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Nota di contenuto	1. Introduction: Reframing Hegemonic Conceptions of Women and Feminism in Gaming Culture (Kishonna L. Gray, Emma Vossen, and Gerald Voorhees) -- 2. Women by Women: A Gender Analysis of Sierra Titles by Women Designers (Angela R. Cox) -- 3. The Material Undermining of Magical Feminism in Bioshock Infinite: Burial at Sea (James Malazita) -- 4. "From Sirens to Cyborgs: The media politics of the female voice in games and game cultures (Milena Droumeva) -- 5. The Magnificent Memory Machine: The Nancy Drew Series and Women's History (Robyn Hope) -- 6. The Sexual Politics of Videogame Graphics (Robert Mejia & Barbara LeSavoy) -- 7. Women's Experiences on the

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Sommario/riassunto

Feminism in Play focuses on women as they are depicted in video games, as participants in games culture, and as contributors to the games industry. This volume showcases women's resistance to the norms of games culture, as well as women's play and creative practices both in and around the games industry. Contributors analyze the interconnections between games and the broader societal and structural issues impeding the successful inclusion of women in games and games culture. In offering this framework, this volume provides a platform to the silenced and marginalized, offering counter-narratives to the post-racial and post-gendered fantasies that so often obscure the violent context of production and consumption of games culture.
