



# Funny Little Beans: Queer Structures and Orienting Affect in Multiplayer Games

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## Game Contexts

Game Studies' Huzinga's  
Magic Circle

Revisiting Homo Ludens

Orienting Affect

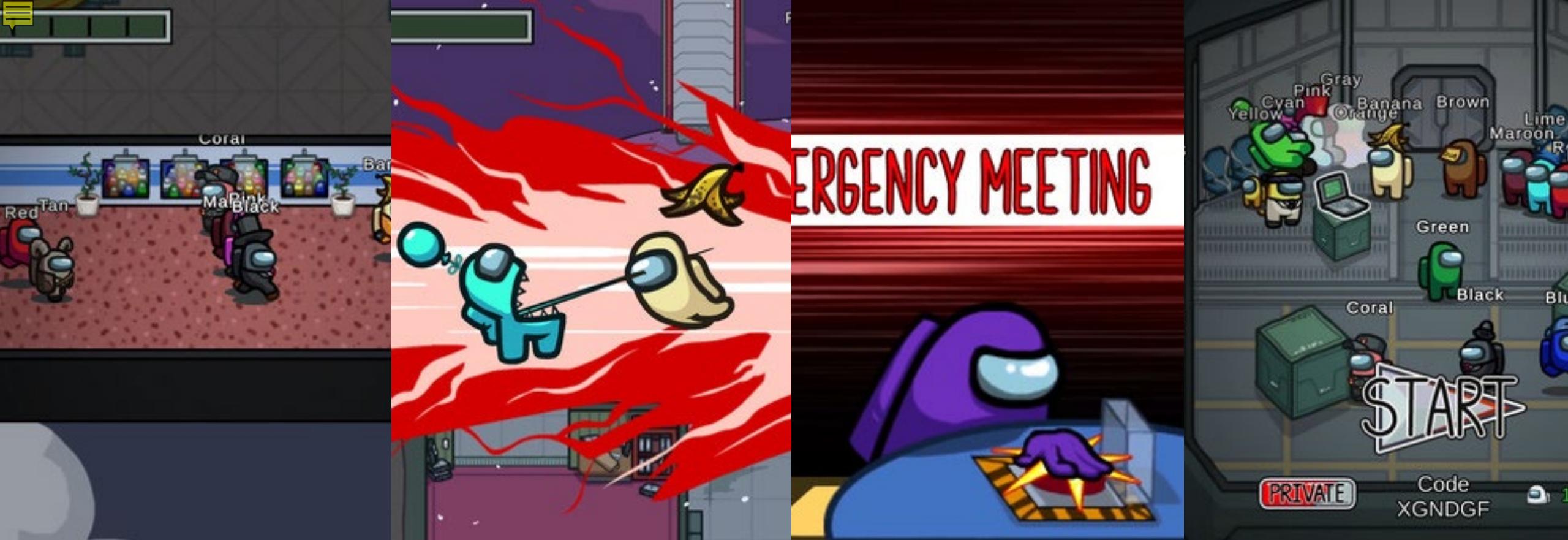


# Fall Guys



[https://cdn.akamai.steamstatic.com/steam/apps/256775534/movie480\\_vp9.webm?t=1596592514](https://cdn.akamai.steamstatic.com/steam/apps/256775534/movie480_vp9.webm?t=1596592514)





# Among Us





# The Magic Circle

- ❖ “All play moves and has its being within a play-ground marked off beforehand either materially or ideally, deliberately or as a matter of course. Just as there is no formal difference between play and ritual, so the 'consecrated spot' cannot be formally distinguished from the play-ground. The arena, the card-table, the magic circle, the temple, the stage, the screen, the tennis court, the court of justice, etc, are all in form and function play-grounds, i.e. forbidden spots, isolated, hedged round, hallowed, within which special rules obtain. All are temporary worlds within the ordinary world, dedicated to the performance of an act apart.” – Huizinga, *Homo Ludens* p10.





# Revisiting *Homo Ludens*

- ❖ Peter McDonald's Rereading
- ❖ Play Spirit
- ❖ Sarah Ahmed's Queer Phenomenology
  - ❖ Orientation



# Intimacy, Affect, and Desire

- ❖ Intimacy
  - ❖ “Intimacy is not itself a form of affect; rather it is more like affect’s own immanence – proximity, connection – a necessary precondition for certain affective states to bloom, especially those that have to do with other people. Affect happens in and through intimacy. “ - McGlotten, *Virtual Intimacies*.”
- ❖ Desire
  - ❖ “the affective or social force, the glue, even when its manifestation is hostility or hatred or something less emotively charged, that shapes an important relationship” - Sedgwick *Between Men*
- ❖ Affective Vector describes the Magnitude/Intensity and the Direction/Orientation

# Touching Beans



<https://twitter.com/colombogaming/status/1297851410235580416>





Being Known, Being Sus





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