



playing with(out) **golden hands** a conversation about controllers and gamer identity

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hi. it's nice to meet you.

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my research focus

technology, bodies, and culture

How do our intersectional identities shape our experiences with technology?

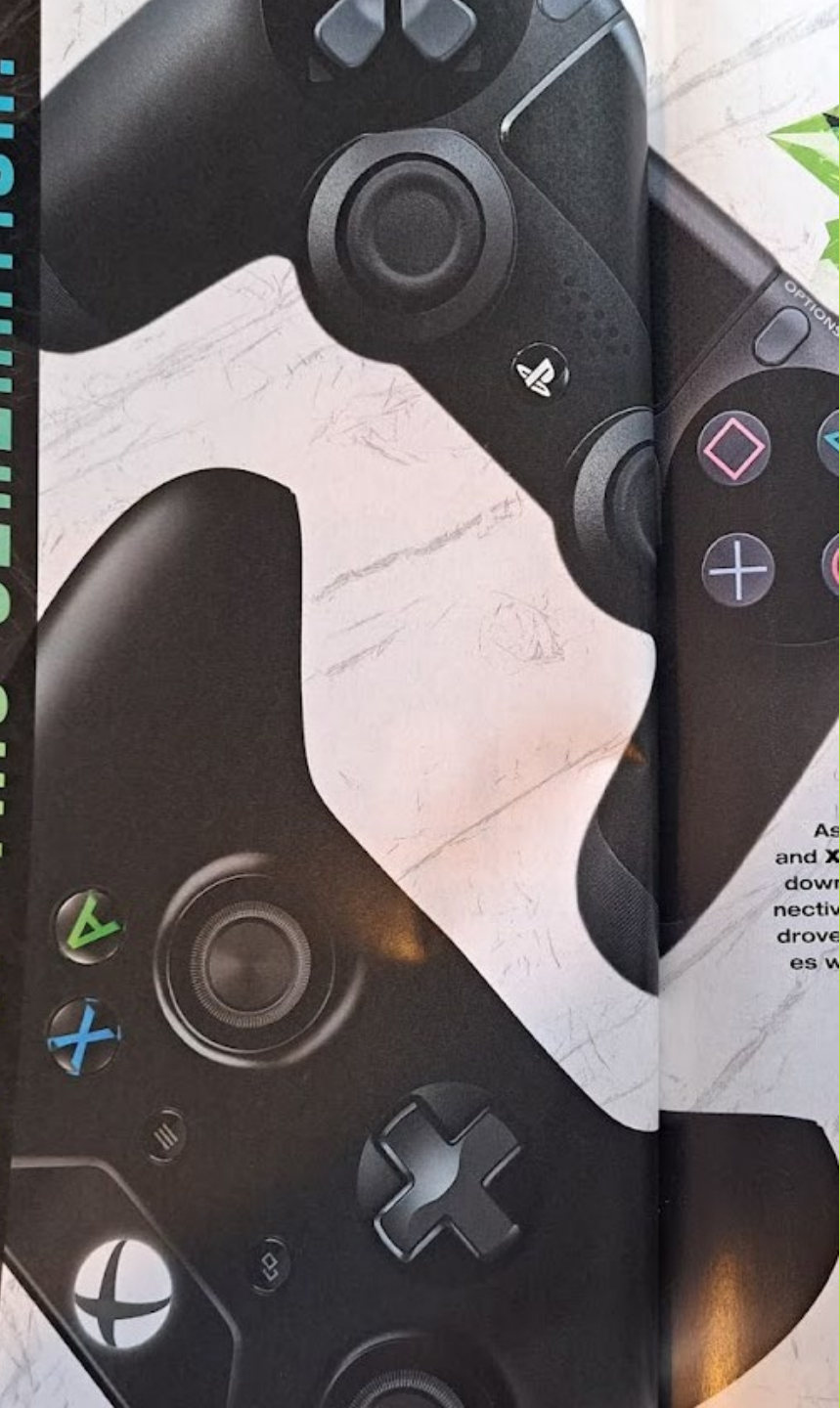
How, in turn, do UX/UI design impact understandings of community and culture?

narrow focus

gaming peripherals, hardware design, and gamer identity

WHAT WAS THE

STORY OF THIS GENERATION?



