

Rated M For Mature Sex And Sexuality In Video Games

Video Games and Comedy Krista Bonello Rutter Giappone 2022-03-26 Video Games and Comedy is the first edited volume to explore the intersections between comedy and video games. This pioneering book collects chapters from a diverse group of scholars, covering a wide range of approaches and examining the relationship between video games, humour, and comedy from many different angles. The first section of the book includes chapters that engage with theories of comedy and humour, adapting them to the specifics of the video game medium. The second section explores humour in the contexts, cultures, and communities that give rise to and spring up around video games, focusing on phenomena such as in-jokes, player self-reflexivity, and player/fan creativity. The third section offers case studies of individual games or game series, exploring the use of irony as well as sexual and racial humour in video games. Chapter “Emergence and Ephemerality of Humour During Live Coverage of Large-Scale eSports Events” is available open access under a Creative Commons Attribution 4.0 International License via link.springer.com.

The Intersection of Animation, Video Games, and Music Lisa Scoggin 2023-04-21 In both video games and animated films, worlds are constructed through a combination of animation, which defines what players see on the screen, and music and sound, which provide essential cues to action, emotion, and narrative. This book offers a rich exploration of the intersections between animation, video games, and music and sound, bringing together a range of multidisciplinary lenses. In fourteen chapters, the contributors consider similarities and differences in how music and sound structure video games and animation, as well as the animation within video games, and explore core topics of

nostalgia, adaptation, gender and sexuality. Offering fresh insights into the aesthetic interplay of animation, video games, and sound, this volume provides a gateway into new areas of study that will be of interest to scholars and students across musicology, animation studies, game studies, and media studies more broadly.

The Composition of Video Games Johansen Quijano 2019-10-11 Video games are a complex, compelling medium in which established art forms intersect with technology to create an interactive text. Visual arts, architectural design, music, narrative and rules of play all find a place within, and are constrained by, computer systems whose purpose is to create an immersive player experience. In the relatively short life of video game studies, many authors have approached the question of how games function, some focusing on technical aspects of game design, others on rules of play. Taking a holistic view, this study explores how ludology, narratology, visual rhetoric, musical theory and player psychology work (or don't work) together to create a cohesive experience and to provide a unified framework for understanding video games.

The Bloomsbury Handbook of Sex and Sexuality in Game Studies Matthew Wysocki 2024-05-16 The Bloomsbury Handbook of Sex and Sexuality in Game Studies is a large-scale assessment of the intersection of games with sexual content and their implications for sexuality and sexual behavior. This novel work in the Bloomsbury Handbook series bridges the scholarship of game studies and sexuality studies through explorations of queer theory, digital studies, fandom culture, and more. Contributors of this collection provide insight into sexual content in games, representation of various sexualities, and player experience. Together, they contribute to a growing field of work that has produced exceptional publications in the last several years concerning two, difficult to define, phenomena: the borders of sex and sexuality and video games. This edited collection is divided in to

four main sections, titled Playing with Sexualities, Performing the Mechanics of Sex, When Sexual Content is a Game, and Engaging with Sex in Games.

In the Service of Young People? Cecilia von Feilitzen 2006 Articles include: "Violence and pornography in the media", "Raising media and internet literacy" and "When childhood get commercialized, can children be protected?"

Many Splendored Things Susanna Paasonen 2018-11-27 Exploring sex—bodily capacities, appetites, orientations, and connections—in terms of play and playfulness. We all know that sex involves a quest for pleasure, that sexual palates vary across people's lifespans, and that playful experimentations play a key role in how people discover their diverse sexual turn-ons and turn-offs. Yet little attention has been paid to thinking through the interconnections of sex and play, sexuality and playfulness. In Many Splendored Things from Goldsmiths Press, Susanna Paasonen considers these interconnections. Paasonen examines the notions of playfulness and play as they shed light on the urgency of sexual pleasures, the engrossing appeal of sex, and the elasticity of sexual desires, and considers their connection to categories of identity. Drawing on a broad range of scholarship on sexuality, play, and the media, Paasonen moves from the conceptual to the concrete, examining advice literature on sexual play, the vernacular aesthetics of the *Fifty Shades* series, girls' experiences of online sexual role-playing, popular media coverage of age-play, and Jan Soldat's documentary films on BDSM culture. Paasonen argues that play in the realm of sexuality involves experimentation with what bodies can feel and do and what people may imagine themselves as doing, liking, and preferring. Play involves the exploration of different bodily capacities, appetites, orientations, and connections. Occasionally strained, dark, and even hurtful in the forms that it takes and the sensory intensities that it engenders, sex presses against previously perceived and imagined

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horizons of embodied potentiality. Play pushes sexual identifications into motion.

