

Queer Intersections in Video Games

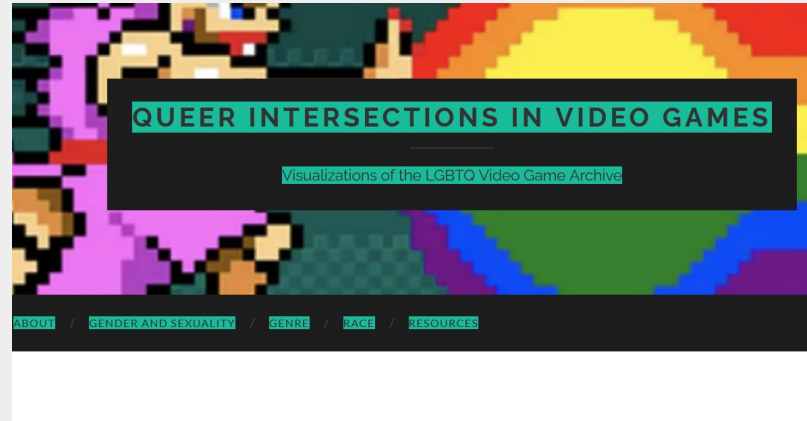
By: Angie



Who is “Queer Intersections in Video Games”?

- By searching for “Research Organizations that study Queer Representation in Video Games” I found this archive
- This Organization created an archive of the same name of all the instances in which queer representation was present in video games since the 1980s

<https://queerintersections.cmejeur.org/>



Why are they interesting?

- This project was founded by Adrienne Shaw at Temple University Philadelphia, PA
- Not only does this organization record instances, but also various data tags such as the number of characters, relationships and identities appearing in games individualized by decade
- They are also built from the “LGBTQ Video Game Archive” which meticulously records every possible mention of queerness in games, such as jokes and fan interpretations

	A	B	C	D	E	F	G
1	Decades	Characters	Mentions	Relationships	Other	Total	
2	1980s	16	4	1	4	25	
3	1990s	92	5	7	11	115	
4	2000s	179	8	44	18	249	
5							
6							
7	Decades	Games	Queer Games				
8	1980s	7775	16				
9	1990s	24810	76				
10	2000s	33355	106				
11							
12	Years	# of Games (Source: Mobygames database: http://www.mobygames.com/browse/games)					
13	1980	No Data					
14	1981	No Data					
15	1982	No Data					
16	1983	No Data					
17	1984	No Data					
18	1985	No Data					
19	1986	1795					
20	1987	1953					
21	1988	1965					
22	1989	2062	1980s Total:	7775		1980s Queer Total:	16

