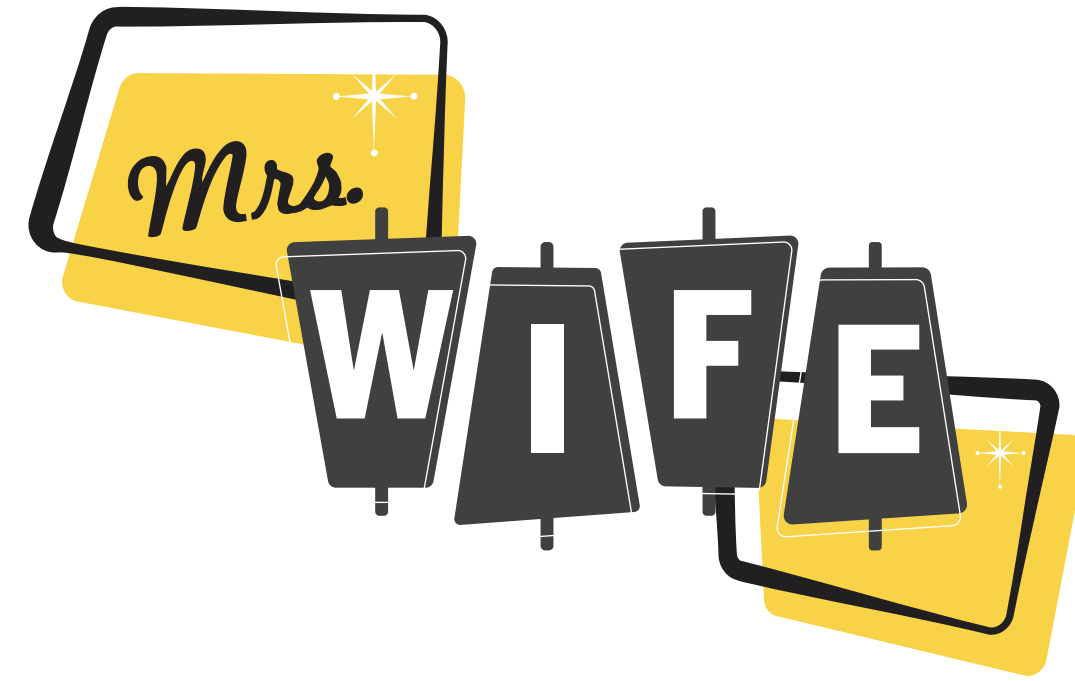
Depending on the choices made, the characters energy is affected and the user can collect points, determining whether they'll win or not

## TWISTED ENDING



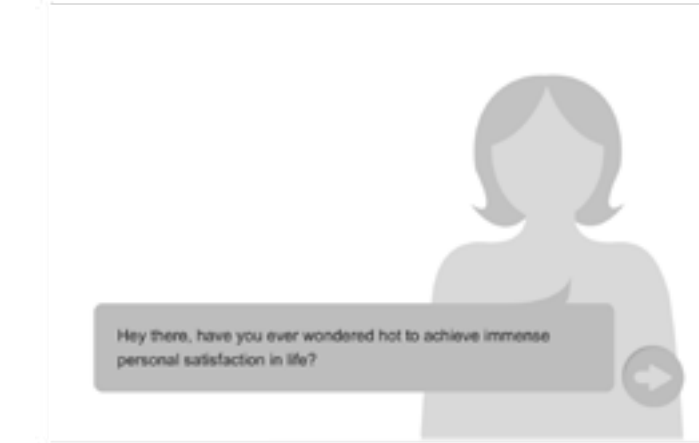
When winning the game the user will be presented with an energy depleted marionette congratulating them on being the perfect housewife.

**THEMES:** **Loss of Identity** and **loss of independence** by relying on someone financially and submitting emotionally

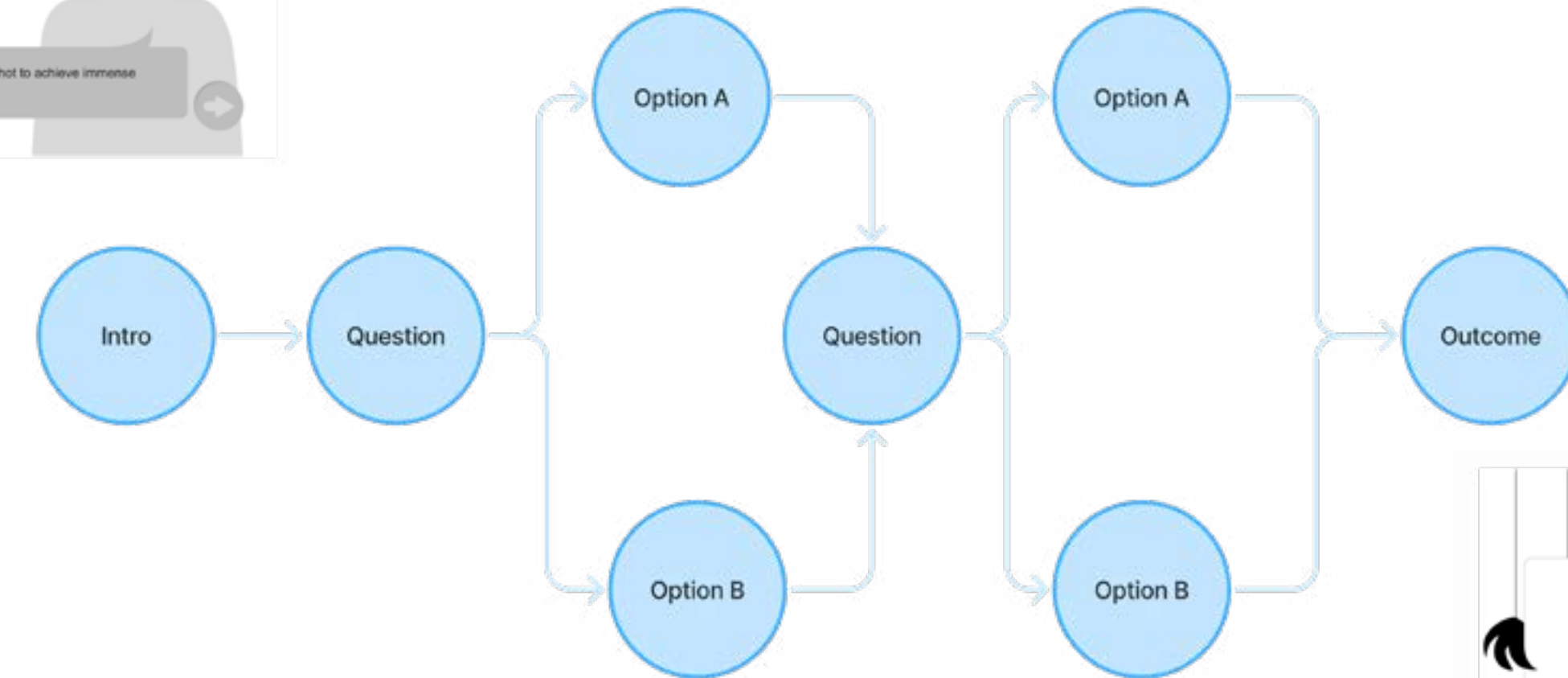


# USER JOURNEY

The **introduction** ensures a smooth start to the game, explaining the premise and goal.



The **Calendar** is a visual representation of the user structuring their day and writing down tasks.



The user is presented with several **questions** and the choices made influence the rest of the game.



The **result** screen will show the final outcome of the game and declare if the user has won or lost.

# STORYLINE



- The user doesn't win a star
- The character turns slightly more into a marionette



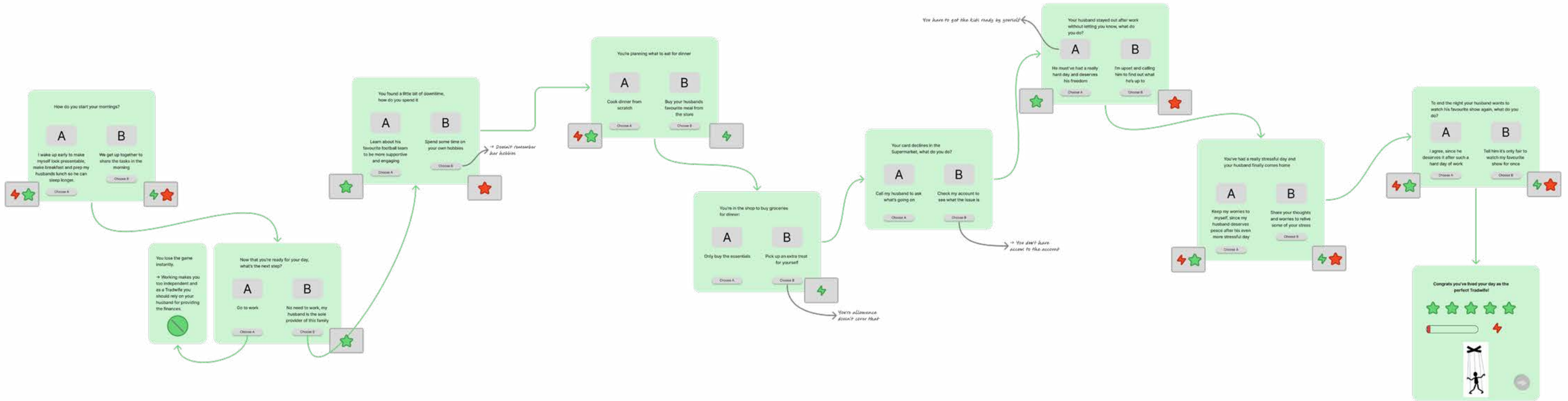
- The user wins a star
- The character stays the same



- The energy bar goes down



- The energy bar goes up



# VISUAL STYLE - TRADWIFE / 1950'S HOUSEWIFE

## NATURE ELEGANT SOFT NEUTRALS



I initially decided to take inspiration from the visual style of the modern Tradwife movement, due to it being my initial inspiration for this project.

## VIBRANT STRUCTURED HOUSE WORK



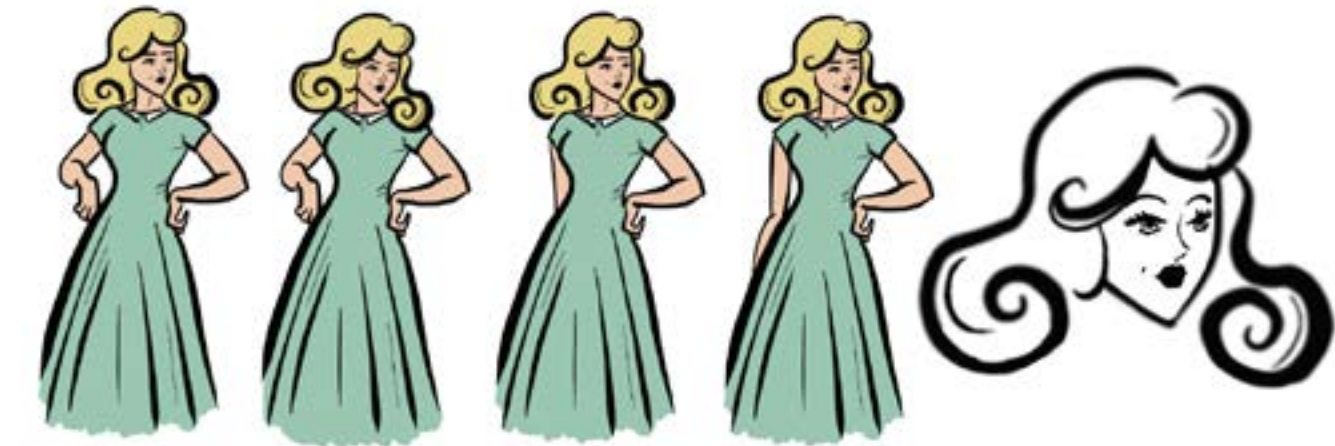
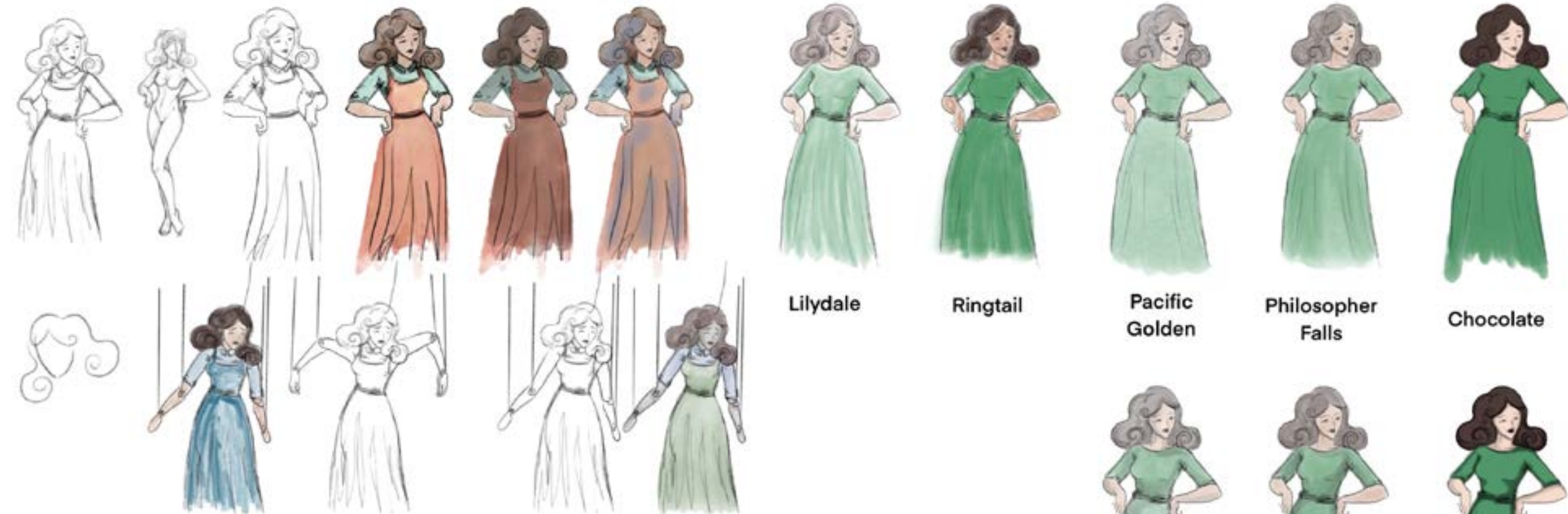
The Tradwife movement finds its ideological inspiration in the 1950's housewife. But visually the two are far apart.