Digital Love Heidi McDonald 2017-11-02 Scholars and professionals from all over the world, across experience levels and the gender and sexuality spectrum, share experiences and analysis of romance and sexuality in video games. Whether discussing casual sex in the Star Wars universe; analyzing various Otome games; examining "the gaze" in various games; player romance behavior in games; or exploring the ethical ramifications of sexuality in virtual reality and other emerging technologies, this book discusses what players want in video game romance, and how developers can best deliver it. Key Features: Examines the past, present, and future of romance in single-player, role-playing games Discusses common presentations of romance in single-player, role-playing games— both in the category and game mechanics that drive romance Discusses research on how players define a satisfying game romance and what specific steps narrative designers can take to design satisfying games Explains the notion of the empathic game and explores its importance in relation to romance in game design

Game Research Methods: An Overview Patri Lankoski 2015 "Games are increasingly becoming the focus for research due to their cultural and economic impact on modern society. However, there are many different types of approaches and methods than can be applied to understanding games or those that play games. This book provides an introduction to various game research methods that are useful to students in all levels of higher education covering both quantitative, qualitative and mixed methods. In addition, approaches using game development for research is described. Each method is described in its own chapter by a researcher with practical experience of applying the method to topic of games. Through this, the book provides an overview of research methods that enable us to better our understanding on games."--Provided by publisher.

Sex in Video Games Brenda Brathwaite 2013-07 "Originally published in hardcover by Charles River Media."

Encyclopedia of Video Games [3 volumes] Mark J. P. Wolf 2021-05-24 Now in its second edition, the Encyclopedia of Video Games: The Culture, Technology, and Art of Gaming is the definitive, go-to resource for anyone interested in the diverse and expanding video game industry. This three-volume encyclopedia covers all things video games, including the games themselves, the companies that make them, and the people who play them. Written by scholars who are exceptionally knowledgeable in the field of video game studies, it notes genres, institutions, important concepts, theoretical concerns, and more and is the most comprehensive encyclopedia of video games of its kind, covering video games throughout all periods of their existence and geographically around the world. This is the second edition of Encyclopedia of Video Games: The Culture, Technology, and Art of Gaming, originally published in 2012. All of the entries have been revised to accommodate changes in the industry, and an additional volume has been added to address the recent developments, advances, and changes that have occurred in this ever-evolving field. This set is a vital resource for scholars and video game aficionados alike.

Women in Classical Video Games Jane Draycott 2022-08-11 Despite the prevalence of video games set in or inspired by classical antiquity, the medium has to date remained markedly understudied in the disciplines of classics and ancient history, with the role of women in these video games especially neglected. *Women in Classical Video Games* seeks to address this imbalance as the first book-length work of scholarship to examine the depiction of women in video games set in classical antiquity. The volume surveys the history of women in these games and the range of figures presented from the 1980s to the modern day, alongside discussion of issues such as historical

accuracy, authenticity, gender, sexuality, monstrosity, hegemony, race and ethnicity, and the use of tropes. A wide range of games of different types and modes are discussed, with particular attention paid to the Assassin's Creed franchise's 21st-century ventures into classical antiquity (first in *Origins* (2017), set in Hellenistic Egypt, and then in *Odyssey* (2018), set in classical Greece), which have caught the imagination not only of gamers, but also of academics, especially in relation to their accompanying educational Discovery Modes. The detailed case studies presented here form a compelling case for the indispensability of the medium to both reception studies and gender studies, and offer nuanced answers to such questions as how and why women are portrayed in the ways that they are.

