



LIFT and Bento Miso present

***No Reading After the Internet: Women Game Players, Characters and Creators*
with texts selected by Jennie Faber**

Wednesday, 14 March, 2012

Bento Miso (300 – 862 Richmond Street West, Buzz #800)

7 PM, Free

Facilitated by Jennie Faber and cheyanne turions

The creation and consumption of video games has long been seen as the domain of men and boys. Women and girl gamers are rendered "invisible" by designers and communities, even while producers attempt to capitalize on the "bored housewives" market and design games with ostensibly girly themes.

In multiplayer games, female players are forced to disguise their gender to avoid harassment, and are effectively silenced. "Feminine" (non-combat) game mechanics and storytelling is derided. Women and girls are relegated to marginal participation and spectatorship—the only safe spaces for them. And the lack of creator gender diversity produces games that reinforce this cycle.