

Dr. Adrienne Shaw, Temple University *"The 'Project' Never Ends: Lessons Learned from Creating the LGBTQ Game Archive and Rainbow Arcade"*

CHAT SESSION

05:22:24 **Mills, Regina:** I always teach the LGBTQ Game Archive in my Gaming Literature class. So excited for this concluding talk!

05:22:51 **Nick Bowman:** No disrespect to Jose of course, but my noon intros are always more awake than my AM intros. ;p

05:23:37 **Nick Bowman:** hiyooo!

05:23:38 **Mills, Regina:** This conference has been invigorating and inspiring, to see so many Latina/o/e and Latin American scholars together is overwhelmingly wonderful

05:24:01 **Jill Rivera:** Which was the 1970s game?

05:24:09 **Mar Scardua:** Caper at the castro!!

05:24:36 **Mar Scardua:** @Regina yeeess <3

05:27:01 **Phill Penix-Tadsen** (he/him/él): jajaja

05:27:12 **Nick Bowman:** 🙄

05:27:23 **Phill Penix-Tadsen** (he/him/él): This is also how my book Cultural Code started: a list of games

05:28:01 **Nick Bowman:** there are more than 56 gamers with the same "Italian" plumber in them. =)

05:28:06 **Leandro Lima:** outrageous, reviewer number 2 being useful!!!

05:28:17 **Mar Scardua:** hahahha

05:28:27 **Leandro Lima:** surely a mistake in the matrix

05:29:10 **Phill Penix-Tadsen** (he/him/él): Super-helpful breakdown of content, could be applied to cultural representation of all kinds

05:29:31 **Nick Bowman:** YUP! Phill that was one of my hopes in how Adrienne's work could translate over here, for sure!

05:29:55 **Mar Scardua:** SHE

05:30:01 **Mills, Regina:** exactly - so helpful in thinking about my book on Latinx representation...

05:30:37 **Mills, Regina:** woah!!! That Birdo example is wild!

05:30:40 **Philippe Chauveau:** Wow talk about paratextual impact

05:30:47 **Mar Scardua:** yeah....

05:31:00 **Nick Bowman:** oooooooff

05:31:28 **Leandro Lima:** sexuality in Japanese games translated to the west are often subject to misidentifications i suppose, also due to the considerable cultural differences when it comes to it

05:31:50 **Nick Bowman:** oh wow I was today years old when I learned about Ustvestia's note here.

05:32:06 **Philippe Chauveau:** I'm sure Mariana can she has everything lol

05:32:15 **Mari Amaro:** We have all the translation in Portuguese 😊

05:32:17 **Nick Bowman:** ^^^^

05:32:20 **Mar Scardua:** totally. There's still a bunch of clearly female-coded characters in Japanese media that are identified (and self-identify) as male. it's an unique manner of gendering.

05:32:25 **Phill Penix-Tadsen** (he/him/él): 🙌

05:32:29 **Nick Bowman:** Mari and Suely we need to hang out more. =)

05:33:04 **Suely Fragoso:** definitely!

05:33:07 **Leandro Lima:** exactly Mar! androgyny is tackled different too.

05:33:13 **Mari Amaro:** The Tec Toy one and the fan translation directly from Japanese to Portuguese

05:34:19 **Mari Amaro:** Yes Nick 😊

05:36:16 **Mills, Regina:** How fans/players talk about games is really important. For example, it's been amazing to me how scholarship never mentions that Gone Home has a lesbian Latina character (though the fan wiki does!).

05:36:53 **Leandro Lima:** this archive helped several of my students to find queer games/characters when we discussed representation and diversity

05:37:51 **Leandro Lima:** true Regina! It's a good interface with fan studies we can explore, the often porous borders between canon and fanon and how these conversations may transform/queer a character , etc

05:38:06 **Nick Bowman:** I wonder if the NEH would fund this? They have grants for archiving,etc.

05:38:21 **Mar Scardua:** fandom is a can of worms by itself.... XD

05:41:34 **Nick Bowman:** I remember following this story!

05:41:49 **Mar Scardua:** ops i was wrong by over a decade XD

05:41:53 **Mar Scardua:** but in any case

05:42:01 **Mar Scardua:** you can play it here: https://archive.org/details/hypercard_caper-in-the-castro

05:42:13 **Leandro Lima:** oh thanks mar!

