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Document in progress, updated May, 2018

## **Game Studies Reading Group 2018: WORKING Schedule & Goals**

### Logistics:

- Meeting **Wednesdays from 6:00 - 8:00 pm**, in **DBH 5032 (chair's conference room)**, for eight total weeks between the week of 7/2 and the week of 8/27, with a pause for DiGRA in late July.
- Each week, we'll tackle either one full or book or a collection of articles/chapters. Many of these texts are available online (see links in schedule below). Otherwise, I'll try to provide PDFs to where possible keep costs low.
- Pizza ([P-I-Z-Z-A](#))! I'll make sure we have vegan and GF options.
- All UCI grad students and faculty are welcome! If you know a particularly advanced undergrad you'd like to invite, just send me a heads up ahead of time.

### Theme, Vibe, Approach:

- This year's theme is "New Works in Game Studies." A ton of amazing games work has come out in the last couple years. Let's take some time to catch up on scholarship in our field.
- Preference will be given to texts by/about women, people of color, queer folks, and others who have been historically marginalized in game studies.
- The goal for this year's reading group vibe is a casual but rigorous "We're all intellectual peers so let's put our heads together and learn from each other."
- Last year, participants signed up to lead discussions about specific texts. This gave the group a seminar-y feel. Instead, let's all come prepared with points to discuss from the text.

Current List of Participants (not everyone is available for every meeting; that's totally fine):

Kat Brewster  
Sam Carter  
Amanda Cullen  
Ise Edwards  
Akil Fletcher  
Dan Gardner  
Reginald Gardner  
Eric Hahn  
Naz Hartoonian  
Matt Knutson  
Ian Larson  
Bono Olgado

Rose O'Leary  
Nicholas Persa  
Spencer Ruelos  
Forest Scully-Blaker  
Aaron Trammell  
K. T. Wong  
Minnie Wu  
Chae Yoo

## Reading List

Books (monographs and collections):

- Aubrey Anable, [Playing with Feelings: Video Games and Affect](#) (2018)
- Stephanie Boluk and Patrick Lemieux, [Metagaming](#) (2017)
- Shira Chess, [Ready Player Two: Women Gamers and Designed Identity](#) (2017)
- Megan Condis, [Gaming Masculinity: Trolls, Fake Geeks, and the Gendered Battle for Online Culture](#) (2018), selected chapters
- Heidi McDonald (editor), [Digital Love: Romance and Sexuality in Games](#) (2017), selected chapters
- Soraya Murray, [On Video Games: The Visual Politics of Race, Gender, and Space](#) (2017)
- Doris C. Rusch, [Making Deep Games](#) (2017)
- Anastasia Salter and Bridget Blodgett, [Toxic Geek Masculinity in Media](#) (2017), selected chapters
- Melanie Swalwell et al. (editors), [Fans and Videogames: Histories, Fandom, and Archives](#) (2017), selected chapters

- Articles:

- Kevin D. Ball, ["Fan labor, speculative fiction, and video game lore in the 'Bloodborne' community"](#) (2017)
- Lindsay Grace, ["Love, Lust, Courtship and Affection as Evolution in Digital Play"](#) (2017)
- Kishonna Gray, ["Gaming out online: Black lesbian identity development and community building in Xbox Live"](#) (2017)
- Jan Švelch and Tereza Krobová, ["Historicizing video game series through fan art discourses"](#) (2016)

- Additional articles (i.e. suggested reading):

- Aubrey Anable, ["Platform Studies"](#) (2018)
- Helen Kennedy, ["Game Jam as Feminist Methodology"](#) (2018)
- Passmore et al., ["Racial Diversity in Indie Games"](#) (2017)
- Passmore et al., ["The Privilege of Immersion: Racial and Ethnic Experiences, Perceptions, and Beliefs in Digital Gaming"](#) (2018)

## Schedule

**Week 1:** Tuesday, 7/3 ← note: this 1st meeting isn't a Wednesday because 7/4 is a holiday

Reading: Aubrey Anable, *Playing with Feelings: Video Games and Affect* (2018)

Available to [read online via UCU library website](#)

Additional suggested reading:  
Aubrey Anable, [“Platform Studies”](#) (2018)