Sexual Fluidity Lisa M. Diamond 2008 Calls for new categories in sexual identity for women based on research that concludes that they tend to be attracted to the individual rather than gender and their sexuality fluctuates more than men, which stays fixed once established.

Federal Register 2012-09

Educating for a Video Game Culture Council of Europe 2021-05 Video games: a complex medium whose popularity is growing extremely rapidly, posing new challenges in the education of children and young people Children, teenagers and young people today live in a world profoundly influenced by technology and digital media. It has become almost impossible not to come into contact with mobile phones, tablets, laptops, console games and other forms of technology, whether for educational or entertainment purposes. Video games are an important aspect of this digital landscape and in recent years they have grown very rapidly in terms of popularity, relevance and complexity. Video games are fun, engaging and designed to capture players' attention. These factors bring new opportunities but also new challenges for the education of children and young people. This

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volume of the Digital Citizenship Education series aims to make teachers and parents - indeed all adults with an educational role - aware of the complexity of this medium as well as the potential risks and opportunities that come with it. This publication also aims to provide readers with some useful strategies to help them choose the most appropriate video games and to engage in meaningful dialogue with stakeholders. Promoting a video game culture means generating a pedagogical reflection around video games: thinking about them as a cultural tool able to offer opportunities, not only to have fun, but also to think, learn and develop as a person. It also means considering the video game worthy of being the object of study and of an accurate and careful analysis of its characteristics, its mechanics and its language

Manifestations of Queerness in Video Games Gaspard Pelurson 2022-07-29 Taking the reader on a journey through queer manifestations in games, this book advocates for video games as a rich, political and cultural medium, which provides us with tools to navigate the future of gaming. Situated at the intersection of New Media, Game, Cultural and Queer Studies, the book navigates diverse interspecies relationships, queer villains from the past, Pokémon memes on border politics, flânerie in post-industrial cities and one-sided erotic fights. It provides new critical engagements with the works of Jose Esteban Muñoz, Bonnie Ruberg, Guy Debord and Jack Halberstam, examining queer representation, gaming subcultures and dissident play practices. Making the bold claim that video games might be the queerest medium today, this book provides organic, self-reflective and, ultimately, thought-provoking thinking in which both games and gamers are queered. This book will be of interest to scholars researching game studies, sex, gender and sexuality in new media, but also readers interested in literature, digital media, society, participatory culture and queer studies.

Chaucer's Losers, Nintendo's Children, and Other Forays in Queer Ludonarratology Tison Pugh

2019-12 Tison Pugh examines the intersection of narratology, ludology, and queer studies, pointing to the ways in which the blurred boundaries between game and narrative provide both a textual and a metatextual space of queer narrative potential. By focusing on these three distinct yet complementary areas, Pugh shifts understandings of the way their play, pleasure, and narrative potential are interlinked. Through illustrative readings of an eclectic collection of cultural artifacts—from Chaucer’s *Canterbury Tales* to Nintendo’s *Legend of Zelda* franchise, from Edward Albee’s dramatic masterpiece *Who’s Afraid of Virginia Woolf?* to J. K. Rowling’s *Harry Potter* fantasy novels—Pugh offers perspectives of blissful ludonarratology, sadomasochistic ludonarratology, the queerness of rules, the queerness of godgames, and the queerness of children’s questing video games. Collectively, these analyses present a range of interpretive strategies for uncovering the disruptive potential of gaming texts and textual games while demonstrating the wide applicability of queer ludonarratology throughout the humanities.

Marketing Violent Entertainment to Children: A Fourth Follow-Up Review of Industry Practices in the Motion Picture, Music Recording & Electronic Game Industries

Sex in Consumer Culture Tom Reichert 2013-10-18 *Sex in Consumer Culture: The Erotic Content of Media and Marketing* considers the use of sex to promote brands, magazines, video games, TV programming, music, and movies. Offering both quantitative and qualitative perspectives from leading scholars in a variety of disciplines, this volume addresses a range of integral issues such as media promotion, racial representations, appeals to gay and lesbian communities, content analyses, and case studies. Chapters represent diverse perspectives, addressing such questions as: *What happens when sexual content created for adults reaches children? *What meaning do sexual words and images have within the contexts of sporting events, trade shows, video games, personal ads, or

consumer Web sites? *What effects might sex-tinged images have on audiences, and where should the focus be for new effects research? *Where are the current boundaries between pornography and mainstream sexual depictions? Exploring sexual information as it is used in mass media to sell products and programs, *Sex in Consumer Culture* is an important collection, and it will be of great interest for scholars and students in advertising, marketing, media promotion, persuasion, mass communication & society, and gender studies.

