

Panel 3: Gaming Industry II (Dr. Bobby Schweizer, Moderator)

“Relações de trabalho na produção de videogames no Brasil [Labor relations in video game production in Brazil]” by Aline Conceição Job da Silva, Universidade de Caxias do Sul, Brasil and **Beatriz Blanco**, Universidade do Vale do Rio dos Sinos, Brasil

“Gaming technology and the migratory phenomenon: The case of “Dusa Codes”” by Manuel Matos, Dominicanos USA, USA, **Eduardo Hernandez** Inchaustegui, Dominicanos USA, USA, and Dr. Hector Cordero-Guzman, Baruch College of the City University of New York, USA

“Hispanic and Latin experiences in the eSports industry” by **Roberto Velasco**, Texas Scholastic Esports Federation (TEXSEF)

CHAT SESSION

- 06:49:07 **Letícia Perani**: I miss José Messias here, to talk about gambiarra with us...
- 06:49:29 **Phill Penix-Tadsen** (he/him/él): I know Zé 😊 He should be here!
- 06:49:32 **Bruno de Paula**:
<https://twitter.com/vanamerongen/status/1367137838685433873>
- 06:50:36 **Letícia Perani**: Zé is pure fun, besides his great knowledge :-)
- 06:50:44 **Suely Fragoso**: zé is adorable
- 06:51:31 **Sandra Castro Pinzón**: AMO ESE PROGRAMA
- 06:52:14 **Sandra Castro Pinzón**: Thank you Beatriz!! <3
- 06:52:21 **Suely Fragoso**: 🙌
- 06:52:56 **Sandra Castro Pinzón**: For me is really sad that usual the media dosnt cover what is made in their local industry
- 06:53:06 **Beatriz Blanco**: Reading now the comments about my headphones, thank you
- 06:53:25 **Felipe**: Parabéns pela palestra 🙌
- 06:53:31 **Phill Penix-Tadsen** (he/him/él): The headphones are definitely great...the talk was even better!
- 06:54:28 **Beatriz Blanco**: I thought about using my pink cat ears on them but I got shy
- 06:54:49 **Jenna Fox**: Agreed, but I still need the headphone info. What did you get those?
- 06:55:19 **Beatriz Blanco**: They are from Logitech, bought them on amazon
- 06:55:47 **Jenna Fox**: where* lol amazon, I should have known :D
- 06:56:07 **Jenna Fox**: thank you Beatriz!

06:56:16 **Beatriz Blanco:** it's the 635 model

06:56:28 **Beatriz Blanco:** you're welcome!

07:01:10 **Regina Mills:** For Aline and Beatriz: so many workers in the game industry in the US are anti-union/libertarian and it seems like this is the case for Brazilian game industry workers as well based on your presentation. What do you think is the cause of these similar politics (in contexts that are somewhat similar [Trump/Bolsonaro] but also quite different)? Is it something about how we educate workers for the game industry? Or something else?

07:01:37 **Regina Mills:** (this is for the Q&A portion, I just wanted to put my question out there)

07:05:19 **José P Zagal:** I see the date and go uh oh...and then, oh just BEFORE covid...

07:05:21 **José P Zagal:** sigh.

07:10:42 **Lauren Acosta:** Question from Regina Mills: For Aline and Beatriz: so many workers in the game industry in the US are anti-union/libertarian and it seems like this is the case for Brazilian game industry workers as well based on your presentation. What do you think is the cause of these similar politics (in contexts that are somewhat similar [Trump/Bolsonaro] but also quite different)? Is it something about how we educate workers for the game industry? Or something else?

07:10:45 **Phill Penix-Tadsen** (he/him/él): Really inspiring outreach work, thanks for the presentation!

07:10:52 **Vesly Beato:** contact info?

07:10:59 **Eliana Santos - DUSA:** Thank you, Leo!

07:11:15 **Vesly Beato:** Great presentation and amazing work!

07:12:02 **Prof. Cordero-Guzman:** Thanks for the feedback.

07:17:40 **Phill Penix-Tadsen** (he/him/él): Question for Leonel in Q&A: Like sports, eSports and game culture in general are often disproportionately male-dominated. In what ways does DUSA address gender equity?

