Queer Theory

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The Beginning

- 1990s, Teresa de Laurentis
- Roots
  - Gay and Lesbian activism
  - AIDs activism
  - Feminism
  - Poststructuralist theory

Key Concepts

× Challenge heteronormativity

× Deconstruct social norms

× Interdisciplinary and intersectional

   × Race, gender, class, etc.

Additional Contributions

- × Michael Foucault
- × Gayle Rubin
- × Eve Kosofsky Sedwick
- × Judith Butler

"Queer" term

×   A vague umbrella term

×   Unifies different sexual identities that are not normative

×   Ignoring other differences (race, class...)

×   Solidifies the binary conservative approach

Categorization in Relation to Sexual Identity

Binary conception

- Heterosexual

- Queer

"Masculine Continuum"
(Halberstam, 1998)

- Borders between identities
- Overlapping of identities can cause **border wars**
  - Lesbians - FTMs

Categorization

Involves two different processes

×   being categorized by outsiders
×   being categorized by oneself

This categorization may contradict

×   One can identify as a man, but pre-transition look to society as a butch (masculine lesbian)

Putting the Gay in Games: Cultural production and GLBT

× Critics to the evolution narrative of **GLBT representation**
× **"*Gaymers*"** tend to think it will come gradually.
× Stakeholders invest money in *queer* representation
× Western world based study.
× In Japan and Korea ,games with homoerotic content is more common.
  × Video games are not seen as children's toys.

Stereotypical representation

× Members of the collective would prefer not to be represented at all than to be represented stereotypically
× Representation pretends to normalize and make these identities more common
× Symbolic annihilation

Money first

- Game companies fear that if their product is labelled as "gay" or "queer" on the market, they might miss sales from the heterosexual majority.

How to represent them

× When you need a character to hold a gun or kill zombies, developers may not pay much attention to their sexual orientation
× Shaw suggests adding queer characteristics just in case it benefits the game itself.
× Having a game just about being queer could be counterproductive

Future & Conclusion

× Constantly transforming
× Fear that it has already peaked

× Any questions?
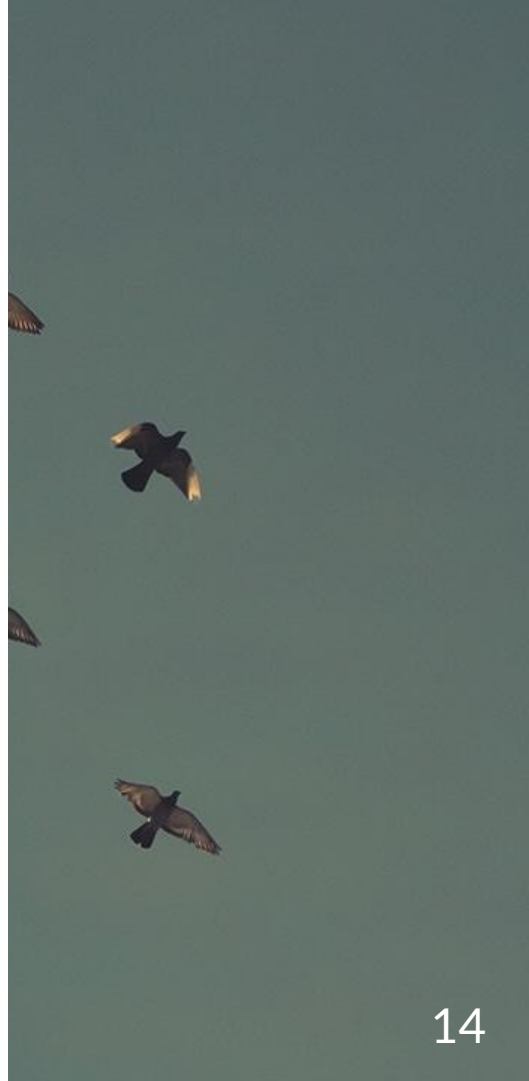
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