**Week 2:** Wednesday, 7/11

Reading: Soraya Murray, *On Video Games: The Visual Politics of Race, Gender, and Space* (2017)  
Available to [read online via UCI library website](#) (working on getting access for multiple simultaneous readers)

Additional suggested reading:  
Murray, [“Video Games and Playable Media”](#) (2018)  
Passmore et al., [“Racial Diversity in Indie Games”](#) (2017)  
Passmore et al., [“The Privilege of Immersion: Racial and Ethnic Experiences, Perceptions, and Beliefs in Digital Gaming”](#) (2018)

**Week 3:** Wednesday, 7/18

Reading: Doris C. Rusch, *Making Deep Games* (2017)  
See Google folder for PDF of Rusch

Additional suggested reading:  
Helen Kennedy, [“Game Jam as Feminist Methodology”](#) (2018)

\*Note: week off for DiGRA\*

**Week 4:** Wednesday, 8/1

Reading: Selections from Melanie Swalwell et al. (editors), *Fans and Videogames: Histories, Fandom, and Archives* (2017) & selected additional articles

Available to [read online via UCI library website](#)

- Chapter 1, “Introduction”
- Chapter 2, “Early Games Production, Gamer Subjectivation and the Containment of the Ludic Imagination”
- Chapter 4, “Keeping the Spectrum Alive: Platform Fandom in a Time of Transition”
- Chapter 7, “NES Homebrew and the Margins of the Retro-gaming Industry”
- Chapter 8, “Museums of Failure: Fans as Curators of ‘Bad,’ Unreleased, and ‘Flopped’ Video Games”
- Chapter 9, “World-1: Glitching, Codemining, and Procedural Level Creation in Super Mario Bros”
- Chapter 12, “Unusable Archives: Everyday Play and the Everyplay Archives”
- Chapter 13, “Moving on from the Original Experience: Philosophies of Preservation and Dis/play in Game History”

Suggested reading:

- Kevin D. Ball, [“Fan labor, speculative fiction, and video game lore in the ‘Bloodborne’ community”](#) (2017)
- Jan Švelch and Tereza Krobová, [“Historicizing video game series through fan art discourses”](#) (2016)

**Week 5:** Wednesday, 8/8

Reading: Stephanie Boluk and Patrick Lemieux, *Metagaming* (2017)  
Electronic copy can be [accessed here](#)

**Week 6:** Wednesday, 8/15

Reading: Shira Chess, *Ready Player Two: Women Gamers and Designed Identity* (2017)  
Available to [read online via UCI library website](#)

**Week 7:** Wednesday, 8/22

Reading: Selections from Megan Condis, *Gaming Masculinity: Trolls, Fake Geeks, and the Gendered Battle for Online Culture* (2018)

See Google folder for PDF

- "Introduction: The Gamification of Gender"
- Chapter 3, "No Homosexuals in Star Wars?"
- "Epilogue: The Dating Game"

Selections from Anastasia Salter and Bridget Blodgett, *Toxic Geek Masculinity in Media* (2017)

See Google folder for PDF

- Chapter 1, "Introduction: Actually, It's about Toxic Geek Masculinity"
- Chapter 4, "Come Get Some: Damsels in Distress and the Male Default Avatar in Video Games"
- Chapter 8, "Conclusion: That's Not How Geek Masculinity Works!"

**Week 8:** Wednesday, 8/29

Reading = Selections from Heidi McDonald (editor), *Digital Love: Romance and Sexuality in Games* (2017) & selected additional articles

See Google folder for PDF of McDonald

- Preface
- Chapter 1, "Sexualization, Shirtlessness, and Smoldering Gazes"
- Chapter 5, "Visualizing Data for Pleasure: Heather Kelley on Game Design, Sexuality, and User Interfaces"
- Chapter 8, "Naughty Bits: The Western Complications of Genitalia in Non-Porn Video Games"
- Chapter 11, "'Sweet Solutions for Female Gamers': Cheritz, Korean Otome Games, and Global Otome Game Players"
- Chapter 15, "Digital Love: Future Love -- VR and the Future of Human Relationships and Sexuality"
- Lindsay Grace, ["Love, Lust, Courtship and Affection as Evolution in Digital Play"](#) (2017)
- Kishonna Gray, ["Gaming out online: Black lesbian identity development and community building in Xbox Live"](#) (2017)