Panel 4: Games as Texts ((Philippe de Villemor Chauveau, Moderator)

"Otherhood and Mestizo Futurism in Insomniac's Marvel's Spider-Man: Miles Morales" by Regina Mills, Texas A&M University, USA

"¿Traducción imposible? Representación cultural latinoamericana en el mundo del videojuego [Impossible translation? Latin American cultural representation in the world of the video game]" by Pablo Martín Domínguez, Ruth García Martín, and Begoña Cadiñanos Martínez

"It's like looking at the world from the other side. Far away but real": analyzing "Dragon Age: Origins" & "Dragon Age II" through the prism of Queer Temporality" by Maria de sa Frizzera Scardua, North Carolina State University

CHAT SESSION

02:38:22   **Lauren Acosta**: yes!

02:38:24   **Anthony R. Ramirez**:   Woooo!!! Go, Dr. Mills!!

02:38:30   **Anthony R. Ramirez**:   Awesome slides!

02:38:47   **Mar Scardua**:   Excited!!!!!

02:38:53   **Daniele Alves de Arruda**:   in love with it

02:40:48   **Philippe Chauveau**:   If you haven't watched into the spider verse go watch PLEASE. Masterpiece

02:40:56   **Philippe Chauveau**:   Only after the symposium events of course 😄

02:41:14   **Elvin Cora**:   this game legit means a lot to me because of how much it represents my culture in detail

02:45:13   **Jorge Hernandez**:   That's awesome!!

02:47:13   **Philippe Chauveau**:   I literally played that scene 3 times and invited my friends over to watch the last time. I spent SO MUCH TIME walking around

02:48:00   **Elvin Cora**:   Never thought id see pasteles being rendered in a game but they really did their research

02:49:03   **Philippe Chauveau**:   They did incredible work, yes. I'm not even well-versed in these cultures but I could feel it was thought out and well made!

02:54:53   **Madison Wedge**:   I just love how modern games can now put such detail into their environments and highlight these character's identities and cultures

02:55:47   **Bobby S**:   all of this makes me wish I had skipped the 2018 game and gone straight to Miles Morales

02:56:03   **Kent Wilkinson**:   Super interesting in context of BLM.

02:57:43   **Lauren Acosta**: amazing

02:58:21   **Jorge Hernandez**:   Yes, please!

02:58:21   **Mar Scardua**:   this is so good

02:58:24   **José P Zagal**:   I'm unfamiliar with Miles in the comics - how much/well/poorly does what the game does track with the comics?

02:58:28   **MariAmaro**:   Awesome!

02:58:30   **Anthony R. Ramirez**:   This was amazing! Love this!

02:58:38   **Brian Mills**:   I find it interesting to see how Miles Morales was initially received by Marvel fans in 2011 compared to now.

02:58:39   **Madison Wedge**:   I loved this talk

02:58:46   **Anna H**:   Love this! Can't wait to read it!

02:58:49   **Gwen Nisbett**: Awesome study!

02:58:50   **Elvin Cora**:   it tracks decently. it depends on which comic storyline specifically you read

02:59:04   **Leandro Lima**:   true Brian. I was half expecting Miles to show up in the last Spider Man film

02:59:06   **Phill Penix-Tadsen**:   Question for Regina in Q&A: I really appreciate the way you broke down the semiotics of Miles' Puerto Rican-ness in this game! Can you talk about the way the production context affects the game's meaning? I ask because the game appears to have been written by two white, non-Latinx writers (Benjamin Arfmann and Mary Kenney). What impact does this have on the game's representation of Latinx / Black / Puerto Rican culture? In addition to what the developers did well, what steps could they take to make improvements?

02:59:11   **Camila de Ávila**:   👏👏

02:59:17   **Leandro Lima**:   but he deserves a live-action ful feature of his own

02:59:26   **Anna H**:   ^^^^

02:59:29   **Jorge Hernandez**:   Thank you so much!