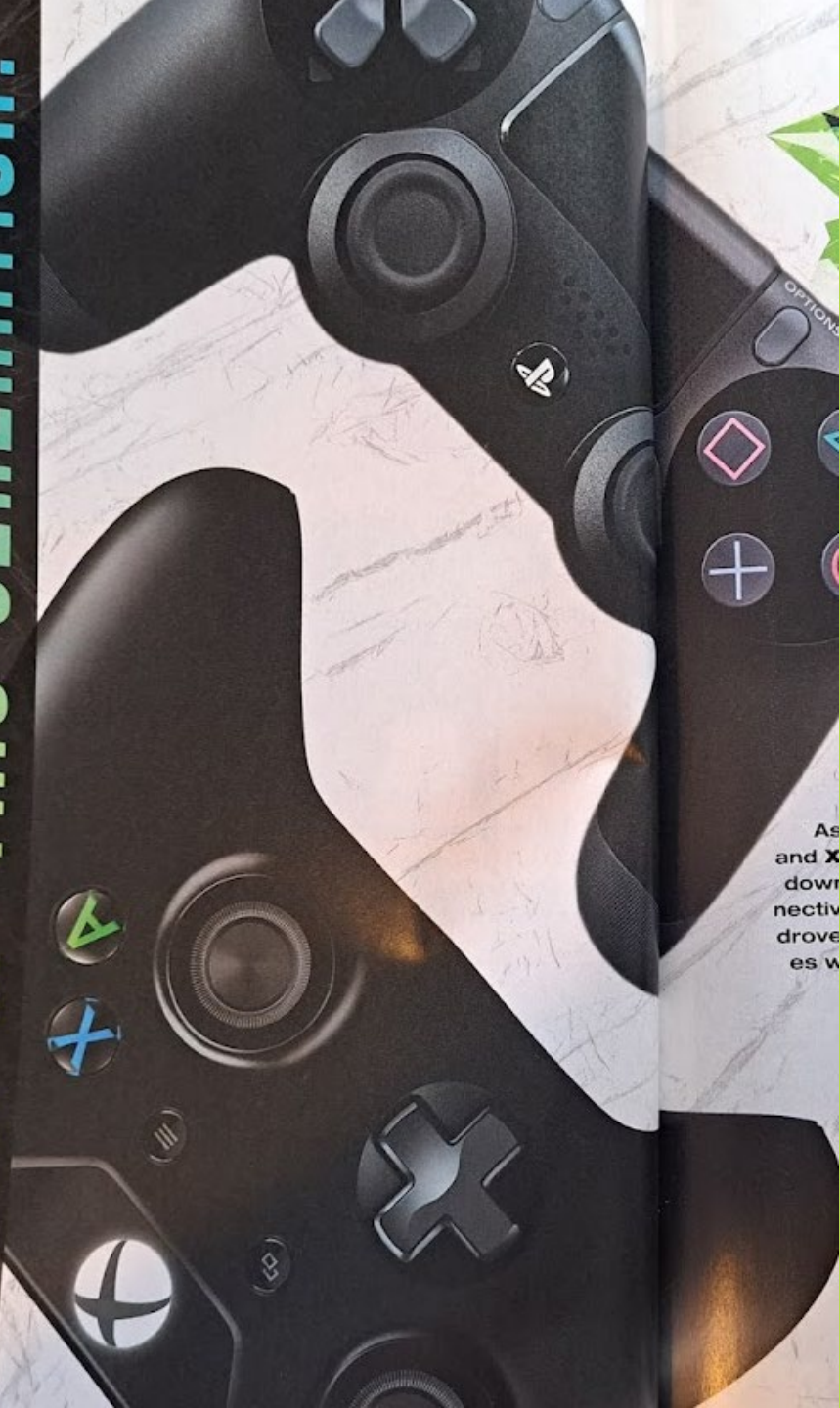
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competitive Call of Duty