To create my character I experimented with different colours, strokes and brushes. I started with inspirations from the Tradwife movement. Neutral colours and soft strokes.



I soon realised that the soft nature of the Tradwife style would be unfitting for a web game and could lead to making it appear washed out and unappealing.



This led me to the art style of the 1950's/1960's: **Pop Art**. With its vibrant colours and bold lines it would make for a visually exciting game.

## POP ART



I took inspiration from different areas and design styles from the 1950's. One of them: Pop Art. Combining the 1950's with a vibrant and bold aesthetic, perfect for a web based game. Pop Art often used everyday objects in its art as well as imagery from advertisements, pop culture. The style often reminds of action comic strips.

- BOLD
- VIBRANT COLOURS
- COMIC STYLE
- HALFTONE DOTS
- BLACK OUTLINES
- ENERGETIC

## MID-CENTURY ADVERTISEMENTS



In mid-century advertisements you can often find household products and kitchen equipment being advertised to women. When looking at the visual style, we notice very text heavy ads, mixed typography and textured imagery. The designs also follow a clear grid layout

- TEXT-HEAVY
- GRID LAYOUT
- MIXED TYPOGRAPHY
- TEXTURED IMAGERY

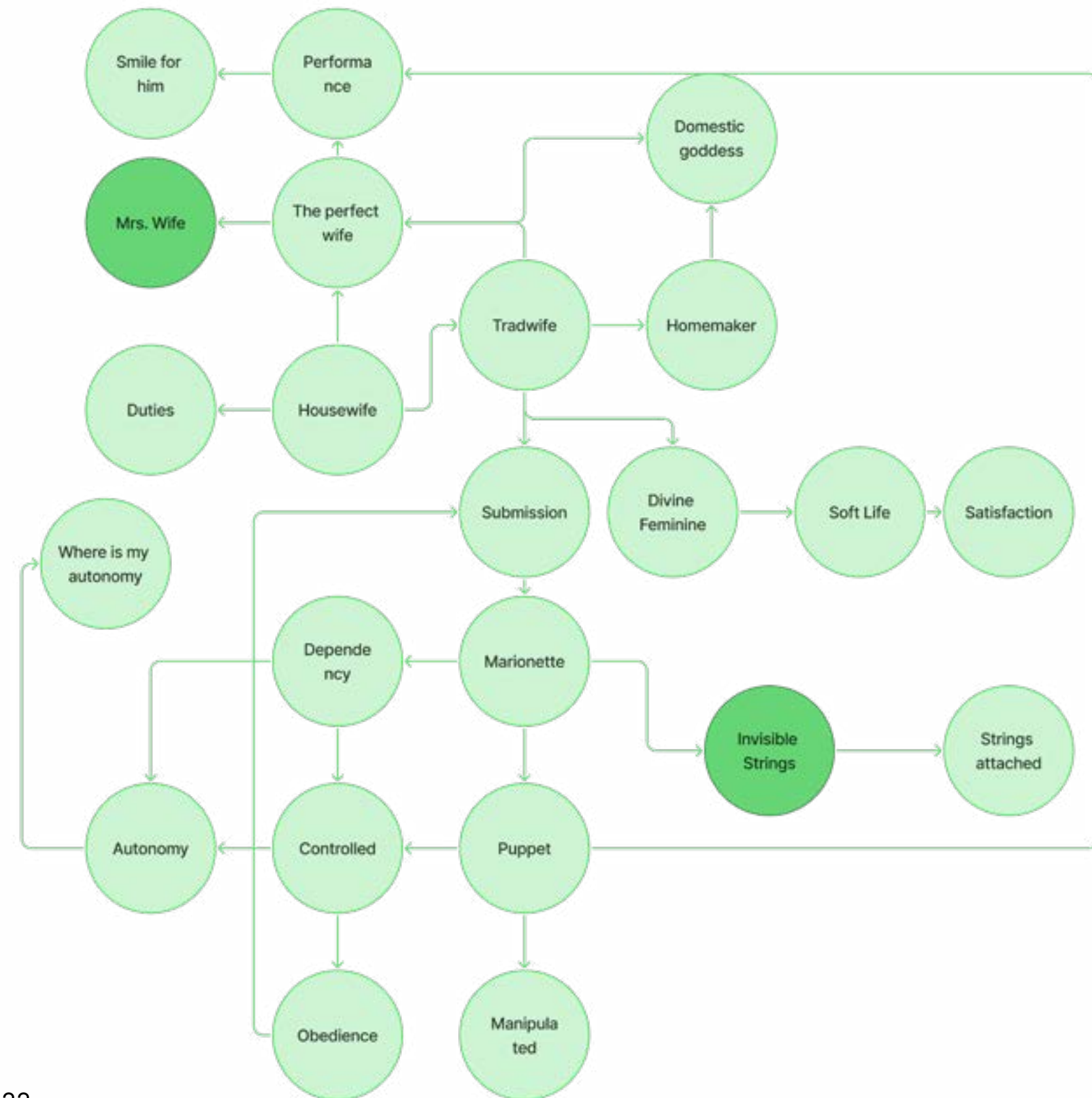
## ATOMIC AGE



The atomic age is defined by organic shapes, atoms, rockets and overall a futuristic feel often combined with space exploration.

- ABSTRACT GEOMETRIC FORMS
- ASYMMETRY
- BOLD COLOURS
- MOTION DRIVEN LINES
- STYLIZED TYPOGRAPHY
- REPEATING PATTERNS

**BRAINSTORM**

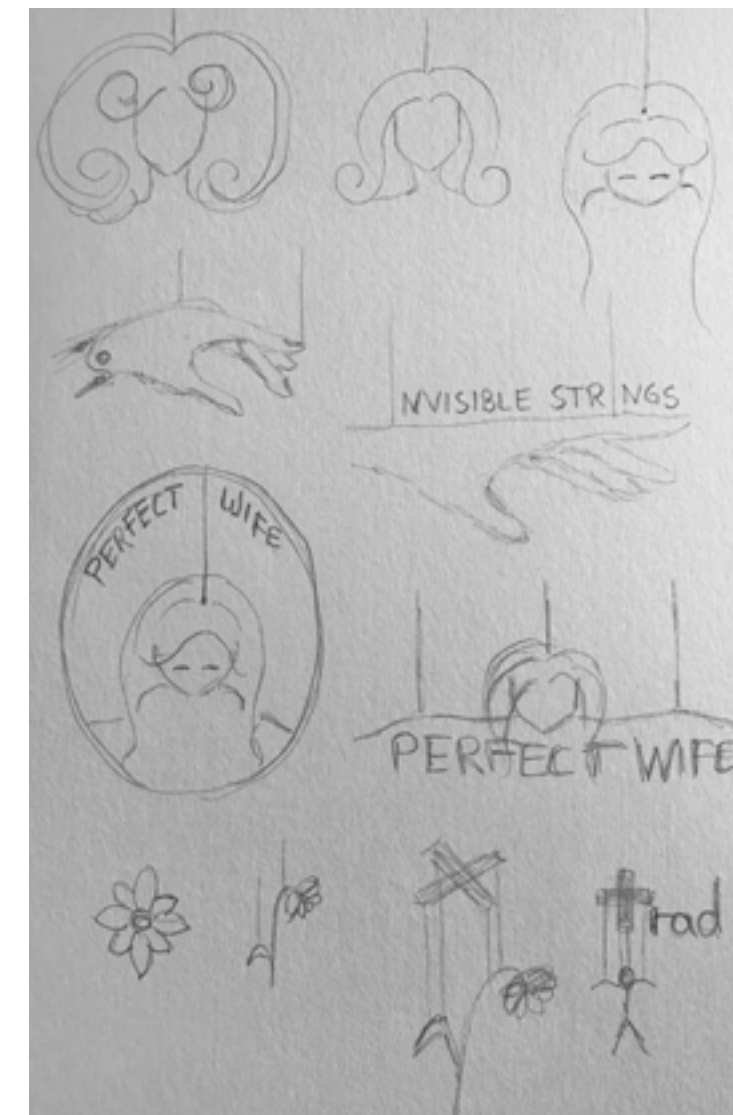
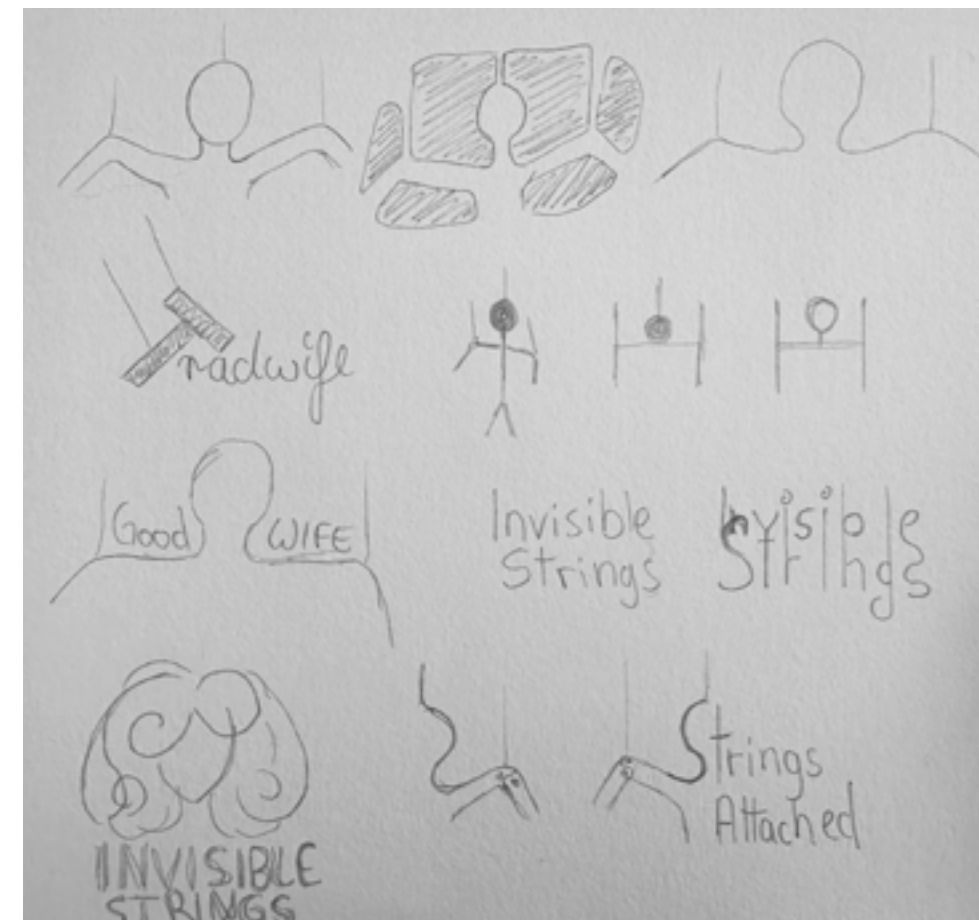


**INVISIBLE STRINGS**

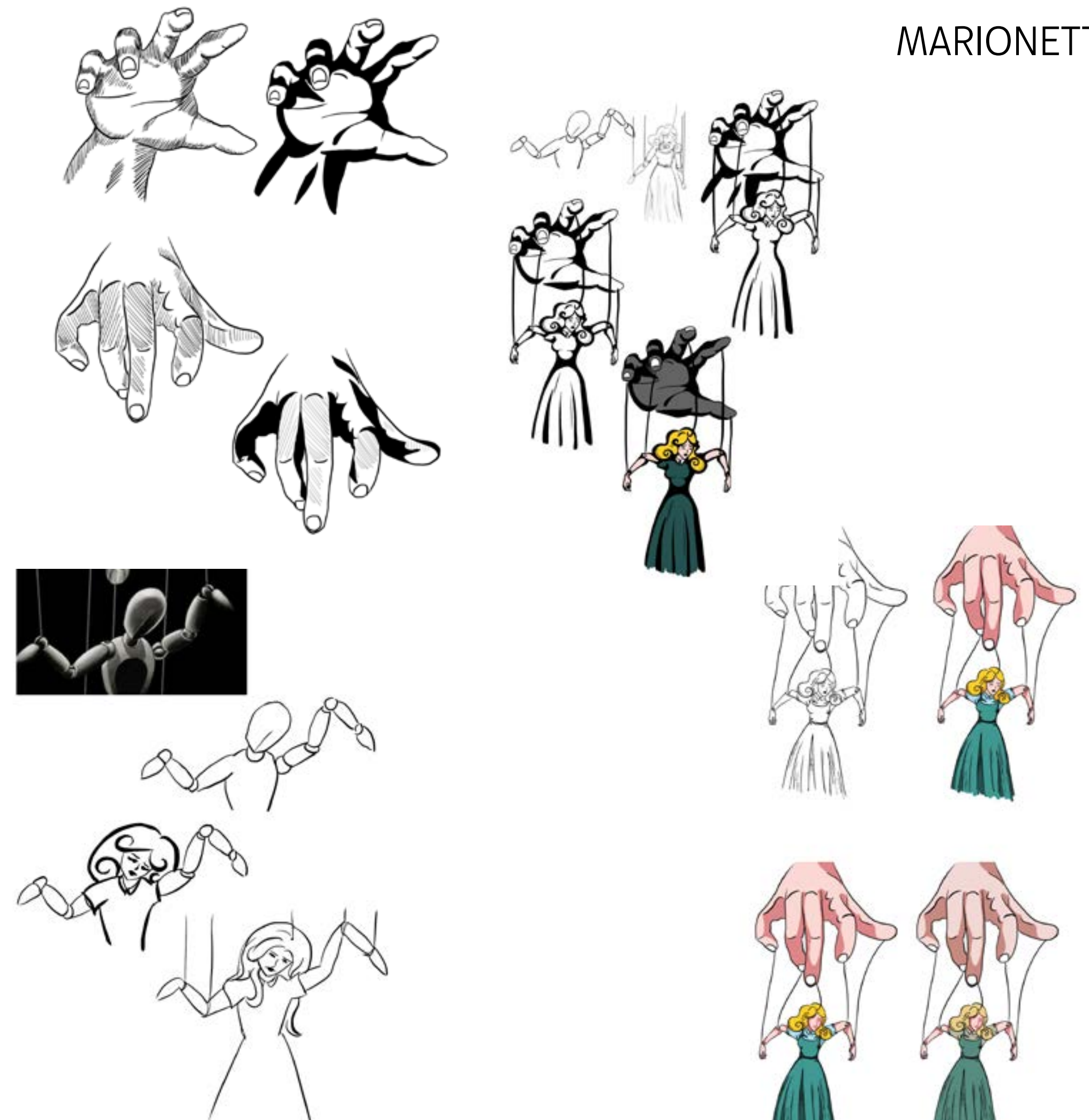
The name "Invisible Strings" is a visual metaphor, showing that control isn't always explicit but internalised and invisible. Directly tying in with the progression of the game, showing the character slowly losing autonomy.