02:59:29   **Caroline Shee**: ▯

02:59:32   **Brian Mills**:   Weirdly, one of the first Afro-Latino comic book characters, Sunspot from Marvel Comics, was created in 1982, and didn't receive any real public anger, but it seems the Brazilian character has seen his skin lightened over the years in the comics and his Afro-Latino heritage totally removed in the latest movie.

02:59:34   **Mar Scardua**:   this was AWESOME

02:59:34   **Daniele Alves de Arruda**:   <3<3<3

02:59:35   **Elvin Cora**:   For example in the Ultimate comics universe miles becomes spidey after peters death....

02:59:37   **Letícia Perani**: Awesome, Regina!

02:59:39   **Mar Scardua**:   ty Regina!!

02:59:57   **Philippe Chauveau**:   Looks good!

03:00:01   **Lopez, Joseph**: Awesome Regina

03:00:21   **Lauren Acosta**: Remember to use the hashtag #HIHIC_Gaming on socials, we would love to continue to connect with each other!

03:00:31   **Anna H**:   🤟

03:01:33   **Philippe Chauveau**:   Btw love that title haha very clever

03:02:13   **Mills, Regina**:   here is the Accepted Manuscript for anyone interested!

03:02:23   **Phill Penix-Tadsen**:   Thank you, Regina!

03:02:28   **Adrienne Shaw**:   👍

03:02:30   **Daniele Alves de Arruda**:   thanks Regina!!

03:02:33   **Lauren Acosta**: Thank you so much Regina! Really loved your panel!

03:02:38   **Gabrielle Garza**:   Thank you!

03:02:38   **Kent Wilkinson**:   Gracias!

03:02:40   **Leandro Lima**: thanks for sharing Regina!

03:02:48   **Jorge Hernandez**:   Thank you!

03:04:11   **Mills, Regina**:   I have yet to play Cyperpunk but this commentary about Haiti is intriguing me!

03:04:12   **Daniele Alves de Arruda**:   superficial and stereotypes lol

03:04:31   **Jack Fennimore**:   Question for Regina: What is the line where playing as a black video game protagonist becomes a form of cultural appropriation?

03:05:04   **Elvin Cora**:   bayek deserves a sequel

03:05:18   **Phill Penix-Tadsen**:   Same, Regina… I've had Cyberpunk sitting on my shelf since December… Time for an unboxing!!!

03:07:20   **Elvin Cora**:   The Assasins creed Black Flag DLC actually dealt with the slave revolution of Haiti and the maroons.

03:08:37   **MariAmaro**:   Realismo Fantástico!

03:08:48   **Bobby S**:   It had been so long that I played that DLC that I had forgotten it was in Port-au-Prince

03:09:41   **Elvin Cora**:   The Freedom Cry DLC was too short in my opinion.....it was so good

03:09:57   **MariAmaro**:   Gabriel García Marques is THE BEST in Realism Fantastic, as Borges <3

03:10:14   **Phill Penix-Tadsen**:   Playing Black Flag was as good an experience as I've had with Ubisoft :) The fact that actually freeing enslaved people was a big part of the action was really gratifying.

03:10:54   **Phill Penix-Tadsen**:   PS I have an idea for a simulation video game based on the Borges story "Las ruinas circulares"…investors / developers, DM me.

03:13:32   **Elvin Cora**:   Sounds a lot like Wolfenstein but more detailed

03:13:54   **Adrienne Shaw**:   Emil Lundedal Hammar has a good article on AC: Freedom Cry if any one is interested:
https://www.tandfonline.com/doi/full/10.1080/13642529.2016.1256622?casa_token=C7CUUkKEVWgA AAAA%3AHgf97HtXMT2tupX-VfLCHTts3y9-vZ1x6wYxD-gTNU6WaIVedcVyMPoSOTlL-8mToEoLF2_UHsM

03:14:28   **Bobby S**:   Thanks, Adrienne

03:15:15   **Mills, Regina**:   Yes, thank you! Adding it to the long list of amazing readings I've gotten from this conference!

