

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)

Drawing on research done with video game makers, players, and the games themselves, this talk outlines key themes from 15 years of research on the representation of marginalized groups in digital games. This will include some key takeaways learned in creating the LGBTQ Game Archive which documents LGBTQ content in digital games dating back to the 1980s, curating the world's first exhibit on queer games history, as well as reflections on what has changed around questions of representation since Dr. Shaw's book *Gaming at the Edge* was published in 2014.

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