DIGRA 2022: THE 14TH DIGITAL GAMES RESEARCH ASSOCIATION CONFERENCE – WORKSHOP: Bringing Together, Diversifying, And Decolonizing Game Worlds

Workshop Overview

This Diversity Working Group workshop will promote current and emerging research on diversity in game studies, including but not limited to race, gender, sexuality, class, caste, disability, nationality, decoloniality, and other related topics. Workshop presenters will share their work with an audience of colleagues and experts, and participants will discuss current trends and network to better support diverse work in game studies. Presenters and participants will also help guide future initiatives and planning for the DiGRA Diversity Working Group, and will have the opportunity to propose new projects and collaborations.

https://easychair.org/smart-program/DiGRA2022/index.html

Workshop Chairs

Noel Brett, Daniel Gardner, Mahli-Ann Butt and Cody Mejeur

Location

Room 020

Workshop Schedule

Session 4A: *Bringing Together, Diversifying, and Decolonizing Game Worlds Workshop*, Kraków, Poland

15:00-15:10 Welcome, Collective Expectations

- Welcome video from Cody Mejeur, listing Diversity Working Group programs such as the ombudsman program and codes of conduct policy development
- Introductions
- Expectations for session:
    - Seeing how conversations about diversity change over time
    - First-time attendees seeing how things work
    - Representing DiGRA chapters
    - VR and game-based projects focused on diversity and inclusion
    - "Oops/Ouch" policies of provisional speaking and community learning

- Sample Oops/POuch policy: If you say something that is hurtful or problematic and you realize it, you can say "oops" to acknowledge it and then try again. Alternatively, if someone else said something harmful or problematic then you can say "ouch," which lets everyone know that there's something that needs to be discussed further. (https://www.ucar.edu/who-we-are/diversity-inclusion/community-resources/ground-rules-tools#:~:text=If%20you%20say%20something%20that,needs%20to%20be%20discussed%20further.)
- Guidelines for hybrid participation- feel free to unmute and speak up as needed! If you're uncomfortable doing so or afraid of interrupting, use the raise hand function to indicate you want to participate or drop your questions/comments in the Zoom chat.

15:10-15:50 Session 1: Decolonizing Socio-political Climates in Video Games

Attending in Person — Szymon Kukulak, Jagiellonian University:
Arabs in disguise. Orientalism in Command & Conquer: Generals as mirroring the real-life political discourse behind the global War on Terror

Attending Virtually — Joshua Fitzgerald, Javier Rayón Núñez, & Tamika Glouftsis:
Aztec-Spanish Encounters in Dream of Darkness: A Bridge Between Academic Perspectives, Diversified Histories, and Innovative Game Design to Decolonize "Conquest" Narratives

15:55-16:40 Session 2: Diversifying Practices in Video Game Development

Attending Virtually — Julia Stateri & Lucas Goulart:
Practices of collective creation in diverse video games: Presenting the Nativoz case

Attending Virtually — Susana Ruiz, Julia Steel Allen:
Rise-Home Stories Project: DOT's HOME

Attending In-Person — Taina Myöhänen:
Diverse and feeling vulnerable - writing about diversity in the games industry

16:45-17:30 Session 3: Bringing Together Queer, Trans, and Disability Studies in Game Representation

Attending In-Person — Jan Stasieńko, Agnieszka Dytman-Stasieńko, Krystina Madej, Adam Flamma, Maciej Śledź:
Fragile Avatars? – Representations of Disability in Video Games

Attending Virtually — Noelle Barrera:
Lyric Games and the Collective Imagination: An Exploration of Queer Indie TTRPGs on itch.io

Attending Virtually — Shano Liang, Worcester Polytechnic Institute:
Transgender representations in online video game social interactions

   This presentation uses Jenova Chen's Sky: Children of the Light (Sky), a popular multiplayer social-adventure game published by Thatgamecompany (Thatgamecompany, 2019), to spark discussion about the intersection between gender-neutral game design, and trans players' visibility in social-focused online video games. Although transgender game studies are often taken as a subfield under queer theory, but the transgender group itself possess some unique characteristics that must be taken into consider separately (Stryker, 2004). Starting with discussing two featured game mechanics, which are the identity-ambiguous character design and the restriction on in-game communication, the speaker will concentrate primarily on the evaluating how these features attempt to address inclusive game design with an interest in transgender in particular.

17:35-16:20 Keynote: Dr. José Messias
Moderator: Eliane Bettocchi

16:25-17:00 Working Group Business and Next Steps

[End of Workshop]