**MRS. WIFE**

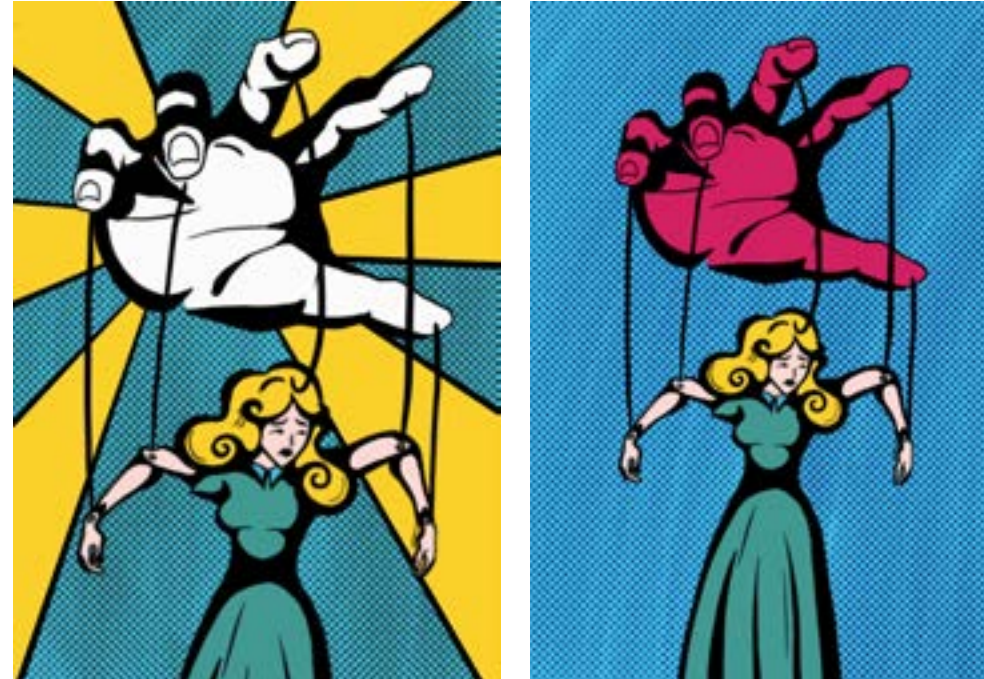
"Mrs. Wife" whilst sounding more light-hearted, embodies the idea that the characters whole identity is being a wife and only exists through her husband.



The marionette symbolizes the invisible power the husband has over them. It shows the power imbalance and the loss of self, which women can experience when trying to fit into the role of the perfect housewife.



# POP ART



My first inspiration for the game was Pop Art. So I started by trying to recreate the style. It took me a long time to figure out how to properly make use of the Pop Art characteristics.

I mainly tested out the style in the form of a poster, which was supposed to serve as an advertisement for the game.



**HEADING** LUCKIEST GUY

Subheading

Body text

Cambay

Muli



# POSTER VERSION 01

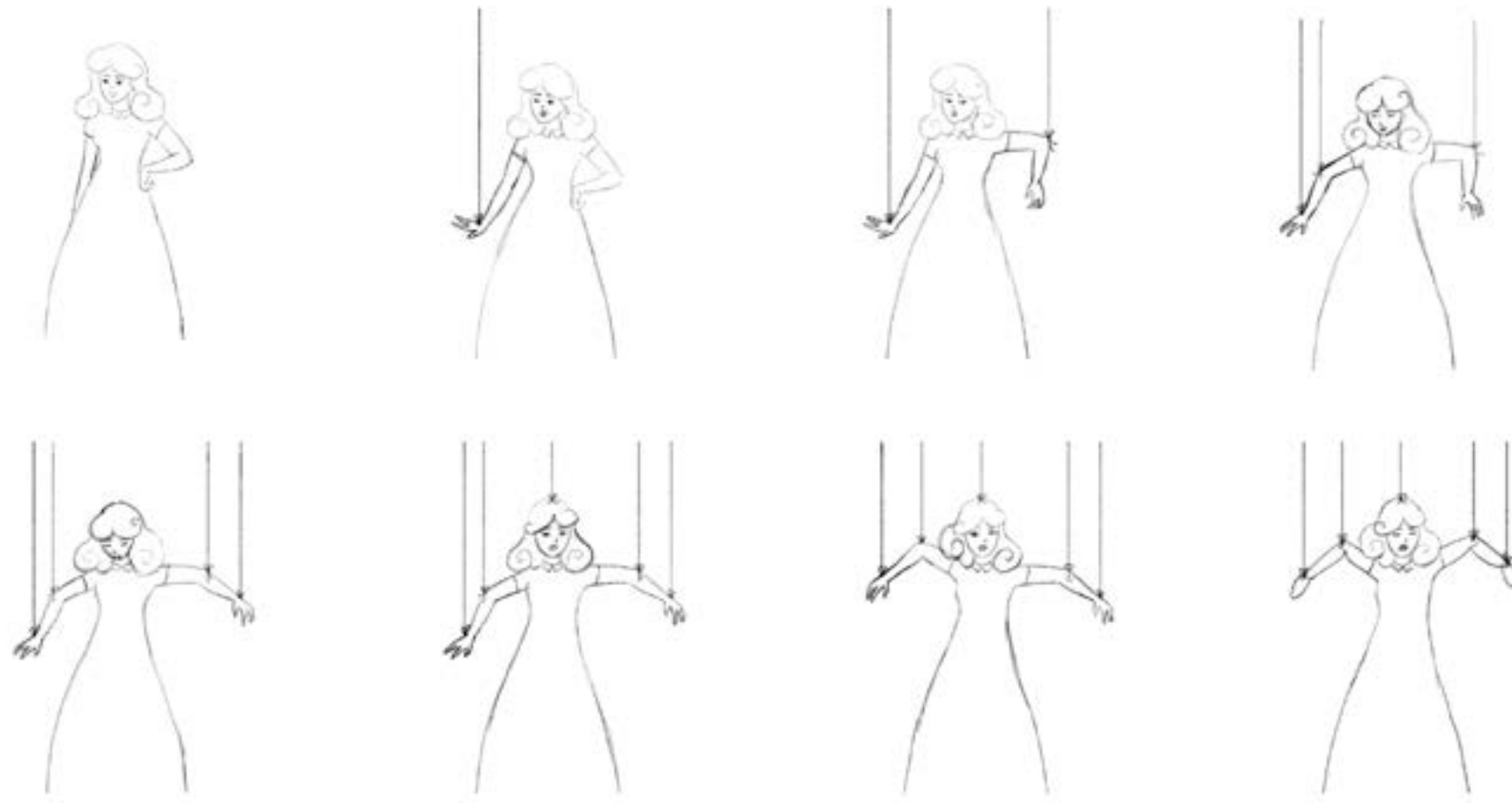


In these final versions of the poster you can clearly see the Pop Art influence but the style started to feel too disconnected to the rest of my game and the overall theme of living your day as a housewife.

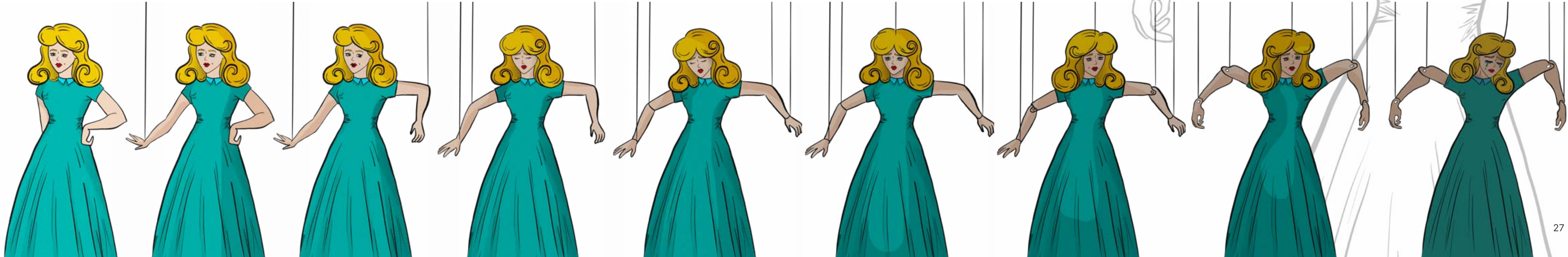
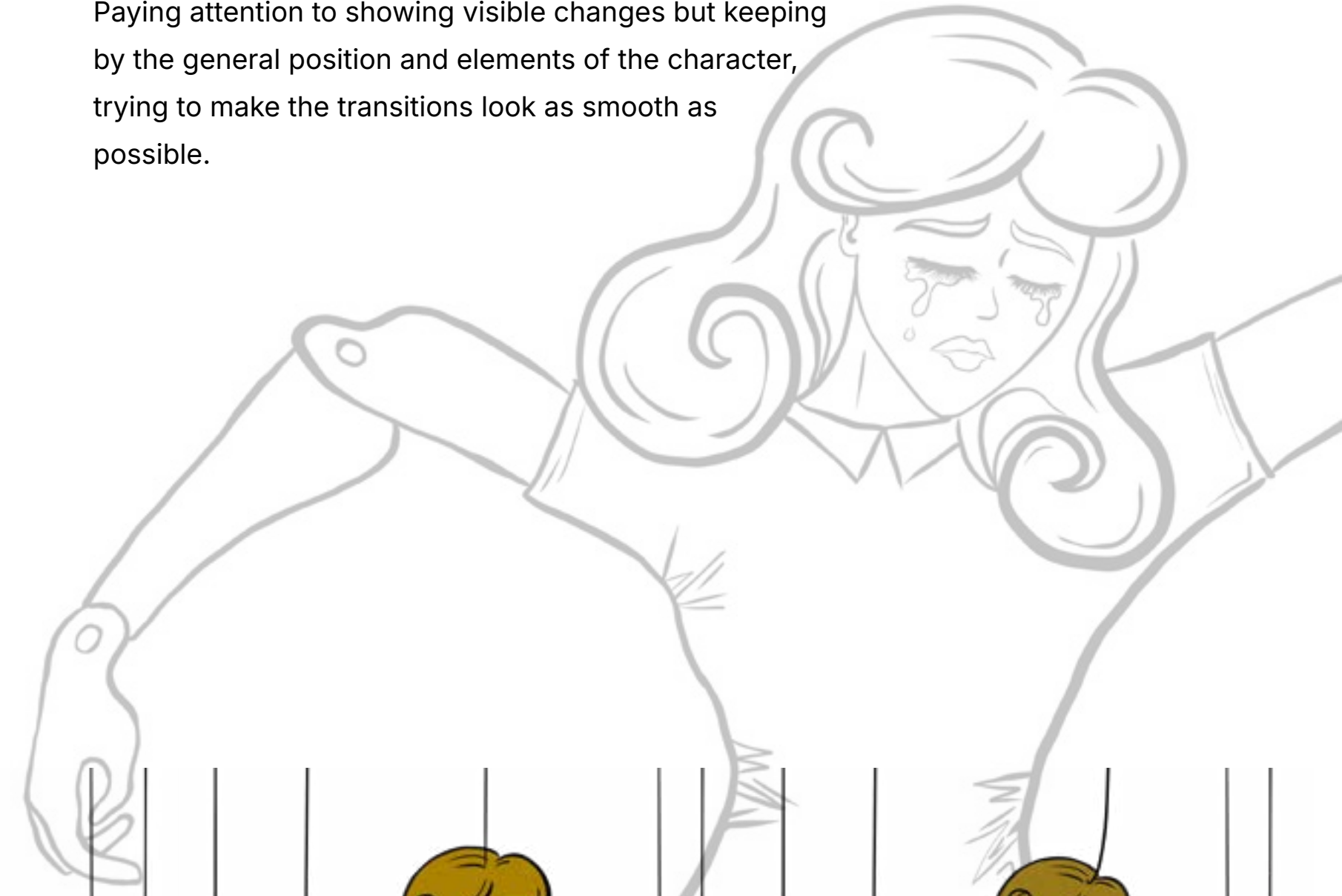
The poster started to look more like an action comic strip and I also felt stuck in how to further develop this style into the game and a possible logo.

## CHARACTER STAGES

The storyline makes use of 9 different scenarios, allowing the player to make 9 different choices. Each time they make a choice of a "good wife" the character changes further into becoming a marionette.