The Routledge Companion to Video Game Studies Mark J.P. Wolf 2014-01-03 The number of publications dealing with video game studies has exploded over the course of the last decade, but the field has produced few comprehensive reference works. *The Routledge Companion to Video Game Studies*, compiled by well-known video game scholars Mark J. P. Wolf and Bernard Perron, aims to address the ongoing theoretical and methodological development of game studies, providing students, scholars, and game designers with a definitive look at contemporary video game studies. Features include: comprehensive and interdisciplinary models and approaches for analyzing video games; new perspectives on video games both as art form and cultural phenomenon; explorations of the technical and creative dimensions of video games; accounts of the political, social, and cultural dynamics of video games. Each essay provides a lively and succinct summary of its target area, quickly bringing the reader up-to-date on the pertinent issues surrounding each aspect of the field, including references for further reading. Together, they provide an overview of the present state of game studies that will undoubtedly prove invaluable to student, scholar, and designer alike.

Storytelling in Video Games Amy M. Green 2017-12-07 Beginning with the structural features of design and play, this book explores video games as both compelling examples of story-telling and important cultural artifacts. The author analyzes fundamentals like immersion, world building and

player agency and their role in crafting narratives in the Mass Effect series, BioShock, The Last of Us, Fallout 4 and many more. The text-focused "visual novel" genre is discussed as a form of interactive fiction.

Exploring the Dimensions of Human Sexuality Jerrold S. Greenberg 2007 Exploring The Dimensions Of Human Sexuality, Third Edition, Has Been Extensively Updated To Include Information And Statistics About Recent Developments. This Text Continues To Encourage Students To Explore The Varied Dimensions Of Sexuality And To See How Each Affects Their Personal Sexuality, Sexual Health, And Sexual Responsibility. All Aspects Of Sexuality--Biological, Spiritual, Psychological, And Sociocultural--Are Presented Factually And Impartially.

The Evolution and Social Impact of Video Game Economics Casey B. Hart 2017-07-13 Today, consumers of video games spend over \$22.4 billion each year; using more complex and multi-layered strategies, game developers attempt to extend the profitability of their products from a simple one-time sale, to continuous engagement with the consumer. The Evolution and Social Impact of Video Game Economics examines paradigmatic changes in the economic structure of the video game industry from a media effects and game design perspective. This book explores how game developers have changed how they engage players in order to facilitate continuous financial transactions. Contributors look from the advent of microtransactions and downloadable content (DLCs) to the impact of planned obsolescence, impulse buying, and emotional control. This collection takes a broad view of the game dynamics and market forces that drive the video game industry, and features international contributors from Asia, Europe, and Australia.

The Inheritance Games Jennifer Lynn Barnes 2020-09-03 2 MILLION COPIES SOLD OF THE #1 BESTSELLING SERIES! 'A MASTER OF PUZZLES AND PLOT TWISTS' E. Lockhart, author of We

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Were Liars The addictive and twisty thriller, full of dark family secrets and deadly stakes that's 'impossible to put down' (Buzzfeed). Perfect for fans of Karen McManus and Holly Jackson. A BILLION-DOLLAR FORTUNE TO DIE FOR. Avery has a plan: keep her head down, work hard for a better future. Then an eccentric billionaire dies, leaving her almost his entire fortune. And no one, least of all Avery, knows why. A DEADLY GAME. Now she must move into the mansion she's inherited. It's filled with secrets and codes, and the old man's surviving relatives - a family hell-bent on discovering why Avery got 'their' money. WINNER TAKES ALL. Soon she is caught in a deadly game that everyone in this strange family is playing. But just how far will they go to keep their fortune? **Avery's story continues in The Hawthorne Legacy, The Final Gambit and The Brothers Hawthorne**