03:16:05   **Lauren Acosta**: yes yes yes yes

03:16:30   **Mar Scardua**:   amazing presentation!!!!

03:16:30   **Jorge Hernandez**:   Muchas gracias!!

03:16:34   **José P Zagal**:   Thanks!

03:16:35   **Lauren Acosta**: Amazing presentation!!!!

03:16:35   **Phill Penix-Tadsen**:   Thanks so much, Pablo!

03:16:39   **Letícia Perani**:   👏

03:16:41   **José P Zagal**:   I would love to play a Pancho Villa game...

03:16:43   **Daniele Alves de Arruda**:   Pablo, graciaaas!

03:16:48   **Camila Freitas**: Amazing!

03:16:49   **José P Zagal**:   (even if not historically accurate)

03:16:53   **Rutxi**:   Thanks!

03:17:06   **Jack Fennimore**:   Wooooo go Mar!

03:17:15   **Phill Penix-Tadsen**:   Question for Pablo in Q&A: Greater authenticity in cultural representation may require more developers who want to depict their own / their region's / their country's culture in games (for Mexico, I think of Mulaka, or even Taco Master or Augusto Quijano's

work on Guacamelee!). But do you think there is a danger of pigeonholing Mexican developers into the expectation of making Mexican culturally-themed games? What about devs who want to make games that are Mexican in spite of their content, like Kerbal Space Program?

03:17:28 **Philippe Chauveau**: I gotchu Phill! Noted ☺

03:18:07 **Phill Penix-Tadsen**: 'Red Dead Redemption' is a non-historically accurate Pancho Villa game of sorts...
https://reddead.fandom.com/wiki/Abraham_Reyes#:~:text=Abraham%20Reyes%20is%20a%20major%20character%20featured%20in%20Red%20Dead%20Redemption

03:18:26 **Daniele Alves de Arruda**: que orgulho ver uma brasileira!!!!

03:18:43 **Leandro Lima**: Oh, a fellow UFMG alumni xD

03:19:27 **Elvin Cora**: KOTOR is a certified classic

03:19:50 **Elvin Cora**: They also worked on the original 2 Star Wars battlefronts

03:20:09 **Liam Woods**: loved battlefront on ps2

03:20:23 **Elvin Cora**: I still have it on psp

03:21:11 **Mills, Regina**: I have played a lot of Mass Effect, but never Dragon Age. I need to remedy that

03:21:36 **Leandro Lima**: I really like DA/DA Origins and DA2, burt can't stand Inquisition (I have problems with Open World games ;p).

03:22:35 **Jack Fennimore**: For game dev, 14-16 months is BRUTAL

03:22:47 **Jack Fennimore**: Most AAA games take 2-3 years if you're lucky

03:23:03 **Elvin Cora**: EA is something else......

03:23:09 **C/Miserak - C FLT 1 - AS250**: and 2-3 years it pushing it now, think of COD

03:23:10 **Liam Woods**: dragon age: origins took 6 years to make.

03:23:38 **Liam Woods**: EA releases the same game every year so it makes sense

03:25:57 **Elvin Cora**: This reminds me of No Mans Sky....it was made by an indie studio yet it was treated as a AAA title. Though they did price it at 60$ though.

03:26:47 **Jorge Alberto**: I like getting trophies on ps4, but i don't like multiplayer, I cant platinun the last of us 1 because trophies are atacched to a multiplayer no one aked for

03:27:30 **Phill Penix-Tadsen**: LOVE the cat! 🐱

03:27:31 **Philippe Chauveau**: Hahah no one can control cats

03:27:46 **Gwen Nisbett**: 😺😺

03:27:51 **Daniele Alves de Arruda**: cat giving his opinion xD

03:27:51   **C/Miserak - C FLT 1 - AS250**:   ^^^ I feel ya there. I play on Xbox, I HATE when achievements are blocked behind multiplayer