05:42:18 **Phill Penix-Tadsen** (he/him/él): Wow, talk about resolving archival / preservation issues! This is an incredible blueprint for doing collective research on games and culture.

05:42:27 **Mar Scardua:** it's ridiculously hard, as mentioned

05:43:20 **Mills, Regina:** yes, I love these lessons about creating such an archive. I've always wanted to do something like this for Latinidad and games and this is such a helpful blueprint

05:43:52 **Jill Rivera:** Lost media is very fascinating to me

05:46:45 **Mills, Regina:** this exhibit looks so fun!

05:47:19 **Mills, Regina:** what a cool design choice

05:50:14 **Nick Bowman:** 🙌

05:55:20 **Suely Fragoso:** 🙌

05:55:21 **Madison Wedge:** This is incredible work!

05:55:24 **Mar Scardua:** Thank you so much!

05:55:27 **Jill Rivera:** This was a fascinating presentation, thank you!

05:55:30 **Daniele Alves de Arruda:** thank you Adrienne!!!

05:55:31 **Jack Fennimore:** Thank you so much!

05:55:32 **Camila de Ávila:** 🙌🙌

05:55:32 **Jill Rivera:** *such a

05:55:33 **facultystaff:** Great work!

05:55:44 **Leandro Lima:** thanks a lot Adrienne! always a pleasure to listen to you!

05:55:46 **Kent Wilkinson:** Fantastic, thanks!

05:55:48 **Mari Amaro:** Thank you!

05:56:41 **Mari Amaro:** hahahaha

05:56:45 **Jack Fennimore:** Thank you so much everyone for this wonderful conference!

05:56:57 **Mar Scardua:** ^^^^

05:58:44 **Nick Bowman:** Y'all are the ones that made it work. =)

05:58:48 **José P Zagal:** Question for Adrienne: What is it like to have to manage both your professional/academic persona with your role as the head of a project that has received so much (well earned) praise and attention?

05:58:59 **Jill Rivera:** Adrienne happened to cover the other questions i had in mind as she went on. Lots of good info!

05:58:59 **Nick Bowman:** Questions: I'll go to Mar next, and then Jose!

06:09:59 **Mills, Regina:** It's similar for Latina/o/x characters - lots of Latin American/Latino characters in fighting games

06:10:10 **Mar Scardua:** true!!

06:11:30 **Phill Penix-Tadsen** (he/him/él): My colleague Rachael Hutchinson has done some great work on how stereotypes work in fighting games:
https://www.researchgate.net/publication/341205115_Gender_Stereotypes_in_Japanese_fighting_games_effects_on_identification_and_immersion

06:12:59 **Daniele Alves de Arruda:** thnaks for share Phill

06:15:04 **Nick Bowman:** To learn more about Adrienne: <https://adrienneshaw.com/>

06:15:16 **Kent Wilkinson:** And ARE experiencing...

06:16:12 **Phill Penix-Tadsen** (he/him/él): Also, because Nick and others have mentioned wanting to archive game hardware, I wanted to mention the Learning Games Initiative Research Archive (LGIRA) out of U of Arizona. They are open to collaborating with other institutions and currently collaborate with eight other institutions. <https://lgira.mesmernet.org/>

06:16:51 **Mills, Regina:** I keep meaning to look deeper at LGIRA so thanks for the reminder, Phill!

06:16:53 **Nick Bowman:** oooff that's frustrating. =(

06:18:05 **Nick Bowman:** frustrating, given that the museum in berlin talks a lot about the DDR and gaming. *grumble*

06:18:07 **Mar Scardua:** yeah, the US/Canada axis is where games are really considered a serious business

06:18:40 **José P Zagal:** Even in Japan there is little consideration at the institutional/govt level

06:19:08 **José P Zagal:** DDR not Dance Dance Revolution in this context

06:19:16 **Nick Bowman:** 🙄

06:19:24 **Phill Penix-Tadsen** (he/him/él): Government funding for game development in Latin America is frequently tied to expectations of cultural content

06:20:07 **José P Zagal:** Donate to internet archive when you can!

06:20:08 **Nick Bowman:** Judy Malloy Social Media Archeology talks about this:
<https://mitpress.mit.edu/books/social-media-archeology-and-poetics>

06:21:30 **José P Zagal:** We're at the point were we can't talk about mobile and f2p from 5 years ago...