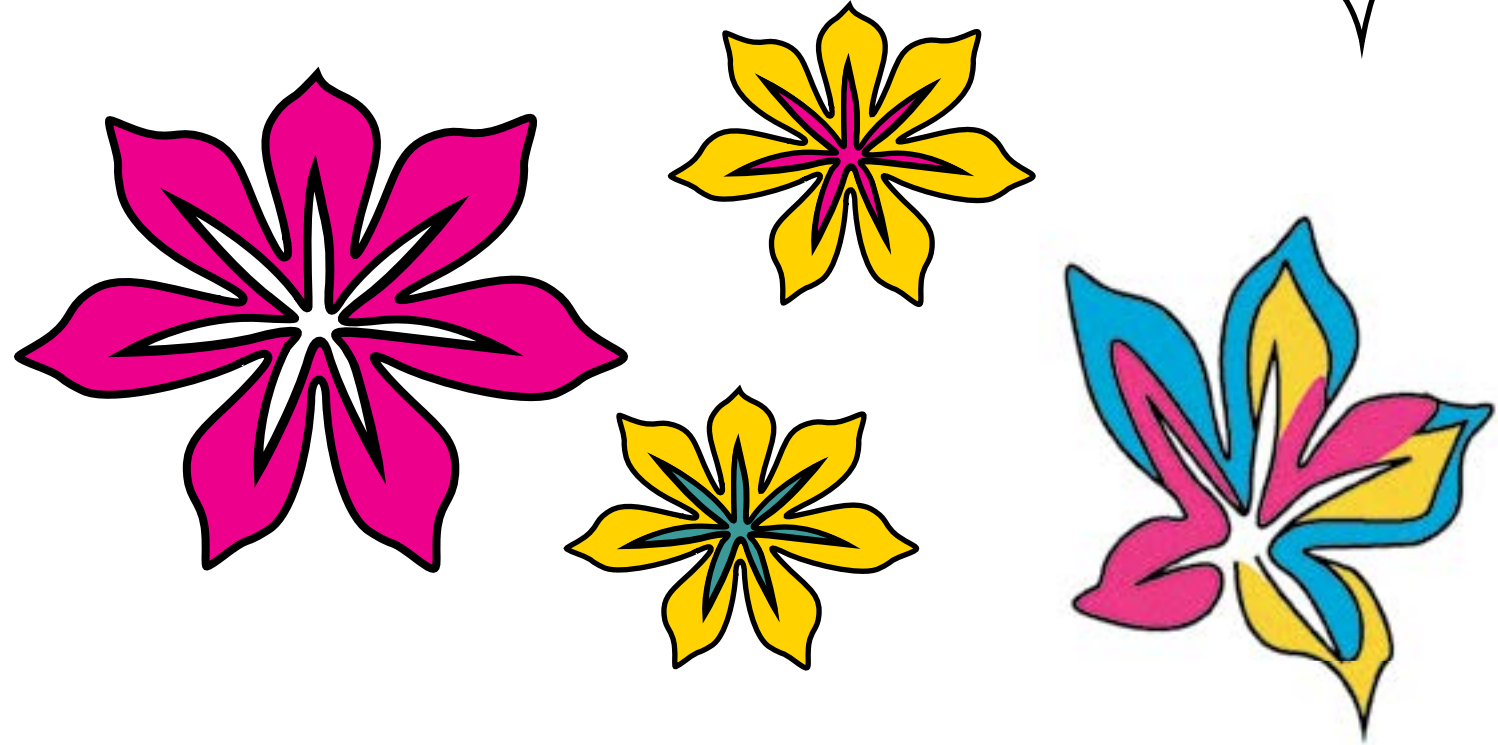
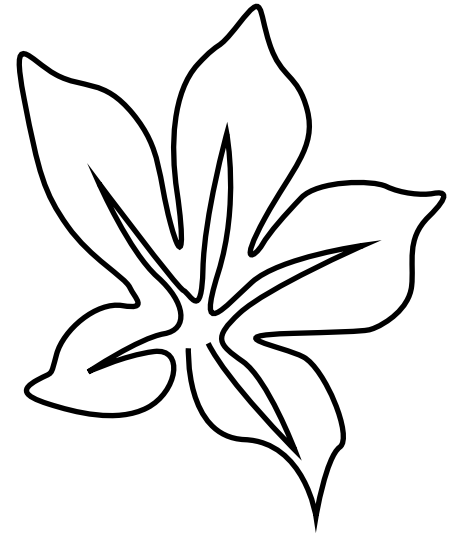
I drew 9 stages of Mrs. Wife turning into a marionette. Paying attention to showing visible changes but keeping by the general position and elements of the character, trying to make the transitions look as smooth as possible.



## POP ART BUT MORE FEMININE

Flowers have long been a sign of femininity and beauty. So I decided to try and include flowers into the design to not abandon the Pop Art style but to move away from the action style.

The connection of nature to the Tradwife movement also inspired me to incorporate more natural elements.



**MRS. WIFE**

## AZAEALA

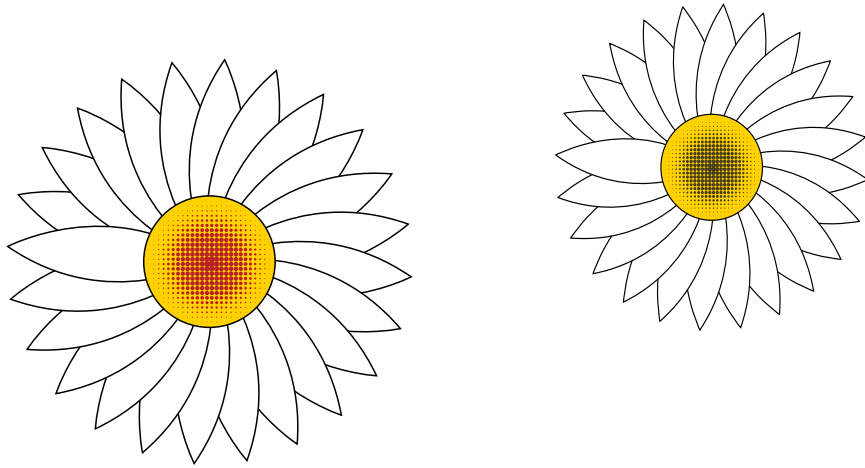


The Azaela flower stands for beauty, femininity and importance of home and family

## DAISY



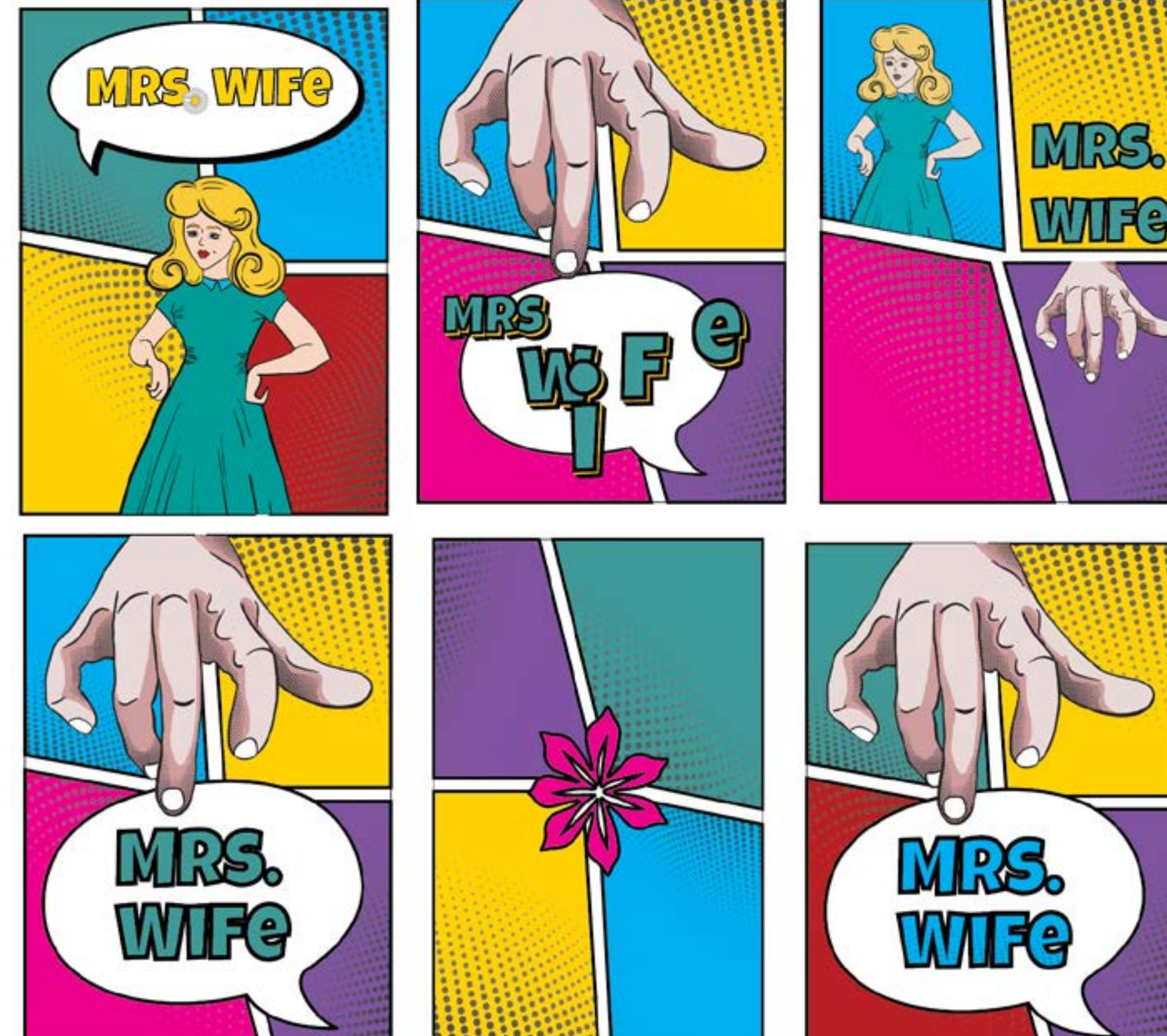
The Daisy flower stands for innocence and purity



**MRS. WIFE**

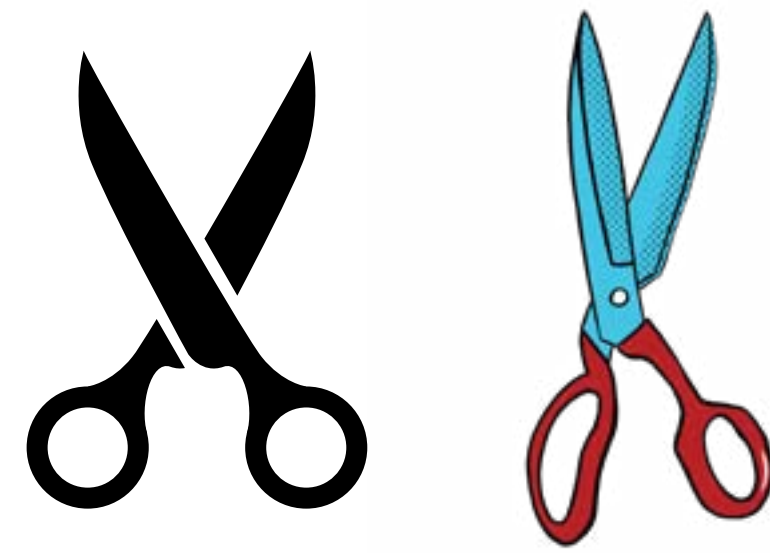
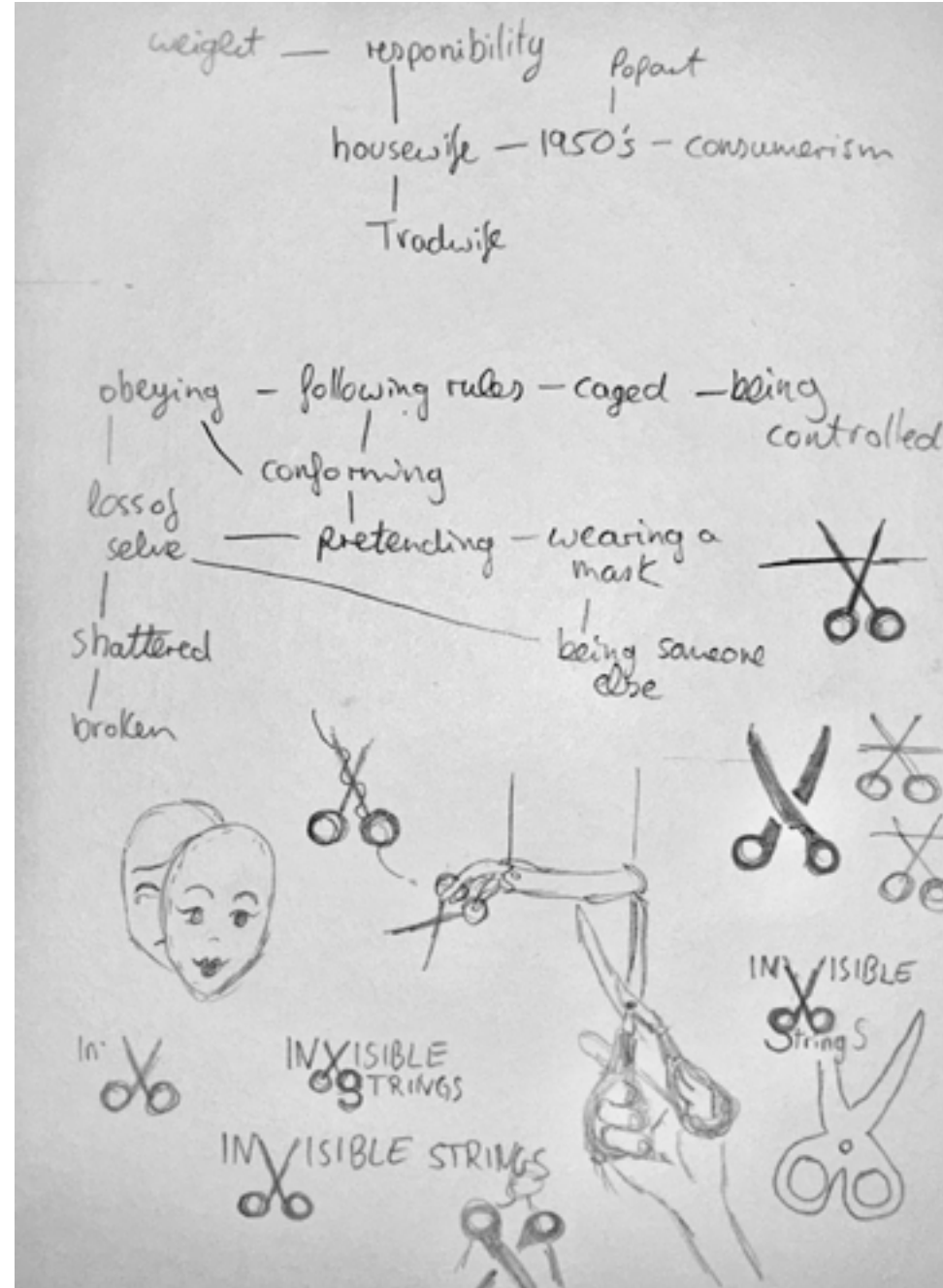
## POSTER VERSION 02

Whilst the overall look of the game did start to move away from the action comic look there was no real or deep meaning with this design besides it still having a strong **comic** look. And the issue with the Azaela flower is the very **tropical** look, in combination with the teal colour it reminds more of an island beach more than a 1950's housewife.