The History and Allure of Interactive Visual Novels Mark Kretzschmar 2023-06-15 Visual novels (VNs), a ludic video game genre that pairs textual fiction stories with anime-like images and varying degrees of interactivity, have increased in popularity among Western audiences in recent years. Despite originating in Japan, these stories have made their way into global culture as a genre accessible for both play and creation with wide-ranging themes from horror and loneliness to sexuality. The History and Allure of Interactive Visual Novels begins with a comprehensive overview of the visual novel genre and the cultural evolution that led to its rise, then explains the tropes and appeal of subgenres like bishojo (cute girl games), detective games, horror, and eroge (erotic games). Finally, the book explores the future of the genre in both user-generated games and games from other genres that liberally borrow both narrative and ludological themes from visual novels. Whether you're a long-standing fan of the genre or a newcomer looking for a fresh experience, The History and Allure of Interactive Visual Novels will provide an accessible and critically engaging

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overview of a genre that is rich in storytelling yet often overlooked.

Congressional Record United States. Congress 2005 The Congressional Record is the official record of the proceedings and debates of the United States Congress. It is published daily when Congress is in session. The Congressional Record began publication in 1873. Debates for sessions prior to 1873 are recorded in The Debates and Proceedings in the Congress of the United States (1789-1824), the Register of Debates in Congress (1824-1837), and the Congressional Globe (1833-1873)

Computer Gaming World

Simulating Good and Evil Marcus Schulzke 2020-09-17 Simulating Good and Evil shows that the moral panic surrounding violent videogames is deeply misguided, and often politically motivated, but that games are nevertheless morally important. Videogames should be seen as spaces in which players may experiment with moral reasoning strategies without inflicting real harm.

Exploring the Dimensions of Human Sexuality Greenberg 2016-02-19 Fully revised and updated with the latest data in the field, the Sixth Edition of *Exploring the Dimensions of Human Sexuality* represents all aspects of human sexuality and explores how it affects personality, development, and decision making. Using a student-friendly interpersonal approach, the text discusses contemporary concepts as well as controversial topics in a sensitive manner, and covers the physiological, biological, psychological, spiritual, and cultural dimensions of human sexuality. *Exploring the Dimensions of Human Sexuality* is an essential text for teaching sexuality and presents an integrated view of human sexuality that encourages students to pursue positive decisions, sexual health, and a lifetime of wellness.

Queerness in Play Todd Harper 2018-10-19 *Queerness in Play* examines the many ways queerness of all kinds—from queer as 'LGBT' to other, less well-covered aspects of the queer

spectrum—intersects with games and the social contexts of play. The current unprecedented visibility of queer creators and content comes at a high tide of resistance to the inclusion of those outside a long-imagined cisgender, heterosexual, white male norm. By critically engaging the ways games—as a culture, an industry, and a medium—help reproduce limiting binary formations of gender and sexuality, *Queerness in Play* contributes to the growing body of scholarship promoting more inclusive understandings of identity, sexuality, and games.

Delicious Pixels Agata Waszkiewicz 2022-06-06 *Delicious Pixels: Food in Video Games* introduces critical food studies to game scholarship, showing the unique ways in which food is utilized in both video game gameplay and narrative to show that food is never just food but rather a complex means of communication and meaning-making. It aims at bringing the academic attention to digital food and to show how significant it became in the recent decades as, on the one hand, a world-building device, and, on the other, a crucial link between the in-game and out-of-game identities and experiences. This is done by examining specifically the examples of games in which food serves as the means of creating an intimate, cozy, and safe world and a close relationship between the players and the characters.

Sex in the Digital Age Paul G Nixon 2017-08-16 Shifts in societal development resulting from economic and technological advancements have had an impact upon the development of human sexuality and behaviour, and with the expansion of developments such as the Internet and associated technologies, it is likely that further societal shifts will ensue. This book recognises the importance of new digital spaces for discourses surrounding sexuality, examining issues such as pornography; sex education and health; LGBTQ sexualities; polysexuality or polyamory; abstinence; sexual abuse and violence; erotic online literature; sex therapy; teledildonics; sex and gaming; online

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dating; celebrity porn; young people and sexual media; and sexting and sextainment, all of which are prominently affected by the use of digital media. With case studies drawn from the US, the UK and Europe, *Sex in the Digital Age* engages in discussion about the changing acceptance of sex in the 21st century and part played in that by digital media, and considers the future of sex and sexuality in an increasingly digital age. It will therefore appear to scholars across the social sciences with interests in gender and sexuality, new technologies and media and cultural studies.

