

Contents

Introduction: Imagining Queer Game Studies	ix
ADRIENNE SHAW AND BONNIE RUBERG	

Part I DEFINING QUEERNESS IN GAMES

1. What Is Queerness in Games, Anyway?	3
NAOMI CLARK	
2. Queergaming	15
EDMOND Y. CHANG	
3. Queer Theory, the Body, and Video Games	25
DEREK A. BURRILL	
4. Queering Games History: Complexities, Chaos, and Community	35
ZOYA STREET	

Part II QUEERING GAME PLAY AND DESIGN

5. *Ending the Cycle: Developing a Board Game to Engage People in Social Justice Issues* 45
PETER WONICA
6. *Playing Outside* 55
LEIGH ALEXANDER
7. *Building a Queer Mythology* 63
HANNA BRADY
8. *For Play? Literary Ludics and Sexual Politics* 69
AUBREY GABEL
9. *Play and Be Real about It: What Games Could Learn from Kink* 77
MATTIE BRICE
10. *Queering the Snapshot: Ambient Mobile Play* 83
LARISSA HJORTH AND KIM D'AMAZING

Part III READING GAMES QUEERLY

11. *On “FeministWhorePurna” and the Ludo-material Politics of Gendered Damage Power-ups in Open-World RPG Video Games* 97
ROBERT YANG
12. *Welcome to My Fantasy Zone: Bayonetta and Queer Femme Disturbance* 109
AMANDA PHILLIPS
13. *Role-Play as Queer Lens: How “ClosetShep” Changed My Vision of Mass Effect* 125
TODD HARPER

14. Queer(ing) Gaming Technologies: Thinking on Constructions of Normativity Inscribed in Digital Gaming Hardware 135

GREGORY L. BAGNALL

15. On *Gone Home* 145

MERRITT KOPAS

Part IV QUEER FAILURES IN GAMES

16. The Trouble with Communities 153

ADRIENNE SHAW

17. “Play Like a Girl”: Gender Expression, Sexual Identity, and Complex Expectations in a Female-Oriented Gaming Community 163

GABRIELA T. RICHARD

18. The Nightmare Is Over 179

KATHERINE CROSS

19. Queer Gaming: Gaming, Hacking, and Going Turbo 187

JACK HALBERSTAM

20. The Arts of Failure: Jack Halberstam in Conversation with Jesper Juul 201

MODERATED BY BONNIE RUBERG

21. “I Wouldn’t Even Know the Real Me Myself”: Queering Failure in *Metal Gear Solid 2* 211

JORDAN YOUNGBLOOD

Part V QUEER FUTURES FOR GAMES

22. If Queer Children Were a Video Game 225

KATHRYN BOND STOCKTON

- 23. Queer Growth in Video Games 239**
CHRISTOPHER GOETZ
- 24. Finding the Queerness in Games 249**
COLLEEN MACKLIN
- 25. Organizing New Approaches to Games:
An Interview with Chelsea Howe, Toni Rocca, and
Sarah Schoemann 259**
MODERATED BY BONNIE RUBERG
- 26. Forty-Eight-Hour Utopia: On Hope and the Future of
Queerness in Games 267**
BONNIE RUBERG
- Contributors 275**
- Index 279**