## DEEPER MEANING

In my previous designs I had been too focused on making it look like Pop Art, I decided to go back to my core message and visual: The Marionette.

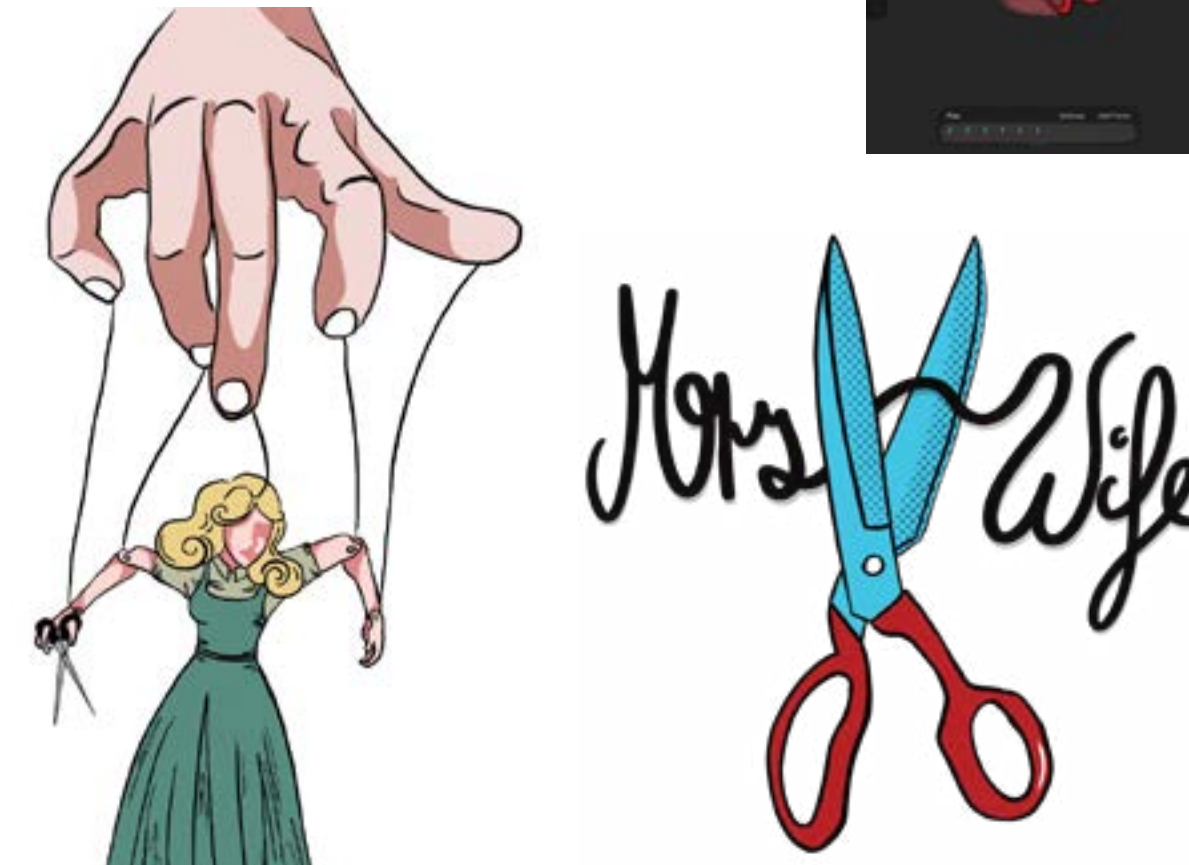
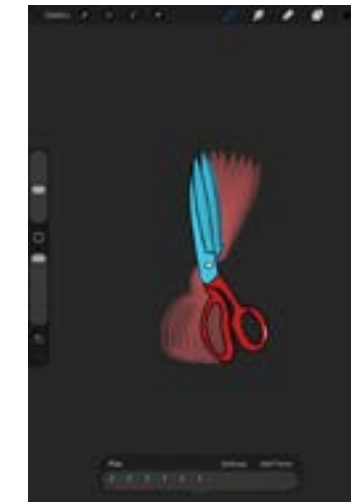


A strong visual, which I took into consideration was a pair of scissors. Incorporating the scissors shows that the woman possesses all she needs to free herself. She possesses the tools to cut the invisible strings. Cutting the strings with the scissors would show liberation and severing of control.

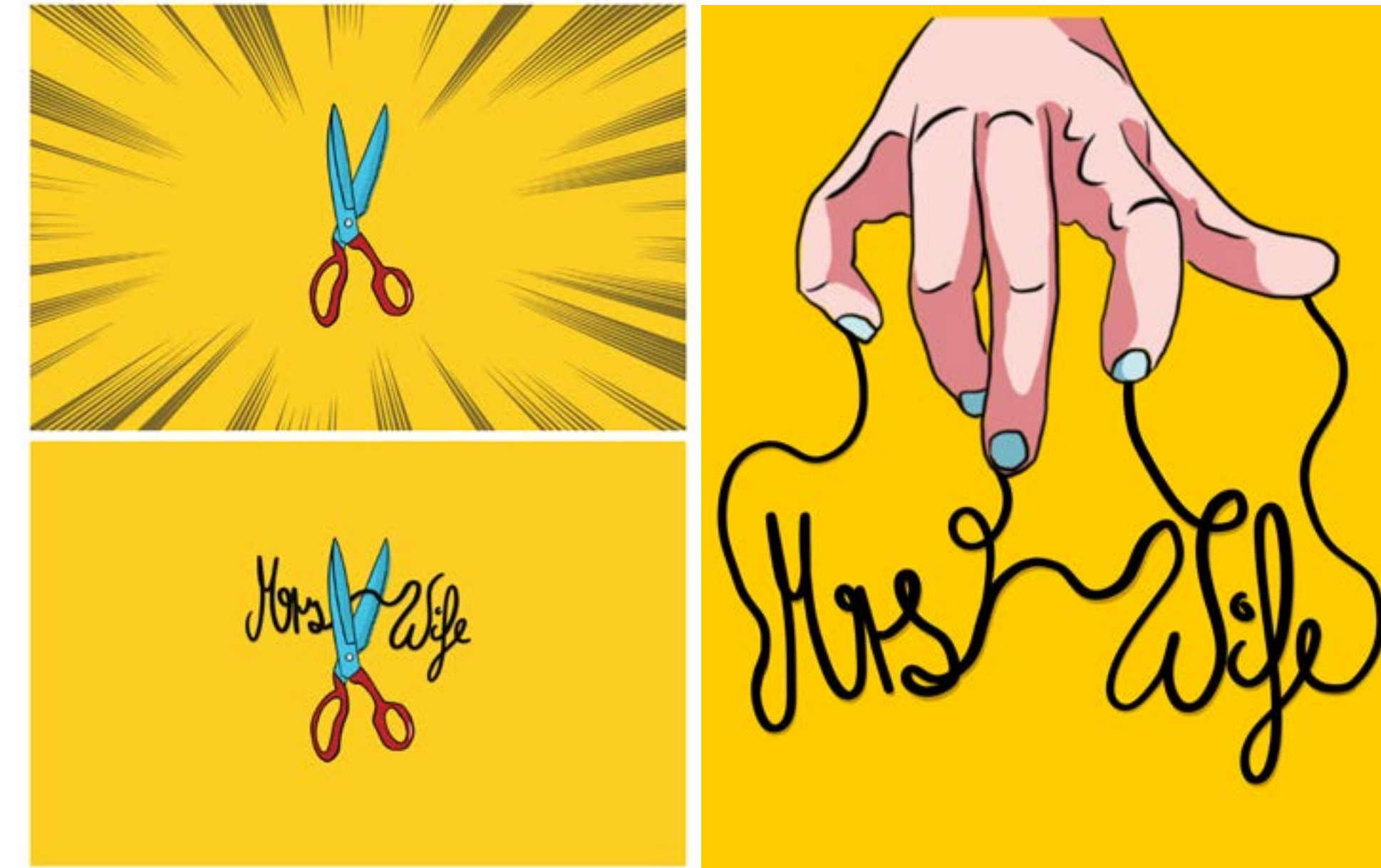
I also needed to focus more on creating an impactful logo for the game before focusing so much on the poster.



The Marionette in the poster would give away the whole plot of the game



## POSTER VERSION 03



It looks a little bit flat and is missing dimension. And even though the scissors carry a deep, important message I was worried that it felt too disconnected from the game overall.

After testing out these poster versions, I decided to not have the marionette as my main visual. Showing the marionette as the first thing users see, would give away the whole surprise factor of the game.

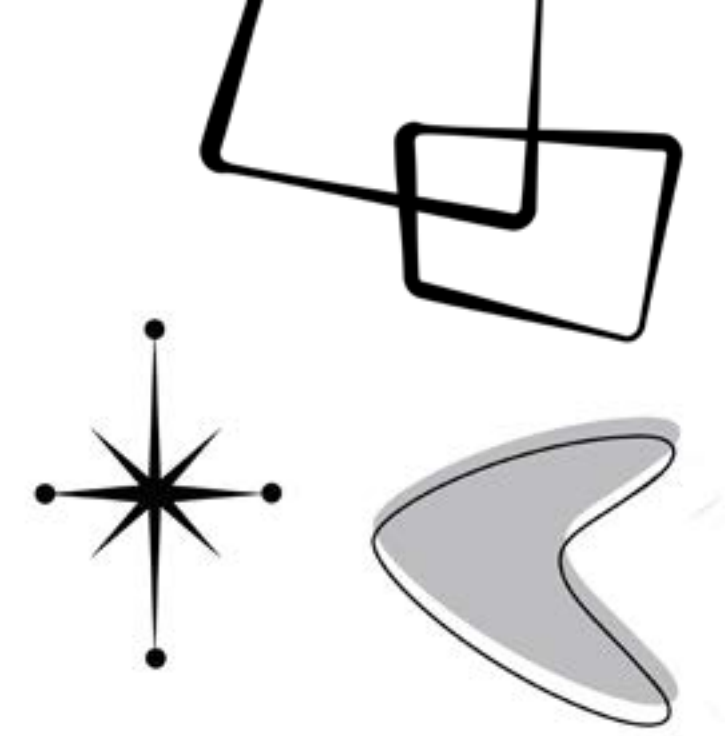
**GREAT MEANING, FLAT VISUALS**

## 1950'S AD'S/TV MEDIA

Throughout the process of creating a fitting visual style, I **started losing vision of what it is I'm trying to communicate**. Early on I decided the Pop Art style could be an interesting art style to draw inspiration from. But over time the designs lost the core concept of portraying a 1950's housewife.

**I also started feeling a disconnect between the Logo, Poster and Prototype designs.** There was different styles I found fitting for different elements. But I didn't know how to create a cohesive visual style.

I needed some new inspirations to create a visual style more closely related to the 1950's housewife instead of an energetic comic strip. My goal was not to discard the previous progress I made but instead to polish it.



