


# Chapter 4

## A Review on Feminist and Queer Games and Game Platforms in the Axis of Techno-Feminist Approach

Meltem Merve Urfalı

 <https://orcid.org/0009-0003-4139-0658>

Ondokuz Mayıs University, Turkey

### ABSTRACT

*Thanks to digital technologies offering the opportunity of interaction to its users, digital game platforms, just like other digital media platforms, reveal differences and multiplicity. Digital game platforms are environments where sexuality, genders, races, cultures and ethnicities are represented. At this point, it is seen that the “Feminist Gaming” approach, in which a counter-representation and narrative construction is positioned against the marginalizing, sexist, homophobic and male-dominated game culture in the digital game environment, appears in the context of digital game sociology and feminist theories. Assuming that transforming the digital game industry and digital game platforms (narrative-character-representation-discourse-image-space) into a research field is an important step towards combating marginalizing practices, the study will examine how a fair gaming environment can be built through the games included in the sample group based on the technofeminist perspective.*

DOI: 10.4018/979-8-3373-6192-5.ch004

## INTRODUCTION

This study, titled “A Technofeminist Approach to Digital Gaming Platforms: Feminist and Queer Gaming Studies,” consists of four sections. The first section, “Technofeminism: A Feminist Perspective on Technology,” examines the interrelationship between feminism, technology, and gender and attempts to explain the concept of technofeminism. The technofeminist approach is significant in that it goes beyond merely addressing the liberating and positive aspects of technology to problematize the hate speech and violent practices that technology is thought to facilitate. It also stands out as a more inclusive approach than other concepts, as it offers a more holistic perspective on digital feminism, xenofeminism, and cyberfeminism.

The second section of the study, titled “The Relationship Between Digital Games and Gender,” examines the relationship between digital games, which are digital media products, and gender. Throughout the section, it is emphasized that digital games are not merely a means of entertainment, but also an environment where codes related to personality, self, identity, sexuality, gender culture, and gender find representation. It is demonstrated, supported by literature, that digital games are designed, constructed, and produced within a male-dominated culture and perspective.

The third section of the study, titled “The Digital Gaming Environment as a Space for Representation,” emphasizes that digital gaming environments are spaces where identities and selves can be reconstructed. The digital gaming environment, which can be interpreted as a means of expression, is considered important in that it offers users a space for freedom of self-realization and expression. In addition to providing a platform for othering practices and hate speech, digital game environments are important in that they have a structure that affirms the other, enabling representation and existence, thanks to feminist policies, perspectives, and feminist and queer game studies.

The fourth section of the study, titled “Feminist and Queer Game Studies,” discusses the necessity of a feminist perspective in digital game environments. By bracketing the traces of the dominant ideology in digital game environments, researchers have been driven to feminist and queer media and game studies by their belief in the necessity of fair interpretation, representation, and identity politics. In this context, how a fair gaming environment can be constructed within a global cultural context is linked to the use of stereotypes, the deconstruction of representations squeezed between gender binaries, the transcendence of normative boundaries, and players' experiences of otherness. Ultimately, the achievement of a fair gaming environment is associated with a technofeminist perspective.

20 more pages are available in the full version of this document, which may be purchased using the "Add to Cart" button on the publisher's webpage: [www.igi-global.com/chapter/a-review-on-feminist-and-queer-games-and-game-platforms-in-the-axis-of-techno-feminist-approach/386735](http://www.igi-global.com/chapter/a-review-on-feminist-and-queer-games-and-game-platforms-in-the-axis-of-techno-feminist-approach/386735)

## Related Content

---

### The History of Branding Narratives: From Oral Culture to the Digital Age

H. Burcu Önder Memi (2019). *Handbook of Research on Transmedia Storytelling and Narrative Strategies* (pp. 15-31).

[www.irma-international.org/chapter/the-history-of-branding-narratives/207420](http://www.irma-international.org/chapter/the-history-of-branding-narratives/207420)

### A Brief History of Storytelling: From Primitive Dance to Digital Narration

Recep Ylmazand Fatih Mehmet Cierci (2019). *Handbook of Research on Transmedia Storytelling and Narrative Strategies* (pp. 1-14).

[www.irma-international.org/chapter/a-brief-history-of-storytelling/207419](http://www.irma-international.org/chapter/a-brief-history-of-storytelling/207419)

### Stadium Design in Digital Age: Automatic Bowl Generation Tools

Vito Sirago (2018). *Handbook of Research on Form and Morphogenesis in Modern Architectural Contexts* (pp. 432-463).

[www.irma-international.org/chapter/stadium-design-in-digital-age/198100](http://www.irma-international.org/chapter/stadium-design-in-digital-age/198100)

### Fasti Congressuum: A Useful Online Tool for Congresses and Call for Papers

Elena Duce Pastor, María Cristina de la Escosura, Diego M. Escámez de Vera, María del Mar Rodríguezand David Serrano Lozano (2017). *Handbook of Research on Emerging Technologies for Digital Preservation and Information Modeling* (pp. 26-44).

[www.irma-international.org/chapter/fasti-congressuum/165615](http://www.irma-international.org/chapter/fasti-congressuum/165615)

### The Importance of Being Honest: Issues of Transparency in Digital Visualization of Architectural Heritage

Stefano Brusaporci (2017). *Handbook of Research on Emerging Technologies for Architectural and Archaeological Heritage* (pp. 66-93).

[www.irma-international.org/chapter/the-importance-of-being-honest/164363](http://www.irma-international.org/chapter/the-importance-of-being-honest/164363)