

LGBTQ+ Representation in Video Games through the Eyes of Queer Community

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Abstract:

This article discusses the questions of LGBTQ+ representation in video games through the eyes of queer gamers and creators. The main theoretical framework consists of discourse theories of Foucault, Fairclough, and Laclau with Mouffe, game studies through Švelch and Bogost, and queer game studies represented by Ruberg and Palurson. The methodology of this work is based on Fairclough's critical discourse analysis, which is applied to a corpus of texts primarily from the social site Reddit. The first part of the work focuses on the approach game creators choose when creating a queer representation, which can be summarized as balancing between inclusivity and avoiding conflict with conservative markets. The second part delves into the stances LGBTQ+ gamers express towards queer representation in games. They point out various issues, such as marginalization and stereotypization, which can be however used to improve the credibility of characters.