

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, 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)

Gaming, as a medium often outside conversations on Blackness and digital praxis, is one that is becoming more visible, viable, and legible in making sense of Black technoculture. Intersectional tech implores us to make visible the force of discursive practices that position practices within (dis)orderly social hierarchies and arrangements. I illustrate a framework for studying the intersectional development of technological artifacts and systems and their impact on Black cultural production and social processes. Using gaming as the glue that binds this project, I put forth intersectional tech as a framework to make sense of the visual, textual, and oral engagements of marginalized users, exploring the complexities in which they create, produce, and sustain their practices.

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