## ADVERTISEMENTS POSTERS NEWSPAPERS ATOMIC AGE

I decided to take more inspiration from the everyday styles a housewife would've come across throughout her day. Such as advertisements in newspapers and on TV. **My new inspiration was media, which appeared in the domestic sphere.**

**Mrs. Wife Cooper Black**

Mrs. Wife Bodoni

*Mrs. Wife Mandate*

**Mrs. Wife LTC Broadway**

**MRS. WIFE BLAKELY**

*Mrs. Wife Kinescope*

**MRS. WIFE Figtree**

**MRS. Wife Roboto condensed**

**Mrs. Wife LTC Broadway**

*Mrs. Wife Palm Canyon Drive*

**MRS. WIFE PEIGNOT**

**Mrs. WIFE Franklin Gothic**

Mrs. Wife Cambo

## FONTS

Previously had focused a lot on the visual design without taking advantage of the impact typeface has on a design. The 1950's are known for often pairing bold, geometric fonts with hand-lettering or script typefaces. After extensive research and experimentation I decided to go with these three main fonts:

**Franklin Gothic**

*Mandate*

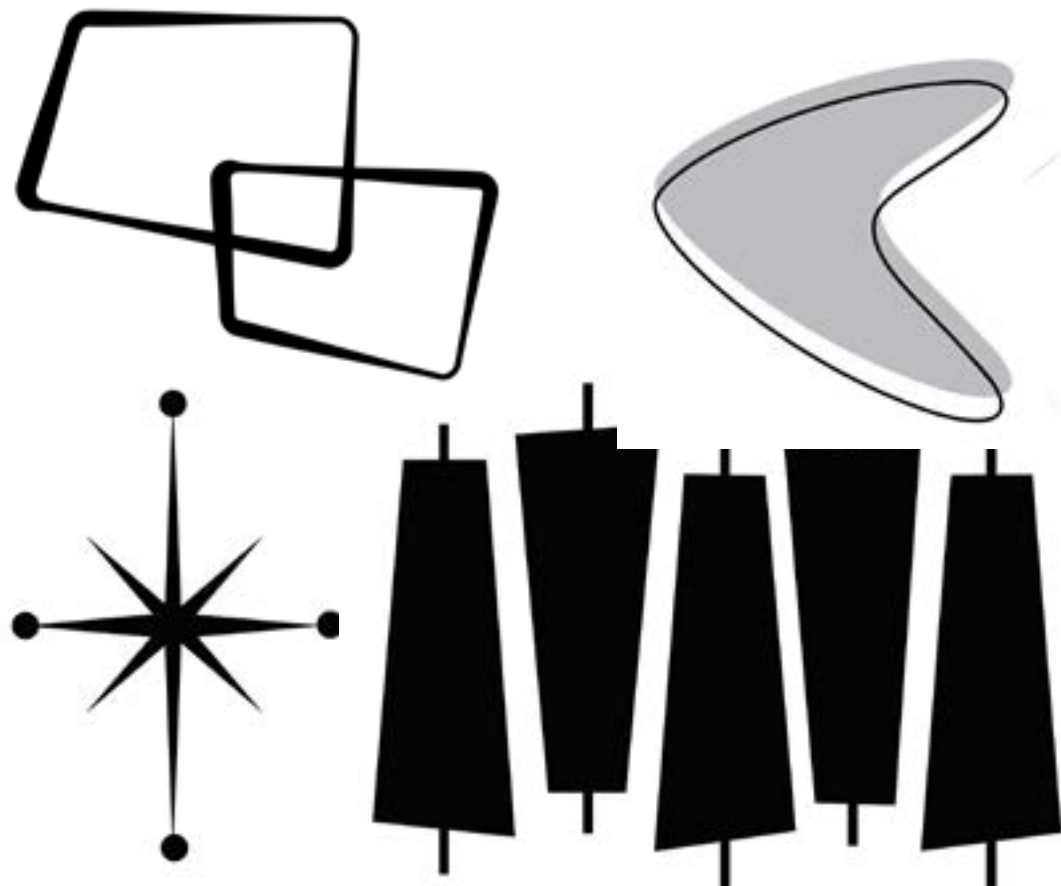
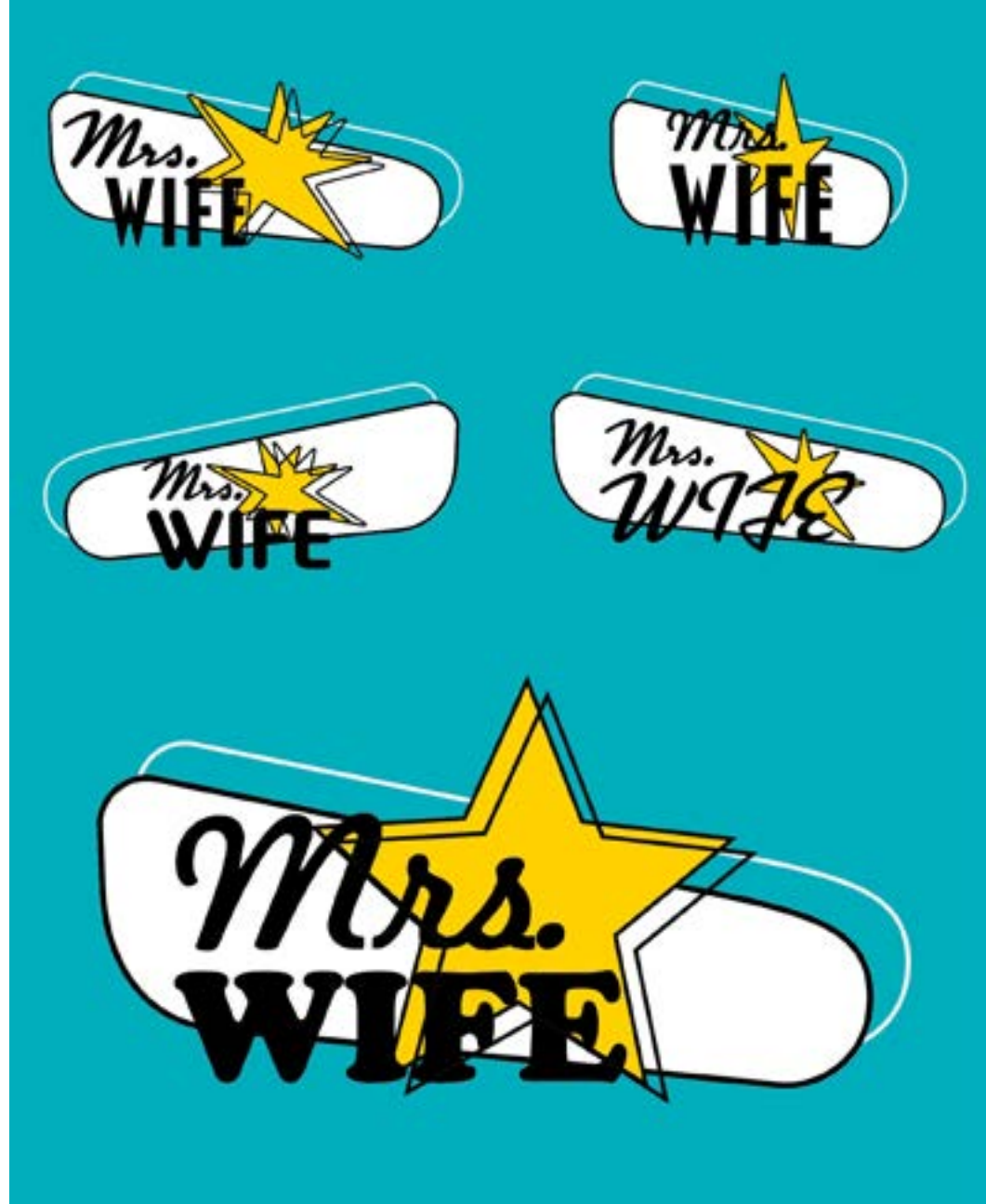
Cambo

# LOGO

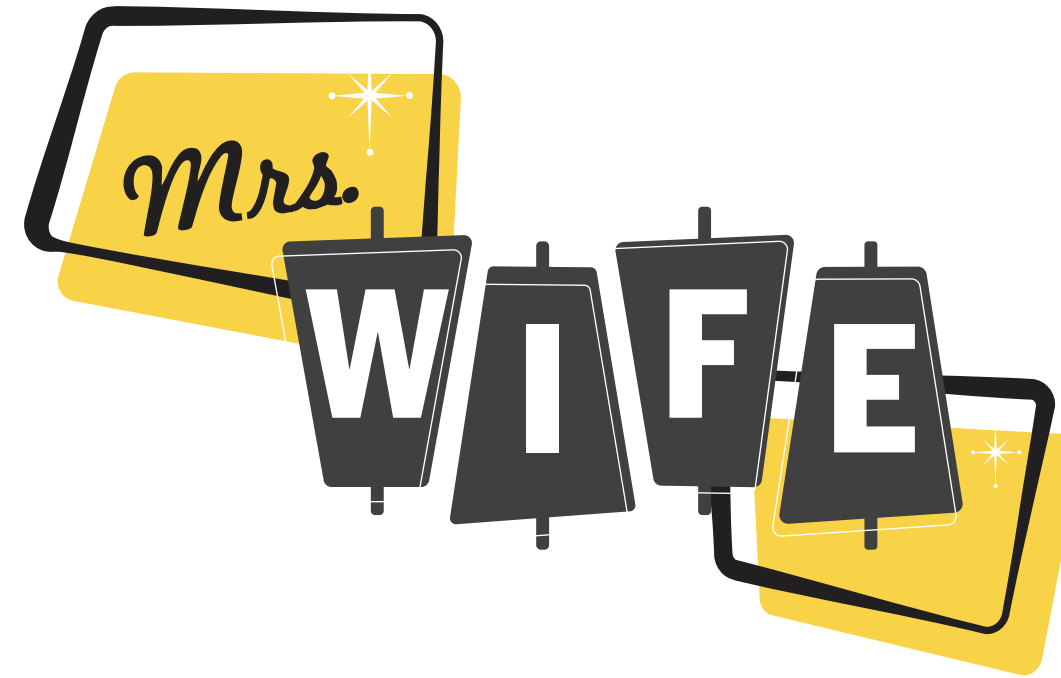
I decided to try out something new for the logo. With all of the researched typefaces my goal was to try and find a strong combination of script and bold typefaces to also use in the logo.



It felt like I was going in the right direction with this logo. Incorporating the star, which serves as a counting system in the game. And mixing the bold with script fonts.



# FINAL LOGO



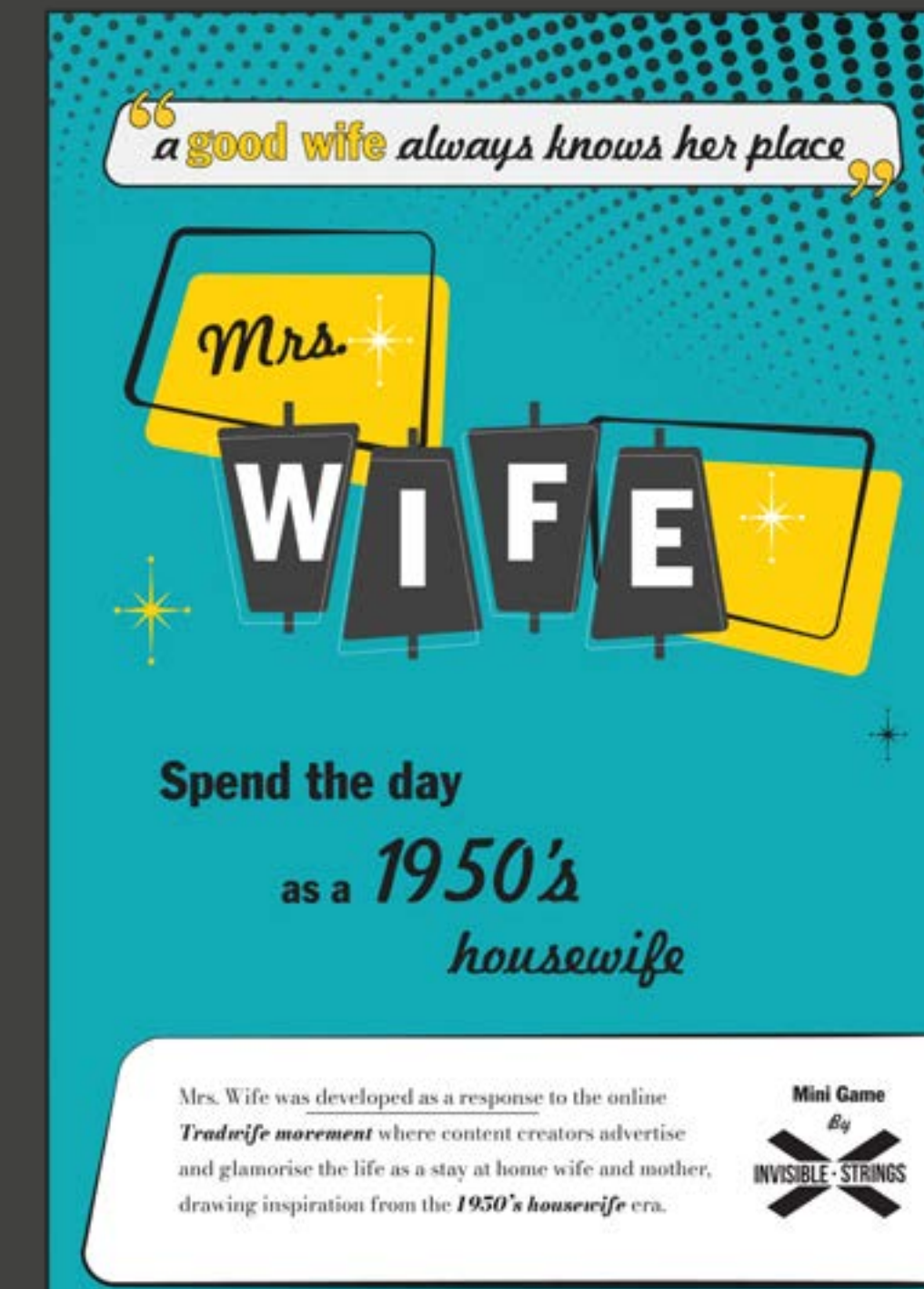
In my final logo, I kept the details of the star, this time in a more 50's shape, inspired by the atomic age design. Overall it is evident that the shapes are all inspired by the 50's, as well as the typeface, which nicely compliment each other. The letters each being enclosed and separated into different shapes is a nice touch, symbolising the enclosure of housewives within the domestic sphere.

# POSTER

I decided to go take inspiration from advertisement posters from the 1950's. To make use of a lot of typography and trying to create a dynamic layout.



# FINAL POSTER



A quote from the 1950's "Good Wife's Guide"

Shapes taken from the Atomic Age design style

Teaser of what to expect from the game, without giving away its intention

In small print explaining the games motivation and developer

## START SCREEN

The start screen should depict the logo and serve as a slow introduction into the game. Giving the user the choice when to start.

## INTRO

The introduction makes sure the user understands the topic of the game as well as what the goal of the game is.