Keeping Abreast of Hypersexuality Edward Paul Downs 2004

Children, Adolescents, and Media Violence Steven J. Kirsh 2011-08-08 Fully updated with the latest research, this book provides a comprehensive review and critique of the research on media violence as it relates to children and adolescents. Reflecting new findings in the field, special attention is paid to evaluating the role of the development processes in media violence research and to stressing the importance of methodology in understanding that research. The book provides the most comprehensive overview available of the effects of media violence on children and adolescents. Key Features: * covers multiple forms of media violence (e.g., animated violence, sports violence, dramatic violence, gaming violence) * discusses and critiques the five major theories utilized to explain the impact of media violence on children and adolescents * places media violence in the context of other risk factors for aggression * extends the discussion beyond explicit media violence to address the potential benefits and harm associated with nonviolent media consumption * 'Research in Focus' boxes highlight key data and statistics

Rated M for Mature Matthew Wysocki 2015-10-22 The word sex has many implications when it is used in connection with video games. As game studies scholars have argued, games are player-driven experiences. Players must participate in processes of play to move the game forward. The

addition of content that incorporates sex and/or sexuality adds complexity that other media do not share. Rated M for Mature further develops our understanding of the practices and activities of video games, specifically focusing on the intersection of games with sexual content. From the supposed scandal of “Hot Coffee” to the emergence of same-sex romance options in RPGs, the collection explores the concepts of sex and sexuality in the area of video games.

Game Informer Magazine 2006

Human Sexuality: Diversity in Contemporary America Bryan Strong 2006-11-21 Human Sexuality: Diversity in Contemporary America is a pioneering text in many ways. The first text to achieve a full integration of cutting-edge research with a contemporary "sex-positive" approach, it also strives to represent the modern, diverse world that students encounter outside the classroom. Both within the text itself and throughout the exemplary art and photo program, the focus is on inclusion. Written by a leading sexuality researcher and experienced teachers of the human sexuality course, Human Sexuality has been lauded by students and instructors alike for providing the most integrated and non-judgmental view of sexual orientation available. This modern theme, along with the thorough coverage of sexuality and the media, engaging writing style, and biopsychosocial orientation, make the text a perennial best-seller. The new sixth edition builds on these strengths and adds updated information, a new design, and a highly crafted resource program to make the book more useful than ever.

Routledge International Handbook of Consumer Psychology Cathrine V. Jansson-Boyd 2016-11-18 This unique handbook maps the growing field of consumer psychology in its increasingly global context. With contributions from over 70 scholars across four continents, the book reflects the cross-cultural and multidisciplinary character of the field. Chapters relate the key consumer concepts to

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the progressive globalization of markets in which consumers act and consumption takes place. The book is divided into seven sections, offering a truly comprehensive reference work that covers: The historical foundations of the discipline and the rise of globalization The role of cognition and multisensory perception in consumers' judgements The social self, identity and well-being, including their relation to advertising Social and cultural influences on consumption, including politics and religion Decision making, attitudes and behaviorally based research Sustainable consumption and the role of branding The particularities of online settings in framing and affecting behavior The Routledge International Handbook of Consumer Psychology will be essential reading for anyone interested in how the perceptions, feelings and values of consumers interact with the decisions they make in relation to products and services in a global context. It will also be key reading for students and researchers across psychology and marketing, as well as professionals interested in a deeper understanding of the field.

