Bonnie Ruberg, Ph.D.

*Video Games Have Always Been Queer*

(Forthcoming from NYU Press, Postmillennial Pop series)

Table of Contents

Introduction. Video Games Have Always been Queer

**PART I. Discovering Queerness in Video Games**

Chapter 1. Between Paddles: *Pong*, *Between Men*, and Queer Intimacy in Video Games

Chapter 2. Getting Too Close: *Portal*, ‘Anal *Rope*,’ and the Perils of Queer Interpretation

Chapter 3. ’Loving Father, Caring Husband, Secret Octopus’: Queer Embodiment and Passing in *Octodad*

Chapter 4. Kissing for Absolutely No Reason: *Realistic Kissing Simulator*, *Consentacle*, and Queer Game Design

**PART II. Bringing Queerness to Video Games**

Chapter 5. Playing to Lose: *Burnout* and the Queer Art of Failing at Video Games

Chapter 6. No Fun: Queer Affect and the Disruptive Potential of Video Games that Disappoint, Sadden, and Hurt

Chapter 7. Speed Runs, Slow Strolls, and the Politics of Walking: Queer Movements through Space and Time

Chapter 8. Video Games’ Queer Future: The Queer Games Avant-Garde