

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, APRIL 12, 4PM

“Playing for the Planet”



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

What if playing a game could offer us as meaningful a natural experience as going outdoors? Games offer unique and playfully persuasive opportunities to engage with environmental issues. They can even foster moments of empathy, loss, care, experimentation, and optimism—ways of understanding and confronting phenomena ranging from extinction to disaster capitalism. At the same time, game industries are complicit in a variety of unsustainable practices, whether of resource extraction, labor, planned obsolescence, or the self-fulfilling prophecy of Moore's Law. What can players, designers, and game companies do to acknowledge the ecological crises at hand, and how can they construct more environmentally intelligent game worlds and more equitable human and nonhuman futures?

REGISTER NOW

www.dllc.udel.edu



UNIVERSITY OF DELAWARE
ARTS & SCIENCES