“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)

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**Speaker: Dr. Aubrey Anable**

**November 22 2017, 14:30 – 16:30**

**Dunton Tower, Room 1811**