

Queer Play Affect between Characters and LGBTQ+ Fans

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#getelsaagirlfriend

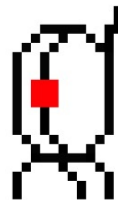
Agenda



Affect & Characters



Queer Play



What's Next?

Characters are not just text/media-based; they are actors that evoke feelings, both positive & negative – I call this **affective reception**

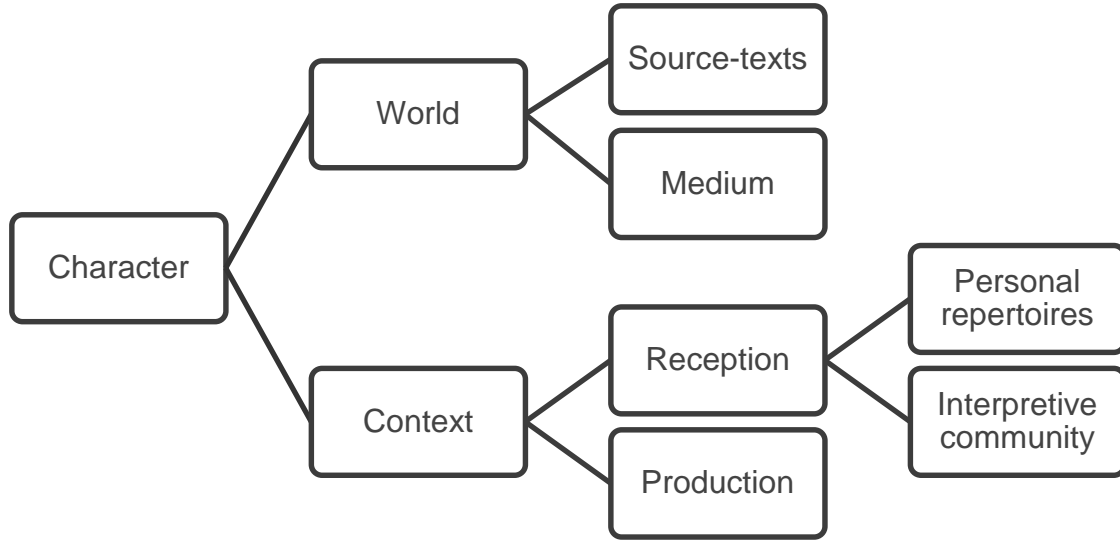
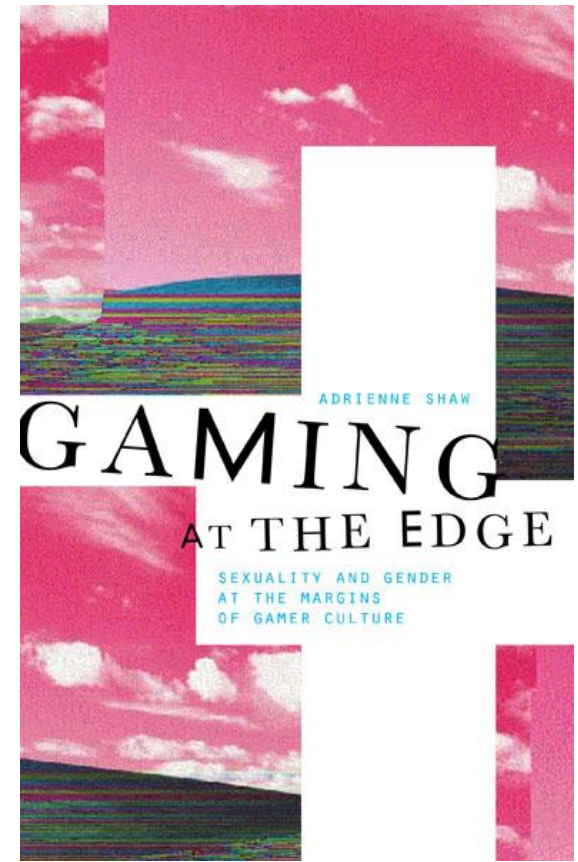
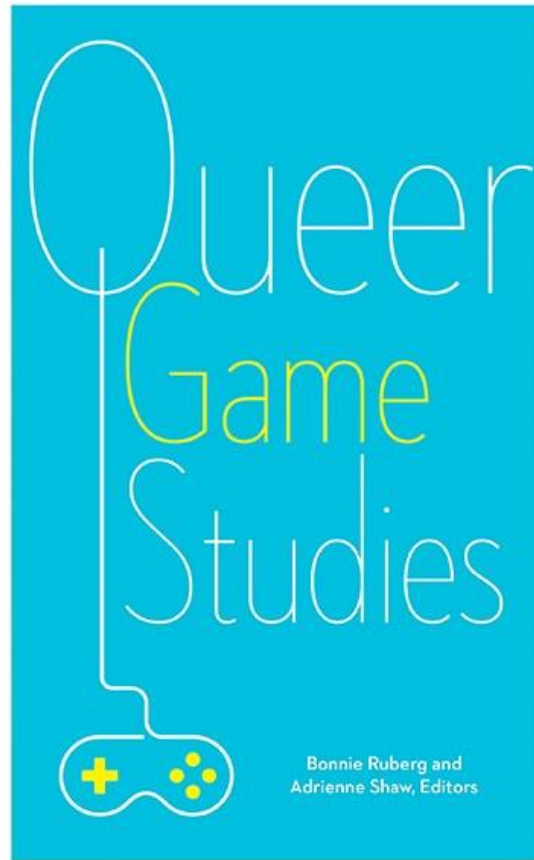
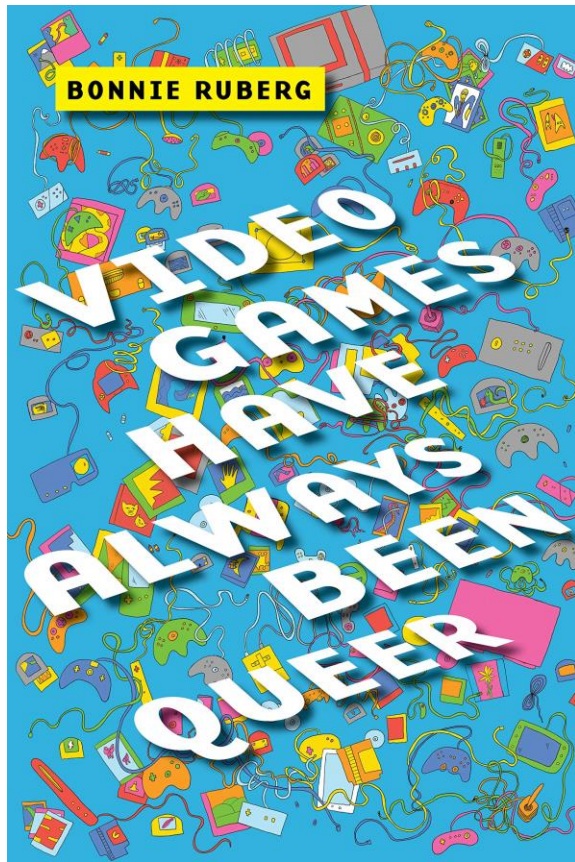


