

Gaming at the Edge

Gender, Race, and Sexuality in Video Games

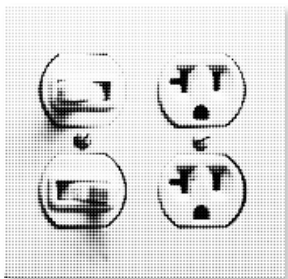
A Lecture in Critical Media and Digital Studies

Adrienne Shaw

March 19, 2015
 3:00 PM

Mann Assembly Room,
 Paterno Library

Sponsored by the
Digital Culture and Media Initiative

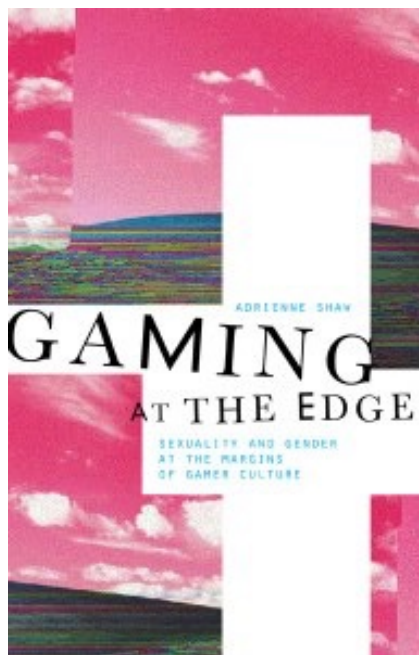


Adrienne Shaw's book *Gaming at the Edge* represents an intersection of three major fields in media studies: the politics of representation of marginalized groups; ethnographic and qualitative media audience research; and cultural studies approaches to video games. It provides an in-depth look not just at how groups are represented in games, as some previous authors have done, but also at how audiences interact with these representations in ways that are unique to this particular medium. It addresses digital games as part of broader media consumption practices and identity work, looking at the ways games and concerns

about representation in them are embedded within the everyday lives of players.



Adrienne Shaw is an assistant professor in the Department of Media Studies and Production at Temple University and a Media and Communications Ph.D program faculty member. Her primary areas of interest are video games, gaming culture, the politics of representation, and qualitative audience research. Her research has been published in *Games and Culture*, *New Media Studies*, and *Critical Studies in Media and Communication*, among other journals, and she is the author of several book chapters on game studies. Her book *Gaming at the Edge: Sexuality and Gender at the Margins of Gamer Culture* was published in January 2015 by the University of Minnesota Press.



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