

University of Delaware **Game Studies and eSports** presents

# INTERSECTIONS OF VIDEO GAMES AND CULTURE

A lecture series Sponsored by the College of Arts & Sciences Dean's Office, Department of Languages, Literatures & Cultures, Department of Communication, Department of Computer and Information Sciences, and the Center for Global and Area Studies.

**MONDAY, MARCH 29, 4PM**

## ***“15-ish Years of Studying Representation in Video Games”***

**Adrienne Shaw** (Temple University), author of *Gaming at the Edge: Sexuality and Gender at the Margins of Gamer Culture* (2014) and co-editor of *Queer Game Studies* (2017)

[Register Now](#)

**MONDAY, APRIL 12, 4PM**

## ***“Playing for the Planet”***

**Alenda Y. Chang** (University of California, Santa Barbara), author of *Playing Nature: Ecology in Video Games* (2019)

[Register Now](#)

**THURSDAY, APRIL 29, 5PM**

## ***“The Duality of Playful Plots in Detective Fiction and Games”***

**Clara Fernández-Vara** (New York University), author of *Introduction to Game Analysis* (2014)

[Register Now](#)

**MONDAY, MAY 10, 4PM**

## ***“Intersectional Tech: The Digital Experiences of Minoritized Gamers”***

**Kishonna Gray** (University of Illinois at Chicago), author of *Intersectional Tech: Black Users in Digital Gaming* (2020)

[Register Now](#)

[www.dllc.udel.edu](http://www.dllc.udel.edu)



UNIVERSITY OF DELAWARE  
ARTS & SCIENCES