



# QUEER GAMES, STRAIGHT DESIGN

MONDAY

MARCH 10

1:30 pm

David Turpin Building  
A104

Is it possible to create a queer video game? What constitutes a queer video game? And are video games already queer? This presentation takes up the problematic (im)possibility of queer games beyond queerness as simply LGBT-skinned plot, character or subtext.

This presentation explores how the binary, algorithmic, and protocological underpinnings of both game programming and design constrain and recuperate queerness, and more importantly, imagines the queer possibilities in queergaming: the happy accidents, glitches, workarounds, even failures that open up alternative practices, opportunities, and endgames.

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