

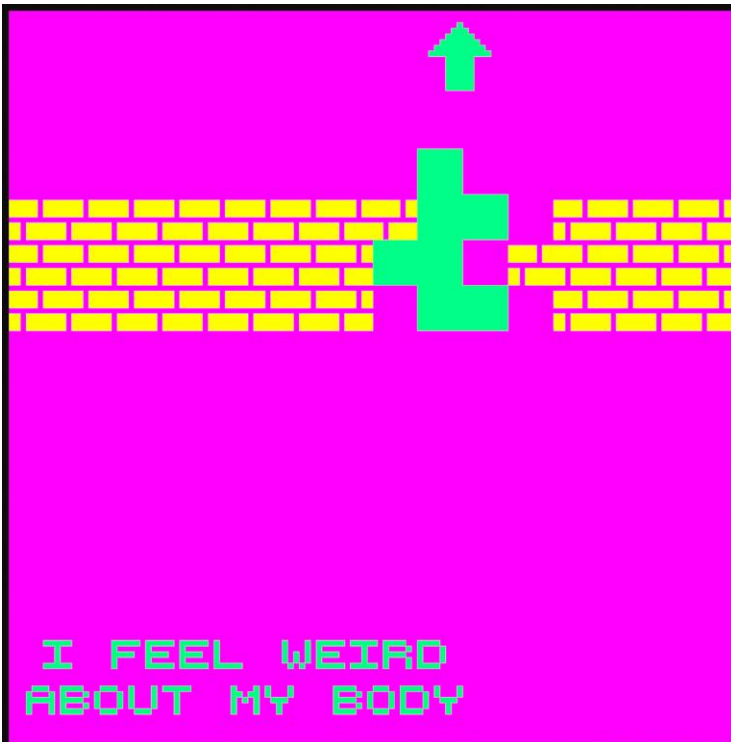


Carleton
UNIVERSITY

**The Pauline Jewett Institute for
Women's and Gender Studies**

www.carleton.ca/womensstudies/feminist-futures/

“Queer Interfaces: Video Games, Bodies, and Theory”



Abstract: Video games are inherently queer because of the ways their formal properties and invitations to play disrupt normative ideas about (re)productivity and sociality. In this talk, I propose that video game interfaces can model alternative modes and moods for criticism in the humanities.

Image credit: *Dys4ia* (Anna Anthropy, 2012)

Aubrey Anable is assistant professor of film studies in the School for Studies in Art and Culture at Carleton University. She is cross-appointed with the Institute for Comparative Studies in Literature, Art, and Culture. Her book *Playing with Feelings: Video Games and Affect* will be published by University of Minnesota Press in spring 2018. She is a member of the Fembot Collective and an advisory editor for the journal *Camera Obscura*.

Speaker: Dr. Aubrey Anable

November 22 2017, 14:30 – 16:30

Dunton Tower, Room 1811

