

ADE for Games Communities Workshop and Speaker Series

Winter '23

The following eight events were 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. See *The Games Institute website* for detailed summaries of the events.

Structures of Care and Accessibility Workshop

Dr. Jess Marcotte and D. Squinkifier | February 9, 2023

In this workshop, D. Squinkifier and Dr. Marcotte from game studio Soft Chaos, led a series of thought experiments and guided activities so that audience members have the resources to understand and reshape their structures of care in their own communities.

The Impact of Genuine and Mindful Inclusion of Marginalized Communities in Creative Works

Elaine Gómez-Sanchez | February 23, 2023

Elaine Gómez-Sanchez spoke about how creative works have the power to uplift or destroy individuals through the perpetuation of stereotypical perceptions. Ideally, as a collective, we learn and create together through processes that are inclusive, mindful, and authentic.



Researching Disability and Play - Where's the fun in that?

Dr. Katta Spiel | March 23, 2023

In Dr. Spiel's lecture, they critically examined what kind of bodies are invited to participate in games and how these different bodies can participate in play. Using the theory of the surrogate body in play, Dr. Spiel illustrates how we must critically engage with understanding what, how and why bodily norms govern digital play.

Panel on Designing for Disability and Accessibility Panel

Dr. Katta Spiel, Dr. Cayley MacArthur & Triskal deHaven | March 30, 2023

In this panel, three researchers Triskal deHaven, Dr. Katta Spiel, and Dr. Cayley MacArthur discussed their experience, work, and research regarding accessibility in digital games. The themes that were discussed include the gaps in the accessibility of digital games, how people can get involved in the research of games accessibility and motivations to look at this subject.



The Changing Same: Blackness, Representation, and Video Games

Dr. André Brock | April 19, 2023

In Dr. André Brock's presentation on *The Changing Same: Blackness, Representation, and Video Games*, he discussed the promise and peril of BIPOC representation in video games. Primarily, he explored black digital identity, exploring visual representation as well as auditory and narrative representation in the games *Uncharted: Legacy of Thieves* and *God of War*.

Panel on Just Relationships for Research Teams

Dr. Kishonna Gray, Dr. Liz Nilsen & Dr. Rhona Hanning | April 25, 2023

This interdisciplinary panel with Dr. Kishonna Gray, Dr. Liz Nilsen, and Dr. Rhona Hanning outlined roles and responsibilities as well as best practices for graduate student supervision. They framed a discussion of how to foster and maintain just relationships among researchers, focusing on practices that allow for a non-extractive student-supervisor relationship.



From Custer's Revenge to Red Dead Redemption: Changing the Language of Indigenous Representation in Video Games

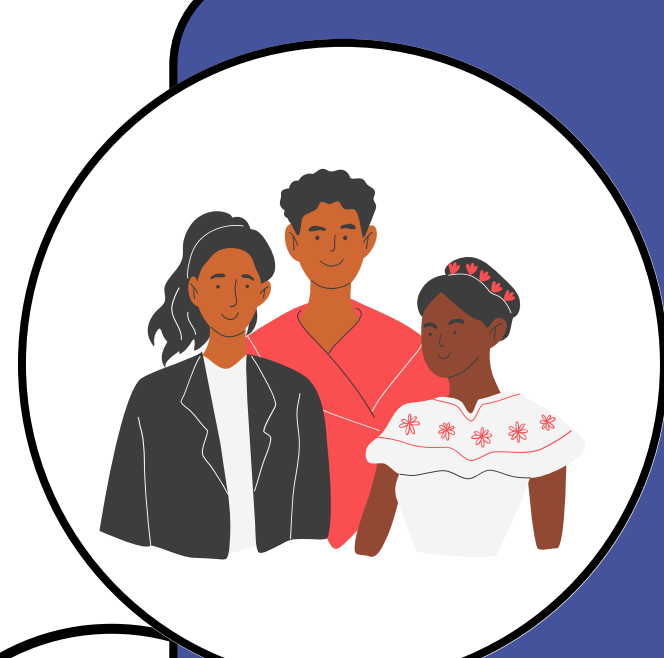
Dr. Ashlee Bird | May 10, 2023

In this lecture, Dr. Bird emphasized how mechanical, coded language, and visual language in games is used to present Indigenous representation. She included various examples from *Custer's Revenge* to the *Mortal Kombat* series to apply and showcase how language is used to create harmful Indigenous narratives. She then contrasted this by showing how language can also be used in ways that promote Indigenous futures.

A Discussion on Indigenous Research and Epistemology

Dr. Hector Perez and Dr. Kelly Laurila | May 26, 2023

How should we conduct research in cooperation and partnership with Indigenous communities? What does it mean for Indigenous scholars and students to do research within the colonial structures and settler epistemologies of Western universities? In this conversation moderated by Dr. Hector Perez, Dr. Kelly Laurila shared her perspectives and experiences on these questions.



These events are 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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