07:17:53 **Phill Penix-Tadsen** (he/him/él): Question for Aline & Beatriz in Q&A: Is there any way we can apply your research to informal or immaterial labor practices outside of the game industry itself? (I'm thinking of streamers and the "aspirational labor" or "hope labor" of eSports competitors, and how they constitute part of the "precariat".)

07:27:23 **Phill Penix-Tadsen** (he/him/él): I'm in Delaware...we're not in a Trump context anymore, are we? 😊

07:28:39 **eva.diaz-leon TC care coord:** The dream job narrative opens the door for all kinds of worker abuse, we see it constantly here in the US. It's just starting to get better

07:28:58 **Phill Penix-Tadsen** (he/him/él): This is what Christopher A. Paul calls the toxic meritocracy of game culture, that feeling that you're lucky just to have a job in the industry...

07:31:04 **Kent Wilkinson:** Preview of what's coming tomorrow (Central Time): 9 am José Zagal "Chilean Videogames 1970s-1980s"; 10:15 Panel 4 Games as Texts; 11:25 Panel 5 Games as Art and Play; 1:00 pm **Adrienne Shaw** "The 'Project' Never Ends: Lessons Learned from Creating the LGBTQ Game Archive and Rainbow Arcade". Please join us!

07:31:22 **Regina Mills:** Thank you both - those are really thoughtful answers (and definitely agree with your connection to Paul's book as well, Phill)

07:31:24 **Phill Penix-Tadsen** (he/him/él): José Z., let's see the Chilean console(s)!

07:31:25 **Leandro Lima:** And working outside the dominant logic of production is increasingly hard despite the growing ease of distribution/publishing. Even in terms of appeasing the consumer fanbase. I had a chat this week with a developer that produces LGBTQ porn games and is not a fan of visual novels at all - but has to keep developing them as that's what the fanbase wants, and their porn games with different mechanics don't sell as well.

07:31:33 **José P Zagal:** uh oh.

07:32:30 **José P Zagal:** I can promise exactly zero unboxings in my talk tomorrow.

07:32:52 **Regina Mills:** that sounds so interesting, Beatriz!

07:33:17 **Suely Fragoso:** perfect, Beatriz, very well noticed

07:34:16 **Beatriz Blanco:** thank you!

07:37:39 **Phill Penix-Tadsen** (he/him/él): Jaja then at least some nice headphones

07:45:29 **Phill Penix-Tadsen** (he/him/él): Good point about contract work, Leandro. It's the norm rather than the exception, practically nobody is just working on original IP and their passion projects...

07:45:35 **eva.diaz-leon TC care coord:** Thank you Professor Cordero!

07:45:57 **Regina Mills:** I'm really excited to see how DUSA Codes goes!

07:46:18 **Lauren Acosta:** Thank you so much!

07:46:43 **MariAmaro:** thank you so much for this conference.

07:46:57 **Leonel Gomez he/him (DUSA):** Thank you everyone!

07:47:05 **Roberto Velasco:** Thanks, y'all!

07:47:23 **Letícia Perani:** Thanks!

07:47:24 **Beatriz Blanco:** It was great, thank you everyone!

07:47:32 **Phill Penix-Tadsen** (he/him/él): Best. Conference. Ever. Can't wait for tomorrow! Have a nice Friday night!

07:47:32 **Leonel Gomez he/him (DUSA):** @Regina Thank you so much!

07:47:38 **Aline Job:** Thank you all! It was great.

07:47:39 **MariAmaro:** I am enjoying all the presentations.

07:47:58 **Prof. Cordero-Guzman:** Thanks to Leo for a great presentation of the DUSA Codes approach

07:48:00 **Regina Mills:** I am so excited for Day 2 tomorrow - I hope we continue the huge participation numbers!

07:48:10 **Prof. Cordero-Guzman:** See you tomorrow!

07:48:23 **Dr. Shaw's Robot:** looking forward to it. It will be me not my robot tomorrow:)

07:49:04 **Lauren Acosta:** Remember to use the hashtag #HIHIC_Gaming on twitter to continue connecting and sharing with each other!

07:49:12 **Anne-Marie:** Thanks everyone for a great day. Look forward to tomo

07:49:23 **Jorge Hernandez:** Thank you so much!!

07:49:28 **José Carlos Hernández Nieto:** Thank you

07:49:30 **Camila de Ávila:** It was great! Thanks!

07:49:50 **José Carlos Hernández Nieto:** Was great!