

ADE for Games Communities Workshop and Speaker Series

Fall '23

The following events are lectures, panels and workshops hosted by a variety of researchers across the globe, discussing themes related to decolonization, equity, accessibility and diversity in games and game communities. Times are EST/EDT; they are tentative and may be subject to change. *Event registration details to come.*



Panel on Emerging Voices in Black Game Studies

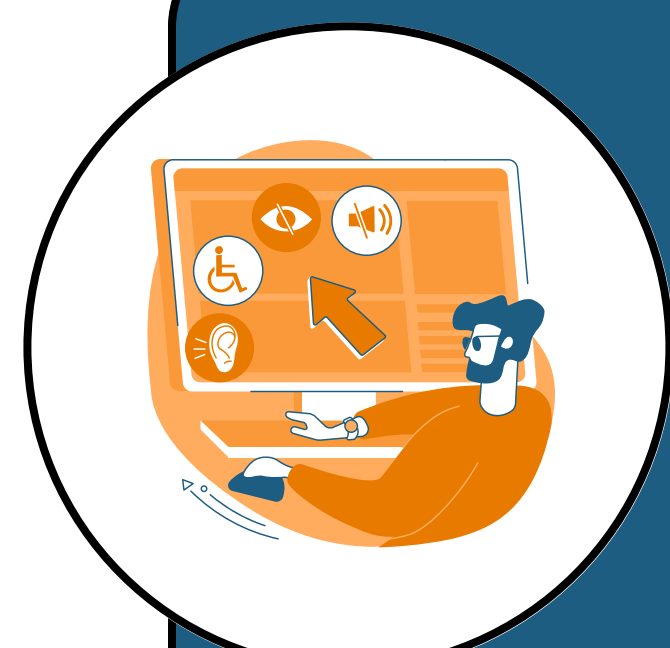
Dr. Akil Fletcher, Dr. Steven Dashiell & Cyan DeVeaux | September 20 2023, at 11:00 am

This panel highlights emerging scholars in Black games studies. Panelists will present recent and/or ongoing work, sharing a glimpse of the emerging research questions animating the field.

Black Virtuality

A.M. Darke | September 25, 2023, at 1:00 pm

Across digital media, Black people are portrayed in ways that are derogatory, inaccurate, stereotypical, demeaning, and otherwise harmful. And Black culture is often depersonalized and extracted from Black bodies. Through projects like 'Ye or Nay?' and the Open-Source Afro Hair Library, artist A.M. Darke reimagines the construction and consumption of Black bodies in virtual space, discussing critical approaches to portraying Blackness in games and virtual space.



The Case for Paratopian Design

Dr. Rilla Khaled | October 5, 2023, at 11:00 am

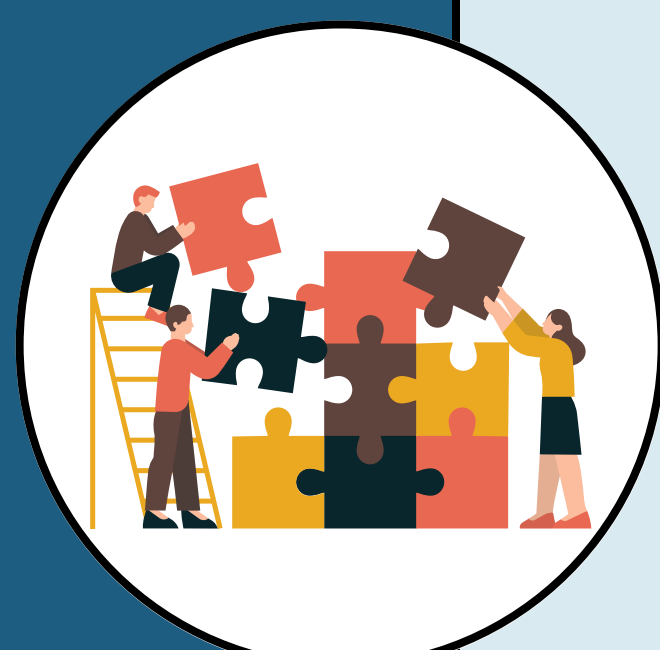
What if we could make complex social and cultural questions playable? And what if we could do so through interactions with familiar digital interfaces set in alternative presents and near futures? In this talk, grounded in examples including Indigenous Hawaiians undertaking space travel, matrimonial websites from the near future, and flirtatious AI chatbot therapists, Rilla Khaled makes the case for paratopian design. This proposed paradigm shifts invite us to reconceptualise and reconsider the building blocks of "here" & "now."

Grist for the Mill:

Game Education and the transition to the game industry

Kenzie Gordon, Vishal Sooknanan, Dr. Jennifer Whitson, Dr. Sean Gouglas,
Dr. Alison Harvey & Dr. Johanna Weststar | October 23, 2023, at 11:00 am

Workers in the game industry navigate equity and success barriers that have been understudied in academic research. The First Three Years is an ongoing longitudinal study of graduates of game programs in Canada and the United States, following the journey of 207 students as they move into the game industry. In this workshop, the research team summarises the challenges students faced and invites the us to develop applicable solutions .



Diversity and Race: Asian/American identity in gaming

Dr. Tara Fickle | November 14, 2023, at 11:00 am

In this lecture, Dr. Fickle asks how video games, in being inextricably tethered to Asia, continue to produce new racializations of Asians around the globe, and the varied impacts games have had on Asian diasporas in North America through forms of digitization, "gamic" worlds, and play itself.

Panel on Emerging Voices in Asian/American Game Design

Drs. Huan He, Sarah Ganzon & Matthew Howard | November 20, 2023, at 11:00 am

This panel highlights emerging scholars in Asian/American games studies. Panelists will present recent and/or ongoing work, sharing a glimpse of the emerging research questions animating the field.



Onkwehonwe Games Workshop

Dallas Squire | December 7, 2023, at 11:00 am

Onkwehonwe Games aims to build relationships and inspire respect for all Indigenous peoples by sharing baseline history and culture of the Six Nations people through traditional games. We understand that everything is interconnected and use games to teach and discuss geography and land, our creation story, language and traditional understandings of health, lifestyle and connection to nature.

What Makes it Indigenous? On Readability and Forced Readability in Indigenous Media

Meagan Byrne | December 12, 2023, at 11:00 am

This talk will explore the concept of *readability* and *forced reliability* of Indigenous culture in games media, by clarifying how Indigenous representation in media even by Indigenous creators can be subtly and not so subtly influenced by an overarching colonial system. As well, it will explore how *forced readability* can and does contribute to the erasure of Indigenous culture.



These events are a part of the "ADE for Game Communities: Enculturing Anti-Racism, Decolonization, Equity, Diversity and Inclusion (ADE) in Games Research and Creation" series in collaboration with the ADE Committee of the Games Institute, University of Waterloo, and is supported in part by funding from the Social Sciences and Humanities Research Council.

The series is led by Dr. Gerald Voorhees (Principal Investigator) and Dr. Daniel Harley (co-applicant).

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