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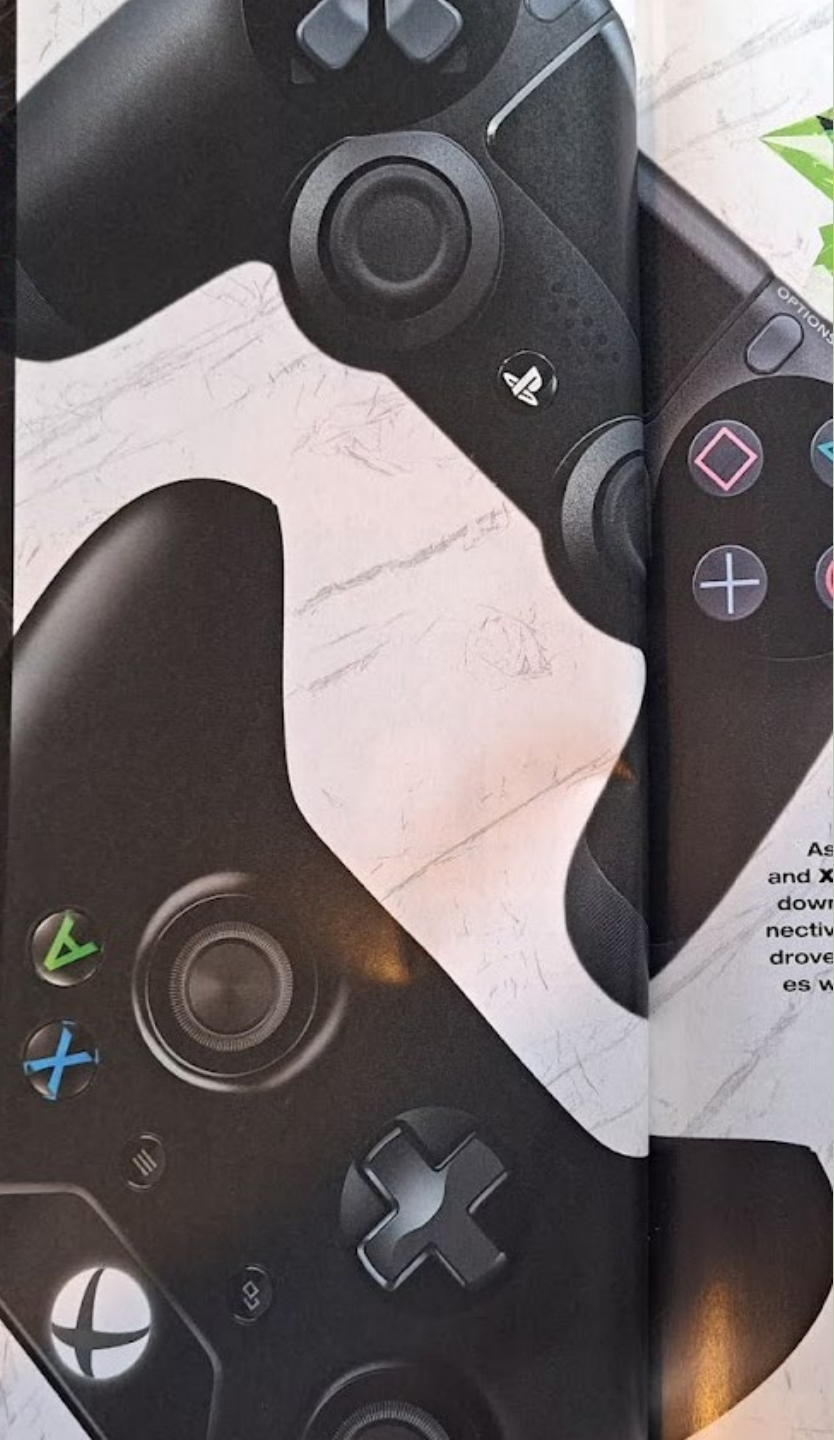
competitive Call of Duty



women in games

WHAT WAS THE

STORY OF THIS GENERATION?



it's story time

competitive Call of Duty

women in games

gaming culture

who is gamer?

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playing in the intersections

technical communication

Technical communicators are well-positioned as user advocates to research, analyze, and communicate information within complex networks.

Since the social justice turn, we have a better focus on complex, non-standard, embodied users.

game studies

Games are complex systems of communication within social, economic, and political ecologies.

Many scholars work as consultants in industry and have a seat at the table (so to speak). Tangible impacts are a real possibility.

technical communication scholarship on games primarily focuses on documentation and pedagogical uses

game studies scholarship on representation and identity primarily focuses on software and visual media. (and because we work with industry, progress is slow)

research questions

1. How is gamer identity reified through hardware design and depiction?
2. In what ways have depictions of controller use and mastery supported understandings of gamer identity and in-/out-groups within gaming culture?
3. How do experiences with controllers differ amongst groups?
4. What recommendations can be generated for a more inclusive controller design process, based on the data available?

methods

experiential narratives

structured survey

semi-structured interviews

visual/textual analysis

survey data example: comfort

Table 4.1 Survey Data: Comfort

Controller	Cismale			Women and Marginalized		
	n	Mean	Median	n	Mean	Median
The Duke	87	42.14	40.00	28	37.75	40.00
Controller S	73	64.85	70.00	17	60.94	63.00
Xbox 360	158	79.27	80.00	74	66.77	70.50
Wireless	137	85.00	90.00	57	76.82	84.00

visual/textual analysis

codes are derived from data

Descriptors: what is happening within the unit?

Controller Purpose: why is the controller in the unit?

People: who is in the unit? (uses a binary system because we are not provided with additional context within the magazine outside of the binary)



semi-structured interviews

- **Kleo:** female (she/her), 45, white, American, lesbian, able-bodied
- **Nea:** non-binary (they/she), 24, white, British/Jewish, lesbian, disabled
- **Alex:** non-binary (they/them), 38, multi-racial white presenting, American, asexual pan-romantic, able-bodied
- **Maya:** female (she/her), 27, white, American, lesbian, disabled
- **Saige:** transfemale (she/her), 35, white, British, lesbian, able-bodied
- **Nat:** female (she/they), 30, white, American, bisexual/queer, disabled
- **Amin:** male (he/him), 22, white, Iranian, heterosexual, able-bodied
- **Rhys:** agender (they/them), 25, white, American, bisexual, disabled
- **Jess:** queer (she/her), 27, mixed race (Black and white), American, queer, disabled
- **Harper:** female (she/her), 31, white, Canadian, bisexual queer, able-bodied

significant findings

- controllers are more uncomfortable, more unusable, and more frustrating for women and marginalized players
- when we see controllers, they are masculinized objects; women are more often in passive roles
- women and marginalized players express a desire to *make change* within the community
- heuristic changes should be made at the iterative design stage





hey, thanks for coming.

questions?