

## Exploring the Queer Possibilities of Roguelike Video Games

Sharif Abouleish, Class 2024

We find video games interesting to study. 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 video 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 lack of totality that all representational systems—language, social identifications, and other symbolologies—are incomplete (Copjec 2002; Copjec 2015; MacCormick 2008).

Our research attempted to draw a connection between

References:

Copjec, Joan Read My Desire: Lacan Against the Historicists New York: Verso, 2015.

Cambridge: MIT Press, 2002.

Galloway, Alexander Gaming: Essays for Algorithmic Culture Min.: University of Minnesota Press, 2006.

MacCormack, Cinesexuality: Queer Interventions Ashgate Publishing Company, 2008.