INTERSECTIONS OF VIDEO GAMES AND CULTURE

MONDAY, MAY 10, 4PM

“Intersectional Tech: The Digital Experiences of Minoritized Gamers”

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Gaming, as a medium often outside conversations on Blackness and digital praxis, is one that is becoming more visible, viable, and legible in making sense of Black technoculture. Intersectional tech implores us to make visible the force of discursive practices that position practices within (dis)orderly social hierarchies and arrangements. I illustrate a framework for studying the intersectional development of technological artifacts and systems and their impact on Black cultural production and social processes. Using gaming as the glue that binds this project, I put forth intersectional tech as a framework to make sense of the visual, textual, and oral engagements of marginalized users, exploring the complexities in which they create, produce, and sustain their practices.

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