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## PLAN & SCHEDULE

### 2021 Game Studies Summer Reading Group

#### Logistics:

- We meet **5:00 - 7:00 pm PST, Wednesday evenings**, between **July 7** and **August 25** (8 weeks).
- We meet **synchronously via Zoom**; you'll get a link to our individual meetings via email.
- This is an informal, seminar-style reading group. Feel free to join us when you can; no worries if you can't attend all the weeks.
- All readings either are already available online for free or will be made available to you as PDFs. Here is the ["readings" folder](#) where you can find all the relevant PDFs.
- Each week we'll read roughly 3 articles and/or chapters. We hope you'll have a chance to read and come prepared to chat. If you don't get a chance to read though, you're still welcome!
- I know we're all Zoom burnt out. Feel free to come in your PJs, chill with a pet, eat a snack, turn off your camera whenever. Community care all the way.
- We strive to create a supportive, welcoming space. Please be mindful of privilege and potentially harmful language, use correct pronouns, and be respectful toward a variety of perspectives.

#### Reading group overview:

For the fifth year running (what?!), we'll be hosting the annual Game Studies Reading Group for UCI grad students. Any and all UCI grad students are welcome to participate, regardless of program and level. We're an interdisciplinary group; some of us are new to game studies and some of us are further along, and that variety is great. The group is very casual and you're welcome to participate as much or as little as you like. Our goals are to 1) foster grad community around game studies across campus and 2) build game studies knowledge beyond what's offered in traditional seminars.

In past years, we've had a specific theme for the group. This year, we'll be focusing on new work in the field (from roughly 2019 to 2021), but centering around subtopics that have been suggested by grad students. It would be great if different students could help lead discussion on different weeks, so keep an eye out for a topic you'd like to lead on.

## SCHEDULE

### WEEK 1 (July 7): Games & Labor, part I

- Greig de Peuter and Chris J. Young, ["Introduction: Contested Forms of Digital Game Labor."](#) *Television & New Media* (2019)

- Alison Harvey, "[Becoming Gamesworkers: Diversity, Higher Education, and the Future of the Game Industry.](#)" *Television & New Media* (2019)
- Paolo Ruffino and Jamie Woodcock, "[Game Workers and the Empire: Unionisation in the UK Video Game Industry.](#)" *Games and Culture* (2020)
- Robin Trach, "[Indie Bosses Are Still Bosses: Exploitation and Unionization at Small Game Studios.](#)" *Medium* (2021)

*If you want to read more:* More articles from the 2019 special issue "[Contested Forms of Digital Game Labor](#)" and/or the 2020 special issue "[Games and Empire](#)"

## **WEEK 2 (July 14): Games & Labor, part II**

- Ergin Bulut, [A Precarious Game: The Illusion of Dream Jobs in the Video Game Industry](#) (2020); read introduction and 2+ other chapters of your choosing

*If you want to read more:* The rest of *A Precarious Game*

## **WEEK 3 (July 21): Analog Games**

- Aaron Trammel, Evan Torner, and Emma Leigh Waldron (editors), [Analog Game Studies, Volume 1](#); read "Reinventing Analog Game Studies" (introduction) and 3+ other short chapters of your choosing

*If you want to read more:* The rest of *Board Games as Media*

## **WEEK 4 (July 28): Indie & Alt Game Development, part I**

- Paolo Ruffino (editor), [Independent Videogames: Cultures, Networks, Techniques and Politics](#) (2021); read introduction and 2+ other chapters of your choosing

*If you want to read more:* More chapters of *Independent Videogames*

## **WEEK 5 (August 4): Indie & Alt Game Development, part II**

- Jesper Juul, "[Introduction.](#)" from *Handmade Pixels: Independent Videogames and the Quest for Authenticity* (2019)
- Benjamin Nicoll, "[Introduction : Failed, Forgotten, or Overlooked? Methods for Historicizing Minor Platforms.](#)" from *Minor Platforms in Videogame History* (2020)
- Whit Pow, "[A Trans Historiography of Glitches and Errors.](#)" *Feminist Media Studies* (2021)

### **WEEK 6 (August 11): Apocalypse**

- Megan Condis, "[Sorry, Wrong Apocalypse: Horizon Zero Dawn, Heaven's Vault, and the Ecocritical Videogame.](#)" *Game Studies* (2020)
- Óliver Pérez-Latorre, "[Post-apocalyptic Games, Heroism and the Great Recession.](#)" *Game Studies* (2019)
- Nadav D. Lipkin, "[The Indieocalypse: the Political-Economy of Independent Game Development Labor in Contemporary Indie Markets.](#)" *Game Studies* (2019)

### **WEEK 7 (August 18): Meaning in Mechanics**

- Noah Wardrip-Fruin, [How Pacman Eats](#) (2020); read introduction and 3+ other chapters of your choosing

### **WEEK 8 (August 25): Grab Bag of Fun!**

- Jess Morrissette, "[I'd Like to Buy the World a Nuka-Cola: The Purposes and Meanings of Video Game Soda Machines.](#)" *Game Studies* (2020)
- [Marco Caracciolo](#), "[Animal Mayhem Games and Nonhuman-Oriented Thinking.](#)" *Game Studies* (2021)
- David Parisi, "[Rumble/Control: Toward a Critical History of Touch Feedback in Video Games.](#)" ROMchip (2019)