

## A Conversation with CHRISTINA HOFF SOMMERS

A resident scholar at the American Enterprise Institute and former philosophy professor, Christina Hoff Sommers is a thoughtful analyst and trenchant critic of radical feminism. In this conversation, Sommers and Kristol discuss how American feminism, once focused on practical questions such as equal opportunity in employment for women, instead became a radical ideology that questioned the reality of sex differences. Narrating her own experiences as a speaker on college campuses, Sommers explains how the radical feminism of today's universities stifles debate. Finally, Sommers explains a recent controversy in the video game community, which she defends from charges of sexism in a widely-publicized episode known as "GamerGate."

**On claims of a “rape epidemic” on campus,** Sommers says: It’s the result of advocacy research. You can get very alarming findings if you’re willing to interview a non-representative sample of people and if you’re willing to include a lot of behavior most of us don’t think of as assault. If you just play with those, you can get an epidemic. Rape, like all crimes, is way down. It’s at I think a 41-year low. [Rape on campus] is not 1 in 4, or 1 in 5 women, but something like 1 in 50. Still too much. But not [an epidemic].

**On the feminist denial of sex differences,** Sommers says: Femininity and masculinity are real. Women tend to be more nurturing and risk-averse and have usually a richer emotional vocabulary. Men tend to be a little less explicit about their emotions. They are more stoical, more competitive and they do engage in a lot of risky behavior. Men tend to show up at the extremes of success and failure more than women because they are sometimes more single-minded and obsessive than women. But [contemporary feminism] says “it’s all a social construction.”

**On defending the video game community,** Sommers says: The [gamers] kept getting attacked savagely by the *New York Times* or the *Washington Post*. They’re said to be a misogynist horde...what happened is when these critics came in and these scolds, they kind of awakened the sleeping giant because there are gamers everywhere, they’re all over the world and they love their hobby and they knew this was false so they rebelled and starting madly creating. I love it because it’s the first group that I saw fight back against [cultural authoritarian and political correctness]. They’re not afraid.

### Chapters in CHRISTINA HOFF SOMMERS Conversation

[“Safe Spaces” on Campus](#)

[How Feminism went Awry](#)

[The Factual Feminist](#)

[The War Against Boys](#)

[A War on Women?](#)

[“GamerGate”](#)