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Let's play

[Girls Don't Like it 3D](#)

But we like them, anyways

Yup, that's true (at least, according to yet [another study](#) regarding video games) - girls prefer 2D games over the 3D ones. The Georgia Institute of Technology are the ones that conducted this great study that finally proved that size does not matter, looks don't matter, nothing seems to matter. Ok, maybe we're just [overreacting](#) (a little). So, what's the deal, except the fact that feminists all over the world will jump around, grab a Halo or a Crysis copy and start playing, in order to prove that everything this test proves is not true? Well, according to the Georgia Institute, 2D games are easier to play and that's why girls dig them - they don't like challenging stuff. Also, they dislike the graphics that try to be as realistic as possible and would rather enjoy a fantasy, dreamlike world and game and stuff. Faeries are a must, of course, as well as Prince Charming and a big white horse. No, that's just not right, really! Now the study says it loud and clear: 70% of the girls preferred to play 2D games while the same percentage of boys loved the 3D ones. Also, it was harder for a girl to learn the controls of a new game, as well as getting used to camera movement and such in the 3D world. In other words (not ours, of course): dudes rule! And no, as most of you probably expect, this study wasn't made by a group of lonely males that wanted revenge in a fight against the female kind. It was actually made by a woman: Tina R. Zeimek, and it had a quite nice name: "Two-d or not Two-d". And "Two d" it was. Now, for those of you still wondering, this study basically proves that guys are generally hardcore oriented, while women like it soft and nice. Guys like it to be great and mind-blowing, while girls prefer a more conservative style. And yes - we're only talking about games here! Now let's get back to Assassin's Creed!