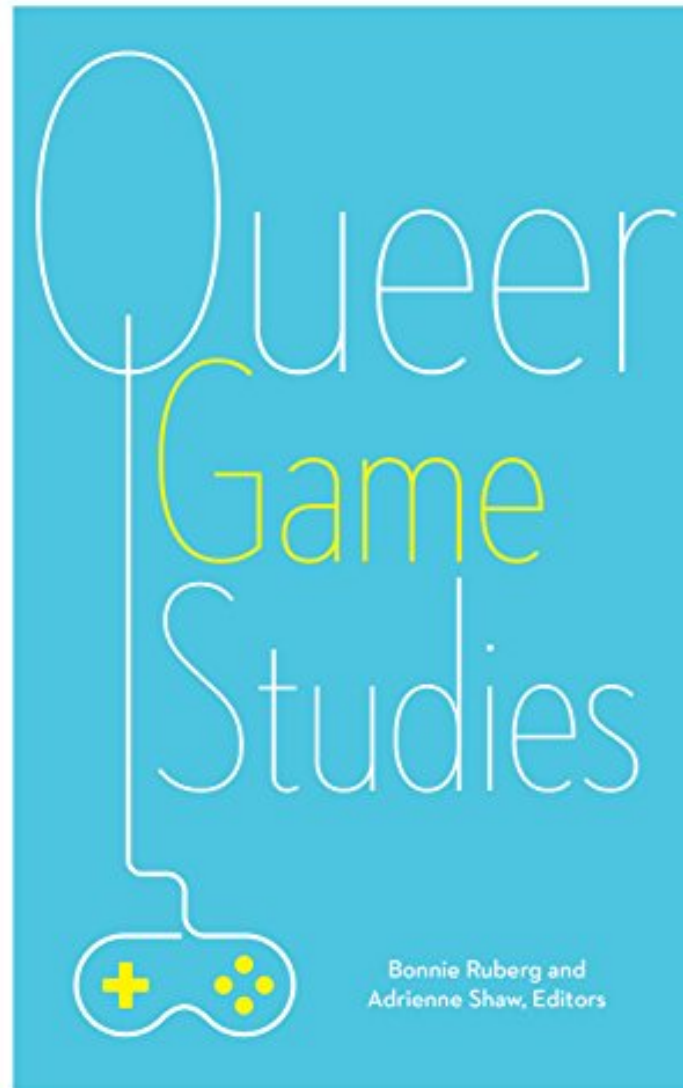


(Mobile ebook) Queer Game Studies

Queer Game Studies

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From Univ Of Minnesota Press : Queer Game Studies before purchasing it in order to gage whether or not it would be worth my time, and all praised Queer Game Studies:

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 dAmazing, 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.

About the Author Bonnie Ruberg is Provost's Postdoctoral Scholar in the Interactive Media and Games division at the University of Southern California and assistant professor in the Department of Informatics at the University of California, Irvine. The lead organizer of the Queerness and Games conference, she has written for *The Village Voice*, *The Economist*, and *Wired*. Adrienne Shaw is assistant professor in the Department of Media Studies and Production at Temple University and a Media and Communications PhD program faculty member. She is author of *Gaming at the Edge: Sexuality and Gender at the Margins of Gamer Culture* (Minnesota, 2014).