Figure 1: Factors in the affective reception of characters

'My friends always thought I was Doctor Who with my travel stories. When the thirteenth doctor was announced, and she had short blonde hair like I do, everyone started to comment on it. This cosplay just had to be done'



But a cosplay like this is also a manifestation of **queer play** where we portray a gender-fluid alien and can express ourselves in new, non-heteronormative ways



Key Readings about Queer Play

“Queer play” is more than representation. Ruberg argues that queer play pertains to both **game play & story/representation.**

Especially in games, players can bend the rules and play “queer” in alternative, unusual, non-heteronormative ways.

Some **examples** in the next slides are
queer play in Octodad, fans queering
Link in BoTW, and the trans-motifs in
Death Stranding



Octodad



BoTW



Death Stranding

This reception and type of play is by
no means stable. That's partly
because the source-text are not.

Many games franchises and
transmedia worlds are rife with
contradictions and queer erasure



Assassin's Creed

Characters mean business and merchandise. They are business models. What does it mean to keep selling instances of Cassandra?

Are there best practices?

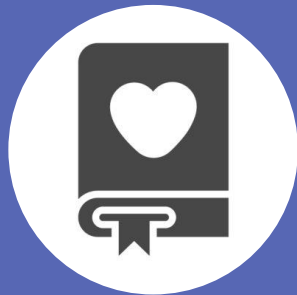


Sayonara wild hearts





Reception



Representation



Play



Interested? Read more about
games and queerness in my
Game Theory blogs
on this site