Lesbian, Gay, Bi and Trans (LGBT) Experiences with Digital Media

Mini Track Proposal For Social Inclusion Track
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Sexuality and technology have been linked over time and in many different cultures. Most recently perhaps, one might note the commonly expressed view that pornography has fuelled the development of the Internet. Given this context, this mini-track is premised on the idea that information systems research needs to consider sexuality. Whilst gender is somewhat represented within information systems, sexuality is almost neglected. Within the information systems domain, existing research, for a variety of potential reasons, does not generally theorize gender and sexuality, and when it does, women's gendered experiences are usually those subject to theoretical scrutiny (Light, 2007; Light et. al. 2008). Moreover, information systems research is predominantly, although not exclusively (Kreps, 2009, Trauth, 2002), heteronormative in nature – where heterosexuality is tacitly regarded and accepted as the norm. Given the roots of information systems in computer science departments and business schools, this is hardly surprising – very rarely are such matters tackled in these domains. Yet, it is clear that given the ways that the public and private spheres of are lives are becoming increasingly interconnected such areas demand our attention. This is the case whether we are focused on the formal work organization, our lives out side this space or the intersection between the two.

Arguably, everyone has a stake in the meanings and identities defined through sexuality irrespective of their sexual orientation. Here though, the focus is upon those who identify as Queer, LGB or T as it is often, although not always, enrolled as a basis of their exclusion from any given society at certain moments in time and space. Thus, the purpose of this mini-track is to contribute to the debates around social inclusion and technology with a focus upon LGBT sexualities and their experiences of Digital Media.

In the spirit of broadening the information systems research agenda, this mini-track welcomes submissions from a variety of methodological and disciplinary perspectives. The topics to be considered by this mini-track are similarly broad in the interpretation of what counts as an information system. Thus, the list below is in no

way exhaustive, but work on focusing upon the following areas would be welcome.

LGBT experiences of, and representations within and across, digital media as related to:

- Digital Gaming
- Community Empowerment, eDemocracy, Activism and Advocacy
- eHealth Initiatives
- Forms of Social media
- Internet Pornography
- IT and the Workplace
- Social classification systems such as Class, Disability, Ethnicity and Gender
- The 'Public' and 'Private' Sphere
- The Digital Media Industries
- The Digital Performance Industry
- Virtual Worlds

References:
Kreps, D (2009) Performing the Discourse of Sexuality Online: Foucault, Butler, and Video-sharing on Sexual Social Networking Sites, in: 'Proceedings of the Fifteenth Americas Conference on Information Systems, San Francisco, California August 6th-9th 2009', AMCIS, San Francisco, USA, pp.1-8.
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Light, B. Fletcher, G. and Adam, A. (2008) Gay Men, Gaydar and the Commodification of Difference, Information Technology and People, 21(3), 300-314.
Trauth, E.M. (2002) Odd girl out: an individual differences perspective on women in the IT profession, Information Technology and People, 15(2), 98-118.