Queer Game Studies Bonnie Ruberg 2017-03-28 Video games have developed into a rich, growing field at many top universities, but they have rarely been considered from a queer perspective. Immersion in new worlds, video games seem to offer the perfect opportunity to explore the alterity that queer culture longs for, but often sexism and discrimination in gamer culture steal the spotlight. *Queer Game Studies* provides a welcome corrective, revealing the capacious albeit underappreciated communities that are making, playing, and studying queer games. These in-depth, diverse, and accessible essays use queerness to challenge the ideas that have dominated gaming discussions. Demonstrating the centrality of LGBTQ issues to the gamer world, they establish an alternative lens for examining this increasingly important culture. *Queer Game Studies* covers important subjects such as the representation of queer bodies, the casual misogyny prevalent in

video games, the need for greater diversity in gamer culture, and reading popular games like Bayonetta, Mass Effect, and Metal Gear Solid from a queer perspective. Perfect for both everyday readers and instructors looking to add diversity to their courses, Queer Game Studies is the ideal introduction to the vast and vibrant realm of queer gaming. Contributors: Leigh Alexander; Gregory L. Bagnall, U of Rhode Island; Hanna Brady; Mattie Brice; Derek Burrill, U of California, Riverside; Edmond Y. Chang, U of Oregon; Naomi M. Clark; Katherine Cross, CUNY; Kim d'Amazing, Royal Melbourne Institute of Technology; Aubrey Gabel, U of California, Berkeley; Christopher Goetz, U of Iowa; Jack Halberstam, U of Southern California; Todd Harper, U of Baltimore; Larissa Hjorth, Royal Melbourne Institute of Technology; Chelsea Howe; Jesper Juul, Royal Danish Academy of Fine Arts; merritt kopas; Colleen Macklin, Parsons School of Design; Amanda Phillips, Georgetown U; Gabriela T. Richard, Pennsylvania State U; Toni Rocca; Sarah Schoemann, Georgia Institute of Technology; Kathryn Bond Stockton, U of Utah; Zoya Street, U of Lancaster; Peter Wonica; Robert Yang, Parsons School of Design; Jordan Youngblood, Eastern Connecticut State U.

The Digital Role-Playing Game and Technical Communication Daniel Reardon 2021-04-22
With annual gross sales surpassing 100 billion U.S. dollars each of the last two years, the digital games industry may one day challenge theatrical-release movies as the highest-grossing entertainment media in the world. In their examination of the tremendous cultural influence of digital games, Daniel Reardon and David Wright analyze three companies that have shaped the industry: Bethesda, located in Rockville, Maryland, USA; BioWare in Edmonton, Alberta, Canada; and CD Projekt Red in Warsaw, Poland. Each company has used social media and technical content in the games to promote players' belief that players control the companies' game narratives. The result has been at times explosive, as empowered players often attempted to co-op the creative

processes of games through discussion board forum demands, fund-raising campaigns to persuade companies to change or add game content, and modifications (“modding”) of the games through fan-created downloads. The result has changed the way we understand the interactive nature of digital games and the power of fan culture to shape those games.

The Queer Games Avant-Garde Bo Ruberg 2020-03-20 In The Queer Games Avant-Garde, Bonnie Ruberg presents twenty interviews with twenty-two queer video game developers whose radical, experimental, vibrant, and deeply queer work is driving a momentous shift in the medium of video games. Speaking with insight and candor about their creative practices as well as their politics and passions, these influential and innovative game makers tell stories about their lives and inspirations, the challenges they face, and the ways they understand their places within the wider terrain of video game culture. Their insights go beyond typical conversations about LGBTQ representation in video games or how to improve “diversity” in digital media. Instead, they explore queer game-making practices, the politics of queer independent video games, how queerness can be expressed as an aesthetic practice, the influence of feminist art on their work, and the future of queer video games and technology. These engaging conversations offer a portrait of an influential community that is subverting and redefining the medium of video games by placing queerness front and center.

Interviewees: Ryan Rose Aceae, Avery Alder, Jimmy Andrews, Santo Aveiro-Ojeda, Aevee Bee, Tonia B*****, Mattie Brice, Nicky Case, Naomi Clark, Mo Cohen, Heather Flowers, Nina Freeman, Jerome Hagen, Kat Jones, Jess Marcotte, Andi McClure, Llaura McGee, Seanna Musgrave, Liz Ryerson, Elizabeth Sampat, Loren Schmidt, Sarah Schoemann, Dietrich Squinkifer, Kara Stone, Emilia Yang, Robert Yang

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