Keywords for Video Game Studies

A Graduate Interest Group

The Keywords for Video Game Studies graduate interest group brings together critical, interdisciplinary perspectives and scholarship on video games and video game culture in order to address

- the design of games (as computational, protocolological, rhetorical, and aesthetic artifacts),
- the theorization of games (in terms of narrative, interactivity, race/gender/sexuality), and
- the pedagogical and political potential of games.

Through close readings of games, close playings of games (critical gaming), and colloquium discussions, our working group aims to highlight central questions, keywords, and even dissonances in video game studies and video game theory.

For more information on each reading group/workshop date and each session’s suggested readings, please go to: https://depts.washington.edu/critgame/wordpress/keywords/

Workshop and Colloquia Schedule, 2011

Wednesday, January 19 ~ Avatar
Wednesday, February 16 ~ Power/Control
Wednesday, April 20 ~ Pedagogy
Saturday, May 21 ~ Gamer (9:00 am-4:00 pm)

Time: 3:30-5:30 pm, except where noted
Location: Communications 202

The Keywords for Video Game Studies working group, in collaboration with the Critical Gaming Project at the University of Washington and the Humanities, Arts, Science, and Technology Advanced Collaboratory (HASTAC), is supported by the Simpson Center for the Humanities.