Exploring the Queer Possibilities of Rougelike Video Games
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We find video games interesting to study E H F D X V H   D V   * D O O R Z D \   V X J J H V W V   W K H \   U
players Where in other traditional artforms, audiences might interpret what is being presented to them; in video games
audience actions are fundamental to the creation (or more precisely, expression) of that presentation. That is, for a vide
game to meaningfully operate, it requires something beyond itself: the player.

This structural requirement is intriguing when put into the context of some more recent developments in
poststructural metaphysics. Queer theory, a branch of poststructuralism, generally posits a D   Y D U L D Q W   R I   .
of totality that all representational systems language, social identifications, and other symbologies are incomplete
(Copjec 2002; Copjec 2015; MacCormick 2008) W K H U H   L V   D O Z D \ V   V R P H W K L Q J   ¶ W K D W   H [F H
Our research attempted to draw a connection between

References:

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