03:28:02   **Phill Penix-Tadsen**:   This book is about this kind of gatekeeping / defining what is and is not a "real game": https://mitpress.mit.edu/books/real-games

03:29:48   **Mills, Regina**:   This is a helpful source on who calls themselves "gamers" and representation in games: Cale J. Passmore, Max V. Birk, and Regan L. Mandryk, "The Privilege of Immersion: Racial and Ethnic Experiences, Perceptions, and Beliefs in Digital Gaming," Proceedings of the 2018 CHI Conference on Human Factors in Computing Systems (2018)

03:31:29   **Jack Fennimore**:   Hate to step away but I need to facilitate another conference in a little bit. I'm so happy I could join! Thank you everyone for the wonderful presentations! I'll see if I can come back.

03:31:55   **Philippe Chauveau**:   Thanks jack! I have your question saved so we'll ask it for you ☺

03:32:11   **C/Miserak - C FLT 1 - AS250**:   Stardew is goated

03:41:25   **Madison Wedge**:   This was amazing Mar

03:41:26   **Phill Penix-Tadsen**:   Thank you Mar, fascinating reading of these games through queer temporality! Great talk!

03:41:29   **Liam Woods**:   thank you mar!

03:41:30   **Susie Hedley**:   Wonderful Mar!!

03:41:36   **Camila de Ávila**:   👏

03:41:38   **Anushka Shiell**: That was fascinating! Thank you Mar!

03:41:53   **C/Miserak - C FLT 1 - AS250**:   👏

03:41:53   **Jorge Alberto**:   Congrats! amazing discussion

03:41:55   **Khawar Latif Khan**:   This is great, Mar!

03:41:58   **Liam Woods**:   I tried dragon age when I was a child and couldn't appreciate it. might have to go back!

03:41:58   **Mar Scardua**:   thank yooooou

03:42:03   **Daniele Alves de Arruda**:   can u send to us the slides??? to get the infos?

03:42:52   **Madison Wedge**:   Dragon age is an interesting game because I remember not caring much for the gameplay but falling in love with the characters and story

03:43:16   **Philippe Chauveau**:   Yes I wrote down a similar question! It is great, no doubt, but what things were less "praiseworthy" or missing?

03:44:36 **Nick Bowman**: oh for sure Madison -- this is the anchor for our interactivity-as-demand framework (balancing cognitive vs emotional demands, etc.)

03:45:21 **MariAmaro**: Regina, are you open to study games developed only for Latino Game Studios?

03:45:37 **Philippe Chauveau**: Greater authenticity in cultural representation may require more developers who want to depict their own / their region's / their country's culture in games (for Mexico, I think of Mulaka, or even Taco Master or Augusto Quijano's work on Guacamelee!). But do you think there is a danger of pigeonholing Mexican developers into the expectation of making Mexican culturally-themed games? What about devs who want to make games that are Mexican in spite of their content, like Kerbal Space Program?

03:45:49 **Philippe Chauveau**: From (the other) Phill 😄

03:46:13 **MariAmaro**: Because, there is a lot of Game Studios from Latin America.

03:46:56 **Mills, Regina**: I would definitely be interested in that; but like you said, actually a lot of the studies are Latin America-based (even the Latinx Games festival is basically all Latin American developers)

03:47:28 **Mills, Regina**: which isn't bad but it also makes one question: am I actually talking about Latinx games?

03:48:18 **Philippe Chauveau**: https://www.ted.com/speakers/christopher_bell

03:48:33 **MariAmaro**: Regina: in some ways we get to the discussion "what is Latinos"

03:48:41 **Liam Woods**: thank you all!

03:49:06 **Mills, Regina**: exactly @Mari

03:49:20 **Mar Scardua**: the animation "Maya and the three" is a fantastic example of Mexican lens

03:49:25 **MariAmaro**: I really enjoyed your work :)

03:49:29 **Mar Scardua**: Latine is a lens of development

03:49:44 **Philippe Chauveau**: What is the line where playing as a black video game protagonist becomes a form of cultural appropriation?

