

## Fachbereich 9 - Medienstudiengänge

Department 9 - Media Courses

### Kommentar zur Lehrveranstaltung im SoSe 2024

Description of seminars

**Veranstalter\*in:** Dom Ford

*Lecturer:*

**Titel (dt.):** Dr.

**Titel (engl.):** Digital Games and Community

(immer  
angeben)

#### **Beschreibung:**

*Description:*

Communities that form around digital games and gaming have become increasingly significant. We may have heard of the 'toxic' communities of competitive games like *League of Legends*, the very young community of *Roblox* or *Minecraft*, the friendly history nerds of the *Total War* series, and so on. Perhaps most impactfully, GamerGate showed us that gaming communities can have very serious and far-reaching consequences. On the other hand, game communities formed around games like *Animal Crossing: New Horizons* and *Among Us* at the beginning of the pandemic demonstrated that they can also be a lifeline in difficult and uncertain times. In this seminar, we will focus on how these communities are formed and maintained. We will examine three crucial aspects of community formation: the affordances of particular games, the strategies developers use to create and engage with communities (or not), and the players themselves.

#### **Literatur:**

*Literature:* On Stud.IP.