Can I Play, Too? Gender Equity in the Age of #Gamergate [poster]

University of Northern Iowa. Women's and Gender Studies Program.
Can I Play, Too?
Gender Equity in the Age of #Gamergate

Featuring Brianna Wu, Maddy Myers, Samantha Kalman, & Patrick Klepek

March 31 • 7:30 PM • Lang Auditorium

This panel aims to engage the audience in conversations about the ethics of gender-based discrimination and harassment in video gaming culture and social media; to discuss responsible Internet usage; and to confront personal biases.

Sponsored by: Women’s & Gender Studies Program; Departments of Communication Studies, Computer Science, Languages & Literatures, Math, and Psychology; and a Reaching for Higher Ground grant.

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