03:49:45 **Philippe Chauveau**: From jack

03:50:54 **Philippe Chauveau**: Oh wow I just noticed the Zelda earrings!! Incredible

03:51:11 **Mar Scardua**: Zelda?

03:51:22 **Philippe Chauveau**: Triforce 😄

03:51:37 **Mar Scardua**: ooooh true!!

03:51:38 **MariAmaro**: If I may?

03:51:44   **Mar Scardua**:   i thought you were talking abiut mine and i was like ?

03:52:33   **Liam Woods**:   thank you everyone

03:52:43   **Philippe Chauveau**:   Thanks everyone!!!

03:52:52   **Mar Scardua**:   thanks everyone!!!

03:52:52   **Philippe Chauveau**:   Incredible stuff ☺

03:52:59   **Kent Wilkinson**:   Thanks all!

03:53:10   **Mills, Regina**:   Here's some stuff on digital blackface and playing as black characters I have read: https://www.wired.com/story/black-character-history-video-games/

03:53:21   **Mills, Regina**:
        https://law.unh.edu/sites/default/files/media/2021/07/mclean_final.pdf

03:53:29   **Mills, Regina**:   https://www.womenshealthmag.com/life/a33278412/digital-blackface/

03:53:38   **Daniele Alves de Arruda**:   thanks for share Regina.

03:53:54   **Mills, Regina**:   there are also academic sources (mentioned in some of these) but just as a start

03:54:26   **Mills, Regina**:   definitely being too "realism" focused is a problem

03:54:32   **Mills, Regina**:   problem

03:54:37   **Nick Bowman**:   Reminds me of the "realism vs authenticity" conversation

03:54:47   **Phill Penix-Tadsen**:   I think studying the relationship between US Latinx / Latine culture and video games is crucial work, and I understand your push, Regina, to carve out a space to analyze that relationship separately from game development in Latin America. When I started looking at the relationship between Latin America and video games, I began by looking at representation of Latin American cultures in AAA video games from the global north. But as I dug deeper, I've turned my attention entirely to games developed in Latin America / by Latin Americans. Hopefully, Regina, you will continue to discover more and more Latinx developers working at all levels (homebrew, indie, AAA) and throughout the entire history of game development.

03:55:10   **Nick Bowman**:   Jay Posey from Game Developers Conference 2013 "Tastes Like Chicken: Authenticity in a Totally Fake World" - https://www.gdcvault.com/play/1018003/Tastes-Like-Chicken-Authenticity-in

03:55:19   **Elvin Cora**:   as a puertorican who migrated to the us I think they did a fantastic job at representing us

03:55:20   **Mills, Regina**:   It makes me think about how people will be like "there were no black people in the middle ages" while they openly accept dragons or other fantasies

03:55:25   **Philippe Chauveau**:   Rir pra nao chorar :')

03:56:29   **Mar Scardua**:   i'm from the northeast - it's a completely different Brazil

03:56:39   **Philippe Chauveau**:   Had word, I'll agree

03:57:22   **Philippe Chauveau**:   And agree with Mar also—like the US, the southwest (Arizona, etc.) is totally different than like, Vermont

03:58:10   **Daniele Alves de Arruda**:   Regina, looks like the discussion involving Lord of the rings (the tv show)

03:58:14   **Daniele Alves de Arruda**:   lol

03:59:26   **Daniele Alves de Arruda**:   good point Mar

04:01:29   **Camila Freitas**: we can play with genealogy/ontology

04:02:19   **Mills, Regina**:   I'm gonna get some water real quick before the next panel but this is a great conversation!

04:02:44   **Suely Fragoso**: such a good discussion, thank you guys for that!

04:03:05   **Phill Penix-Tadsen**:   Preach, Mar!