Identity in Video Games and Online Gaming Communities

For this course on video game studies, we will investigate how changing attitudes about race, class, gender, and nation have transformed the video games industry, its products, and its consumer culture. The course pays special attention to video game rhetoric and representation, subversive and unconventional video games, and attitudes in online gamer communities about paradigm shifts in the games industry and American culture at large. We will look at and play games like Gone Home, Undertale, The Beginner’s Guide, big budget productions, and others that will lead us to ask seemingly simple but ultimately complex questions, like “what is a game?” “what is a gamer?” and “who gets to be called a gamer?”

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