

POSITIVE PLAY GAME JAM

OVERVIEW

Positive Play brings together aspiring game designers, public health students, sexual health experts, and gender-equity organizations to explore positive depictions of sex and sexuality through games. Participants in this two-day jam (March 24-25th) will work collaboratively to develop games with learning outcomes related to one of the following topics: sex positivity, LGBTQ2S + inclusivity, consent, and destigmatizing sexually transmitted and bloodborne infections.

MARCH 24-25
2018

BGNlab
Wilfrid Laurier, Brantford

BGNlab
Where Games Begin.



CANADIAN
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What is a game jam?

A game jam involves people coming together to explore novel game ideas and topics. Typically jammers work in teams to collaboratively design and prototype a game in a relatively short period of time. Here at WLU's Game Design and Development program we practice sustainable jams, meaning fixed hours, regular breaks, and healthy food and drink options for all participants.

Why host a jam on sex ed?

Games have often struggled to depict sex and sexuality. In fact, sex is rarely present in games as designers tend to view the subject as taboo. When sex does appear in games it's often cumbersome, crude, vulgar, and/or misogynistic, perpetuating negative stereotypes and practices. At the same time sexuality is often encoded in games as masculine and heteronormative—the view that heterosexuality is normal or preferred. Few games, for example, allow players to play gay or to pursue polyamorous relationships; rather they presume their players are straight men such that gameplay involves a form of what Adrienne Rich calls compulsory heterosexuality. This view of sex in games exacerbates our culture's treatment of sex and sexual health as a taboo topic, which can lead to unsafe practices, discrimination, and a reluctance to seek care out of shame or embarrassment.

And yet how designers have approached sex and sexuality is at odds with the medium of games themselves. Play, for instance, is an inherently consensual act as being compelled to play would undermine the very concept of wilfully participating in an activity. Furthermore, flirtation, romance, and sex itself are at their healthiest when they're viewed as consensual, fun, and playful. With this jam we're looking to utilize this relationship between games, play, and consent to open up conversations on sex, sexuality, and sexual health. As a result the games designed during Positive Play will help mobilize public health and gender equity policies that advocate for safer, more equitable views on these topics.

MARCH 24

Catered Breakfast	8:30 - 9:00
Introductory remarks	9:00 - 9:45
Group brainstorming	9:45 - 10:30
Team selection	10:30 - 11:00
Concept development	11:00 - 12:30
Catered lunch	12:30 - 1:30
Concept development cont.	1:30 - 2:30
Group idea sharing	2:30 - 3:30
Concept and prototype development	3:30 - 5:00

MARCH 25

Catered Breakfast	8:30 - 9:00
Prototype development	9:00 - 11:30
Playtesting	11:30 - 12:30
Catered lunch	12:30 - 1:30
Prototyping/polish	1:30 - 3:30
Final presentations	3:30 - 4:30
Concept development cont.	1:30 - 2:30



RESOURCES

ARTICLES

[Let's Talk About Sex... In Video Games](#)

[Hey, Videogames, Enough With the Bad Sex](#)

[Women Aren't Vending Machines: How Videogames Perpetuate the Commodity Model of Sex](#)

[Sex in Video Games: Seduction](#)

[Sex in Video Games: Explicit Sex](#)

[Renegade Sex: Compulsory Sexuality and Charmed Magic Circles in the Mass Effect Series](#)

[Putting the Gay in Games: Cultural Production and GLBT Content in Video Games](#)

[No Sex Please, We Are Finite State MachinesL On the Melancholy Sexlessness of Video Games](#)

[The Strange Case of the Misappearance of Sex in Video Games](#)

[She's Making An Honest Game About Sex](#)

LGBTQ2s+ GAMES

[Can I Play Gay?](#)

[LGBTQ Video Game Archive](#)

GAMES

Dream Daddy - a dad Dating simulator

The Tearoom - A historical public bathroom simulator

Mainichi - A game about the average day in the life of a trans woman

How Do You Do It? - A game about exploring the mechanics of sex

Freshman Year - A game about sexual assault and consent

Katawa Shoujo - A game about disability and sexuality

Analogue: A Hate Story - A lesbian romance

ORGANIZATIONS

Canadian Public Health Association

NO MORE