## QUESTIONS

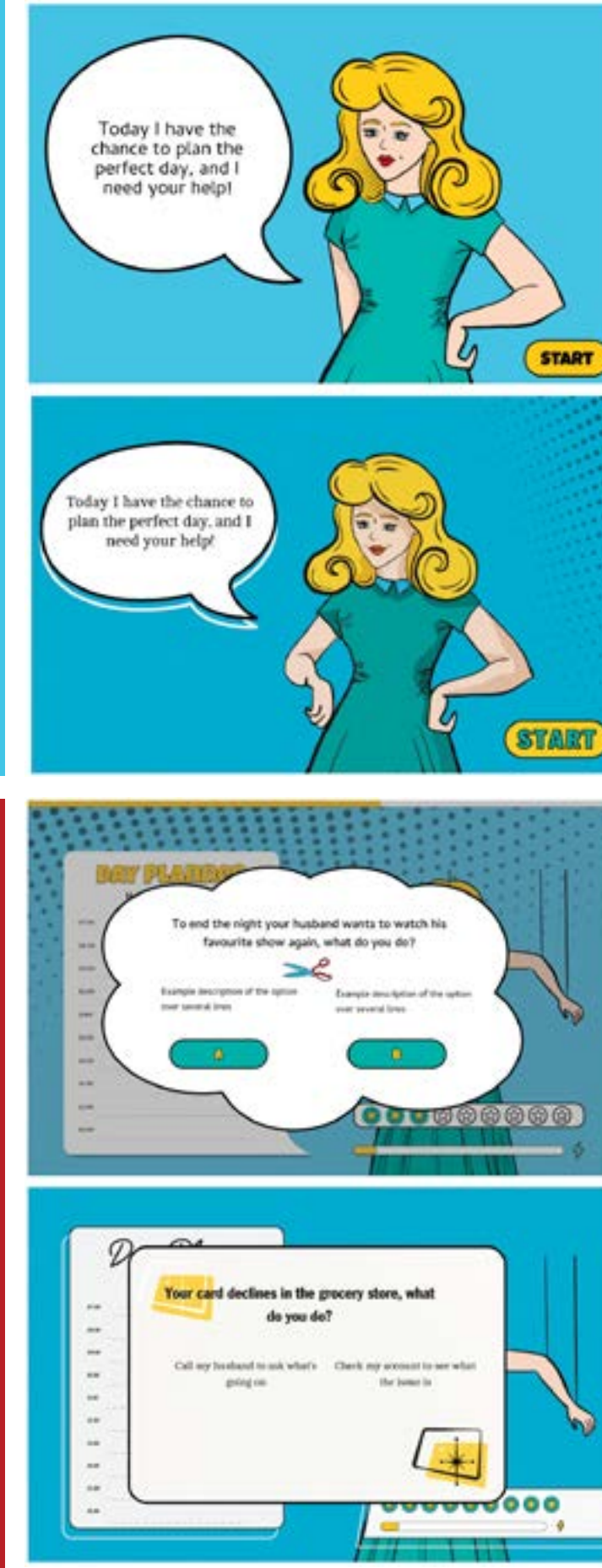
The questions give the user the opportunity to plan their day. They will be displayed as a pop-up window for each time-slot

## CALENDAR

The calendar is the main interface of the game, allowing for interactions and seeing the collected stars and lost energy

## RESULTS

The results screen will show whether the user wins or not. The contradiction between winning and an exhausted character opens the conversation to further explanations



The results-screen is a very crucial step in the game because it is the moment that the user realises that being the perfect housewife might not have resulted in happiness and fulfilment. It is important to show the characters state next to the message "congratulations" to give the user a chance to come to their own conclusion.

To not leave the user confused there will be some information explaining the causes of the unhappiness.



I coded the game in VSCode using HTML, CSS, Vanilla JS and GSAP.

Very differently to a static website, where you have linear content that you can scroll through, the elements for this game all needed to "live" within the same sized viewport. This required an extensive use of positioning and hiding elements.

Every button click is controlled through JS, adding "click" event handlers which carry out different functions. In many cases they add or remove classes or styles such as revealing or hiding elements.

## DATA ATTRIBUTES

The most challenging interaction might have been to show the immediate consequences of each question. This is where data attributes came in! Thanks to an example on codepen, I was able to understand the basic function of what I was trying to achieve.

```
if (button.dataset.action === 'remove' && characterStage < character.length && energy > 0) {
  characterStage++;
  energy--;
  if (starCount < star.length) {
    starCount++;
  }
}
```

In this example, whenever a button had the data-action="remove", the index of the characterStage would increase by one (++). Resulting in the character turning slightly more into a Marionette.

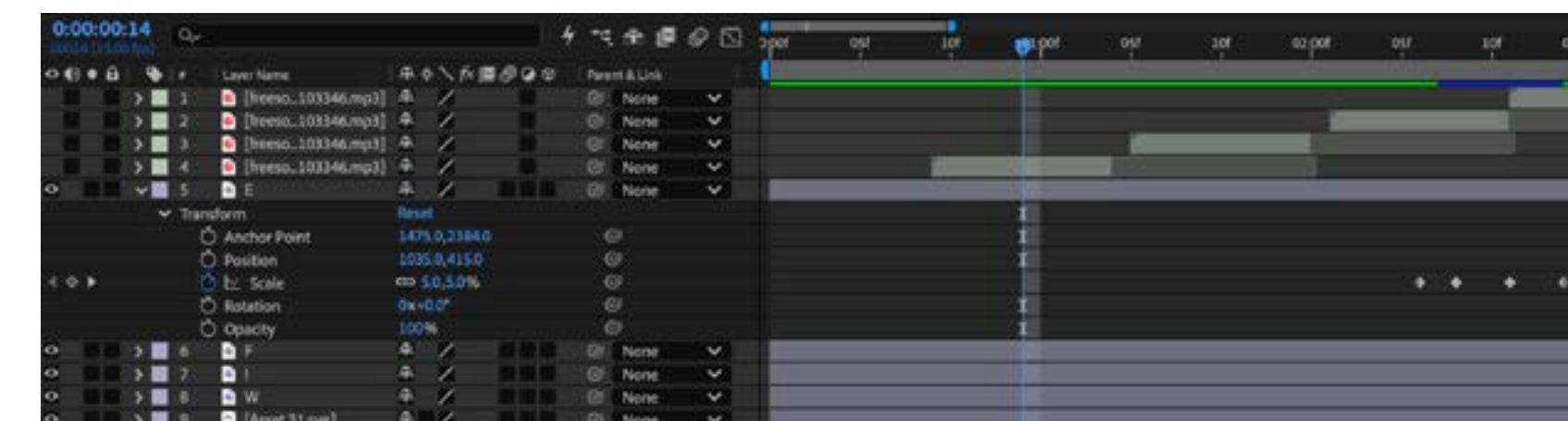
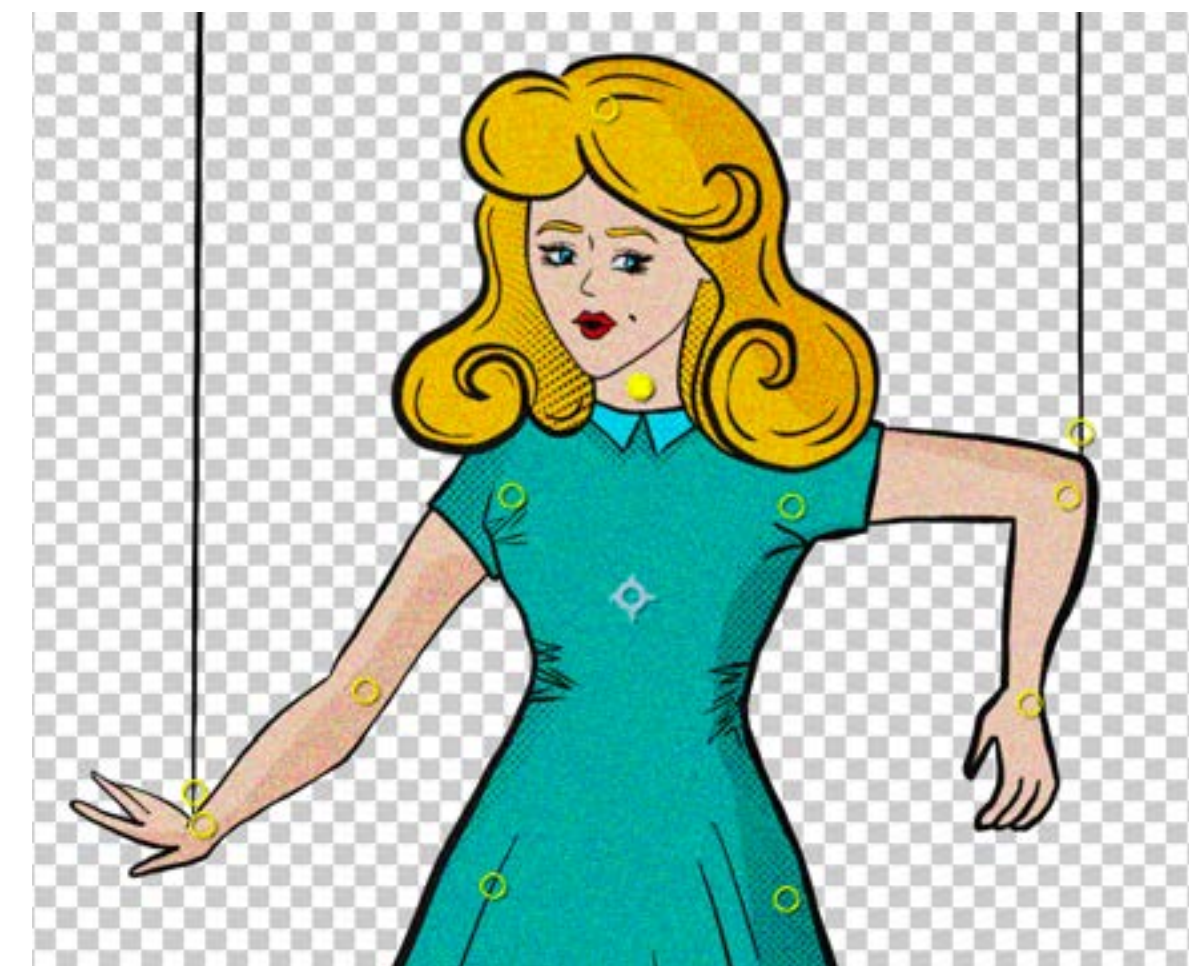
Overall a lot of the JS code was repetitions of previous functions.

Data attributes give you the option to safely store custom and non-visible data within the HTML elements. I was able to link HTML elements through data-target and id's as well as linking the specific HTML elements to certain JS functions. This gave me a lot of control over the actions of each button.

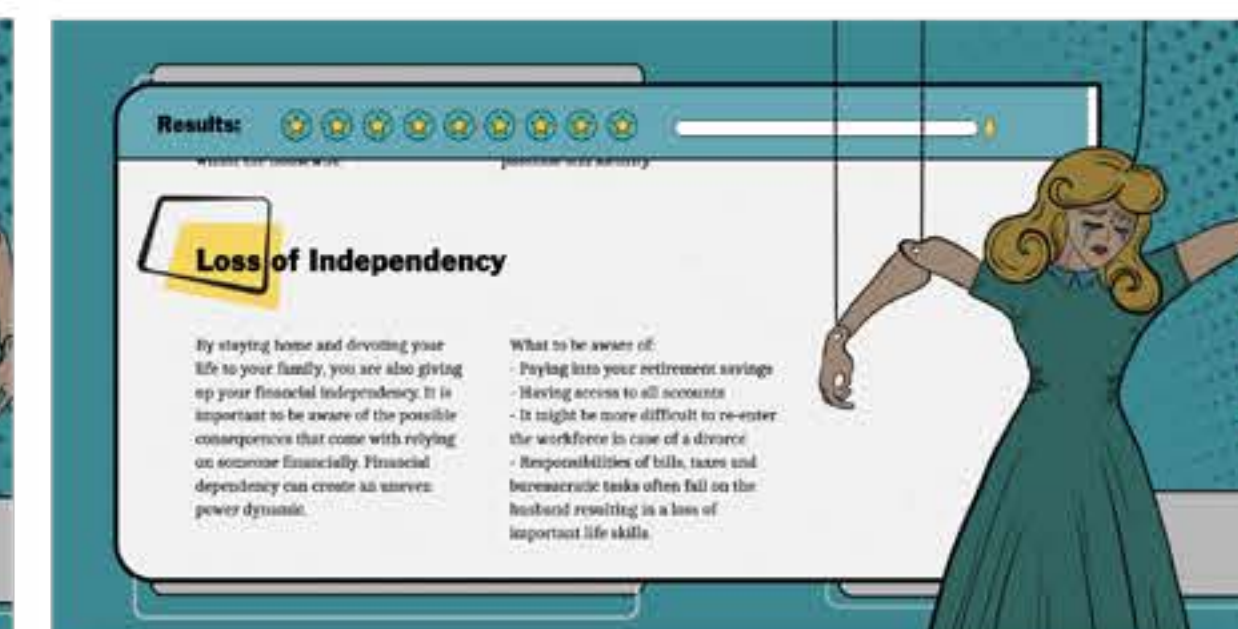
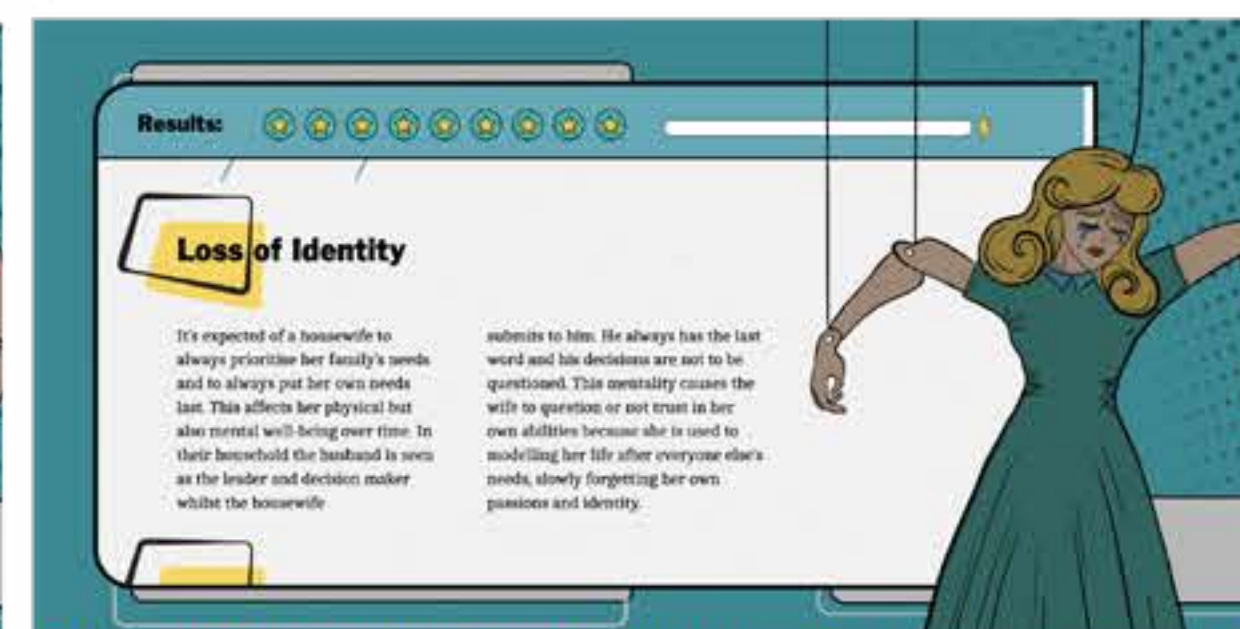
I added in a couple small animations to bring the game to life.

