

WHAT ARE

VIDEOGAME CREATION AS

GAMES

SOCIAL, ARTISTIC, AND

GOOD

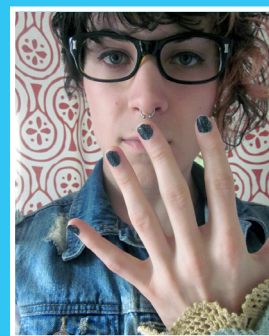
INVESTIGATIVE PRACTICE

FOR? *EJECT*

A number of arguments have been advanced about the unique properties of digital games, but what does videogame authorship really have to offer us? Throughout this talk, we'll think through these arguments and consider the utility of games for our personal, political, and scholarly projects.

WEDNESDAY
SEPTEMBER 18
12:30 pm
ECS 108

merritt kopas is an artist and game designer whose work deals with themes of bodies, gender, and difference. Her game LIM, an exploration of the violence of liminality, was named in several best indie games of 2012 lists. She holds an MA in Sociology from the University of Washington and teaches in the areas of gender and sexuality.



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