## AN ISSUE THAT TOOK ME WAY LONGER TO SOLVE THAN NECESSARY

To create the character animations I went through a lot of trial and error. At the start I couldn't figure out how to export an animation made in After Effects with a transparent background, so I decided to use the same background colour as in the game. I exported all 9 animations several times, in different formats and colours but always ran into different problems. Either the animations were lagging or the colour wouldn't blend into the background. Finally I exported them as a GIF, which solved all issues.



FINAL GAME

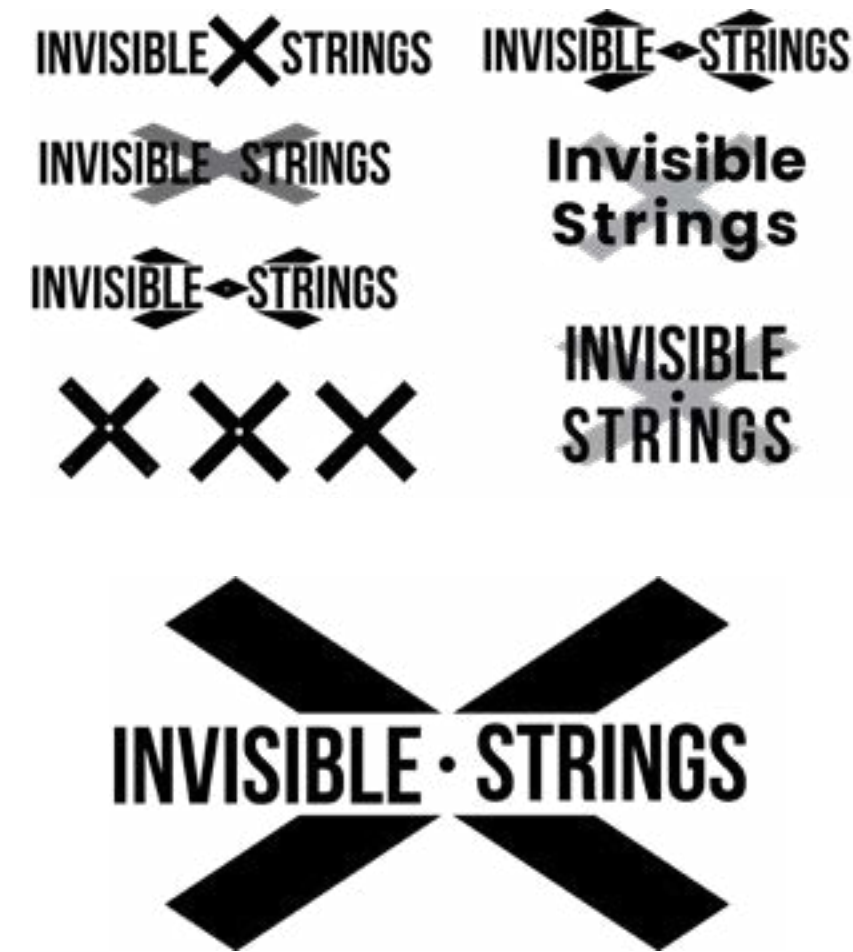
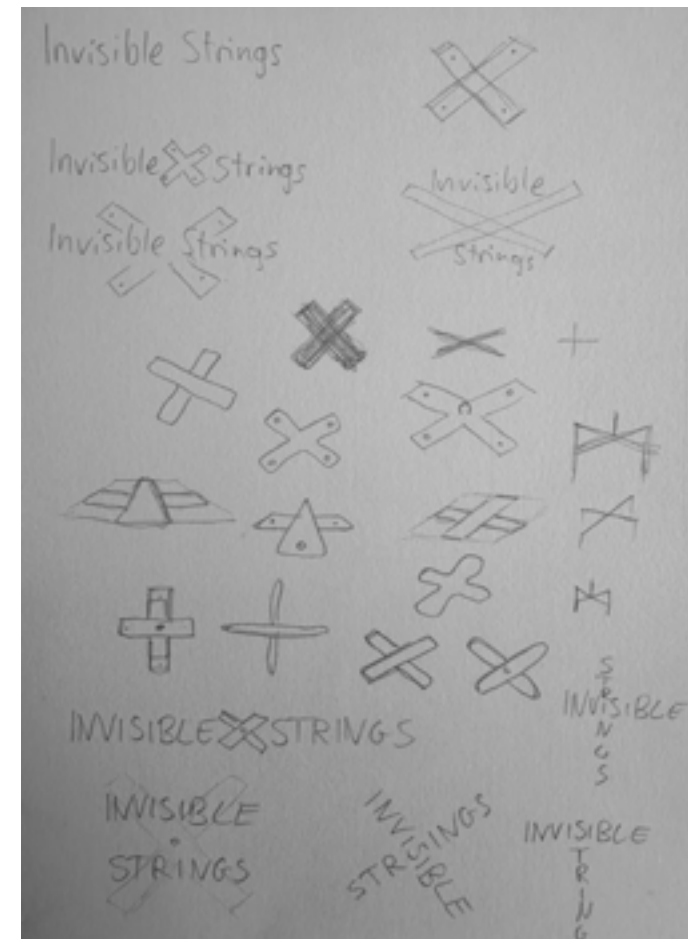


# INVISIBLE STRINGS

It still felt like something was still missing to really round up my project. So I decided to create an imaginary organisation fighting to change patriarchal structures and promoting gender equality. And the game "Mrs. Wife" would be developed and used to challenge peoples believes about the easy and simple housewife life.

Creating this organisation also gave me the option to include more of my research into a website to really show what the game was created for.

"Invisible Strings" was on the short-list for the game but I ultimately decided on "Mrs. Wife", since "Invisible Strings" sounded more serious. Perfect for a feminist organisation focusing on patriarchal structures. And since the name originated from the Marionette, I decided to include that visual into the logo.



The website was supposed to be a simple, one page layout with some more detailed information. My main question during my research was "Do we still need Feminism".

I then added a couple of sections talking about online polarisation and the rise in right-winged conservative content. And after writing about Tradwives and the Manosphere, the game is introduced.



GSAP Scroll Trigger to have text blocks and imagery move in

Online Discourse divided into two sections: Tradwives and Manosphere

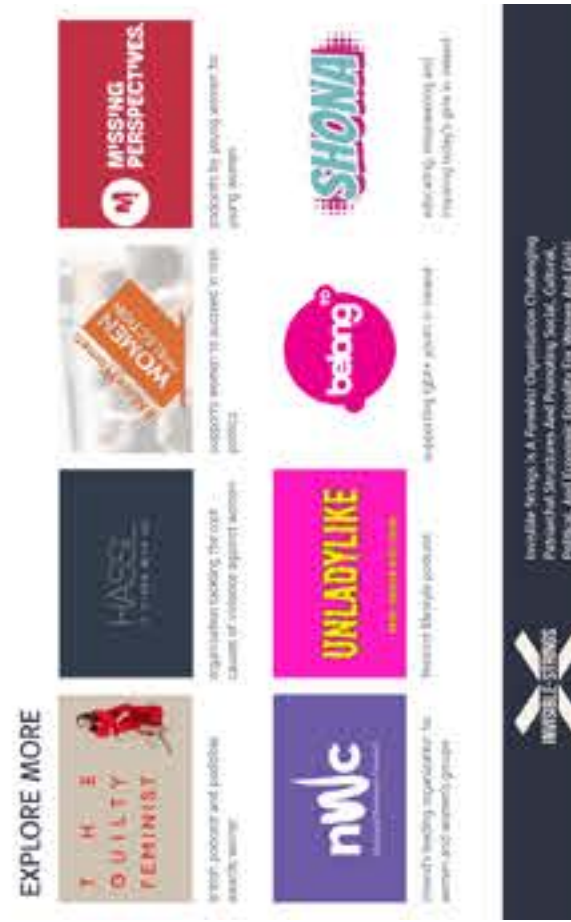
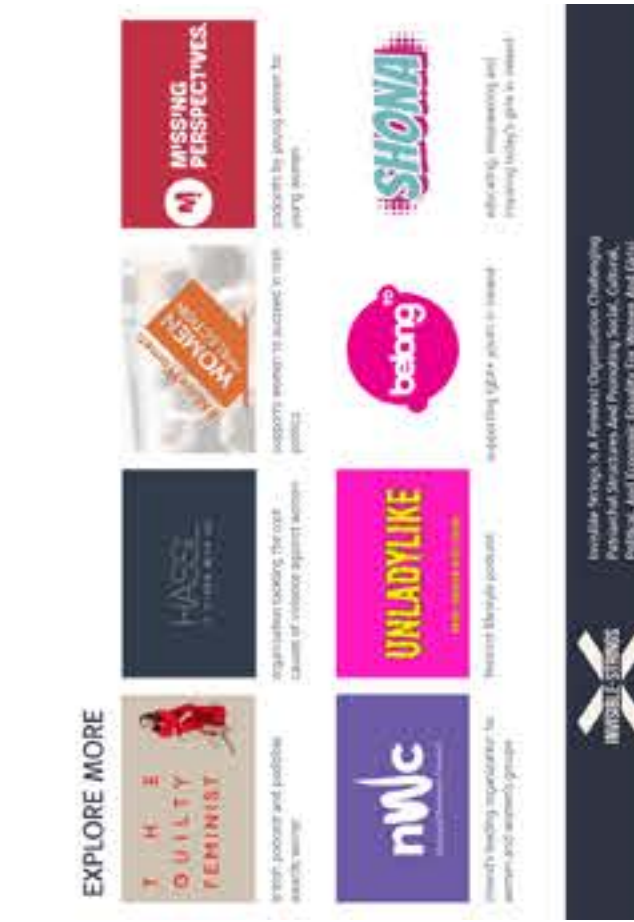
Reels showing the type of content found online as well as visualising the bombardment of it

Explaining what the two movements have in common.

In regards to traditional gender roles, explaining the consequences of keeping women in the domestic sphere

Leading over into the "Mrs. Wife" game. Saying "We understand the appeal of the lifestyle"

More links to different organisations and groups advocating for womens rights



**BBH HEGARTY**  
Epunda Sans  
Inter

## REFLECTION

Looking back on the process of my project there are a lot of things I have learned. For example that it'll work out in the end. There were so many points throughout the last year where I felt completely overwhelmed and stuck. Not being able to see my project succeeding. I am very proud for trying out something completely new. I have never designed or coded a mini game before and even though I already had the skills to do it, it felt like I had to approach it with a very different mindset than a branding or product project for a corporation. I also tried out a completely unknown art style. Without much prior knowledge to the art styles of the 1950's, I struggled a lot to get the designs right. It maybe would have simplified my process or I would have been able to do something more exceptional if I would have picked areas with previous skills and knowledge. But overall I trusted the process and made a lot of choices because they made the most sense and not just because I wanted to. If I could redo this whole project I would try and decide on a topic earlier on. The research stage was important and really solidified my idea and the purpose of my project but I sometimes got lost in the research, jumping from one interesting idea to the next. In regards to the future I will definitely use my project as a strong portfolio piece. I would also like to make the mini game public and deploy the website to a live server. And perhaps even have a look into entering it for digital awards for students.

## INVISIBLE STRINGS (REELS)

solieolie (28/01/2024)  
hermountainhomestead (14/012/2023)  
embracing\_femininity\_ (22/04/2025)  
mrsarialewis (30/08/2024)  
biblicalgenderroles (01/01/2026)  
juliabouvierr (25/02/2026)  
christwithcali (19/10/2025)  
tradwife\_life (15/11/2023)  
homemakingwithmadeleine (27/04/2025)  
dr. marleyquinn (20/12/2025)  
juliabouvierr (23/02/2026)  
simplygigiiii (03/02/2026)  
cleannestmum (06/02/2026)  
stefaniee.nicole (06/09/2025)  
stayathomeorg (30/10/2023)  
blaubergeflueter (01/12/2024)  
lifewithmrsp (22/03/2025)  
sarahthereseco (15/06/2024)  
tradwife.things (02/06/2025)  
cortneycountrysidecorner (04/12/2025)  
cortneycountrysidecorner (06/11/2025)  
mrsarialewis (23/05/2024)  
cleanlivingwithava (29/07/2024)  
cozycrazing (24/10/2025)  
officialandyelliott (18/01/2024)  
theimperialwings (27/03/2023)  
insider\_strikes (26/11/2022)  
uncensoredamerica (16/06/2025)  
uncensoredamerica (01/06/2025)  
seanmikekelly (22/12/2024)

freshandfit\_fan (12/03/2026)  
scholaradonis (27/10/2023)  
adonisuccess\_ (29/07/2023)  
ahmadmahmoodshow (16/03/2023)  
\_sneak0 (19/01/2026)  
therationalmale (08/05/2024)  
moa.podcast (02/01/2023)  
thedanzaproject (11/11/2023)  
moa.podcast (21/12/2022)  
alphmotivation0 (30/10/2022)  
positivemasculinity.101 (29/10/2023)  
trwhub4 (24/12/2023)  
waller.wisdomm (28/03/2025)  
gpstephan (03/02/2026)  
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### EXPLORE MORE

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