

Contributors

Olivia Banner, PhD, is an associate professor of critical media studies at the University of Texas at Dallas. Her research is situated in crip and feminist technoscience, critical studies of data culture, surveillance studies, and critical health humanities. Through an interdisciplinary lens, she pursues questions about power in health-related technologies and media and their integration within existing systems of power and oppression, both within the US and globally.

Johanna Brewer, PhD, is an assistant professor of computer science at Smith College and the director of research for AnyKey, a nonprofit that advocates for diversity and inclusion in competitive gaming and live streaming. As a technology design activist, their work focuses on increasing inclusion on media platforms by collaborating with members of marginalized communities who challenge surveillance capitalism. Previously, they have led startups, such as frestyl, Rhomby, and Neta Snook, and held research positions at the Massachusetts Institute of Technology, Intel, University of California, Irvine, ETH Zürich, and Boston University.

Amanda L. L. Cullen, PhD, is a recent graduate of the Informatics program at the University of California, Irvine, and is currently a user researcher at Blizzard Entertainment. Her dissertation research examined the intersections of gender, labor, and authenticity in live streaming and their impact on the lives of women in streaming.

Michael Anthony DeAnda, PhD, is a professional lecturer at DePaul University. DeAnda researches the intersections between LGBTQ and latine lived experiences and games. Using game design as a research praxis, DeAnda develops games that comment on privileged structures, using intersectionality and queerness as critical lenses.

Kelli Dunlap, MA, PsyD, is the head of community at Take This. She is a licensed clinical psychologist with a master's in game design and serves as an adjunct professor at American University's Game Center. She is an award-winning game designer and internationally recognized researcher and speaker on games and mental health.

Emma French is a PhD student at the University of Glasgow. Her thesis examines how *Dungeons & Dragons (D&D)* consolidates notions of fantasy while also giving players

transformative agency to subvert genre convention. She is a member of the Glasgow International Fantasy Conversations committee and an editor of the journal *Mapping the Impossible: Journal for Fantasy Research*.

Robyn Hope is a Canadian PhD candidate currently studying at North Carolina State University. She has pursued research into both digital and analog media, with particular interests in fan communities, game studies, and queer theory. She completed her master's thesis on the actual play phenomenon *Critical Role* in 2017.

Nathan J. Jackson is a PhD candidate in the School of Arts and Media at the University of New South Wales, Sydney. His PhD thesis draws upon ethnographic research to examine streaming persona as an expression of individual and collective identities, as well as a form of play. His contribution was supported by an Australian Government Research Training Program Scholarship.

Arun Jacob is a doctoral student at the Faculty of Information, University of Toronto, working in the Media, Technology, and Culture concentration. His doctoral work explores how contemporary university data management techniques and information management systems shape our sociocultural relations, experiences, and knowledge.

Evelynn Kersting is a PhD candidate at the University of Wisconsin-Milwaukee interested in the intersection of games, literature, and anthropology. She produces video essays online under the handle "I am Error."

Matt Knutson, PhD, is an assistant professor in the Department of Mass Communication at the University of Central Oklahoma. His scholarship focuses on esports, game studies, media temporality, and gender and sexuality in digital spaces.

Jin Lee, PhD, is a research fellow in internet studies at Curtin University and an affiliated researcher at the Korean Research Centre of Western Australia. She studies media intimacies in social media cultures, particularly media practices and visibility of social minorities in the Asia Pacific region.

Janelle Malagon is a PhD candidate at the University of Wisconsin-Milwaukee, interested in the intersections of anti-racist pedagogy, media, and environmental studies. Their dissertation takes a postcolonial and Indigenous critical approach to discuss the colonial ideologies embedded in the playable environments of survival video games.

Casey O'Ceallaigh is a PhD candidate at the University of Wisconsin-Milwaukee who expects to defend their dissertation in 2023, which focuses on mediations of the human voice. Their other publications include works on pedagogy and social justice, trans narratives in games, and sound studies.

Charlotte Panneton, MA, is an independent scholar, media industry consultant, and digital marketer out of London, Ontario, Canada. Her research observes emergent tendencies in the video game and live streaming industries, with an interest in the

political economy of games-as-a-service publishing models and Big Tech's involvement in live streaming ecosystems.

William Clyde Partin is a PhD candidate in communication at the University of North Carolina and a research affiliate at the Center for Information, Technology, and Public Life. He researches the role of digital technologies in the cultural industries.

Gabriel Pereira, PhD, is a visiting fellow at the London School of Economics and Political Science, funded by the Independent Research Fund Denmark International Postdoc grant. His research focuses on critical studies of data, algorithms, and digital infrastructures, particularly those of computer vision.

Christopher J. Persaud is a PhD candidate at the USC Annenberg School for Communication and Journalism and an Annenberg DIA Fellow. His research explores how media and communication technologies are entangled with identity and popular culture, with a particular focus on queer media and cultural production.

Beatriz Ricci is a design researcher and facilitator. She has been part of a design research process supported by the Design and Architecture Institute in Norway (DoGA) about the music arena of the future, which included interviews of music live streamers and their publics in Norway, Sweden, Denmark, and Brazil during the pandemic.

Olivia Rines, PhD, is an assistant professor at Harford Community College. Their research examines linguistic traits of gender-based violence in online gaming spaces, with a recent focus on toxic behavior surrounding women live streamers on the platform Twitch.

Bo Ruberg, PhD, is an associate professor of film and media studies at the University of California, Irvine, and the coeditor of the *Journal of Cinema and Media Studies*. Their research explores gender and sexuality in digital media and digital cultures. They are the author of three monographs: *Video Games Have Always Been Queer* (New York University Press, 2019), *The Queer Games Avant-Garde: How LGBTQ Game Makers Are Reimagining the Medium of Video Games* (Duke University Press, 2020), and *Sex Dolls at Sea: Imagined Histories of Sexual Technologies* (MIT Press, 2022). They are also the coeditor of *Queer Game Studies* (University of Minnesota Press, 2017) and the cofounder of the annual Queerness and Games Conference.

Marie Shanley is a partnered Twitch mental health talk show streamer, consultant, and public speaker known as Mxiety. She's a Take This ambassador and community board review member, as well as a member of the 2022 Logitech for Creators Change Council.

T. L. Taylor, PhD, is a professor of comparative media studies at the Massachusetts Institute of Technology and a cofounder of AnyKey, an organization that advocates for diversity and inclusion in competitive gaming and live streaming. As a qualitative sociologist, she has focused on internet and game studies for over two decades. She is the author of *Watch Me Play: Twitch and the Rise of Game Live Streaming* (Princeton

University Press, 2018), *Raising the Stakes: E-Sports and the Professionalization of Computer Gaming* (MIT Press, 2012), and *Play between Worlds: Exploring Online Game Culture* (MIT Press, 2006).

Aaron Trammell is an assistant professor of informatics and core faculty in visual studies at the University of California, Irvine. He is the editor-in-chief of the journal *Analog Game Studies* and the coeditor for the Tabletop Gaming series at the University of Michigan Press. He has two books slated for release in 2023: *Repairing Play* (MIT Press) and *Geek Culture* (New York University Press).

Christine H. Tran is a PhD candidate at the University of Toronto's Faculty of Information and a graduate fellow at the McLuhan Centre for Culture and Technology. Christine's research funded by the Social Sciences and Humanities Research Council of Canada explores the domestic political economy of livestreaming, with a focus on the platformization of care networks developed by racialized and gendered gamers.

Jocelyn Wagner is a recent graduate of the Games and Interactive Media Master of Fine Arts (MFA) program at American University's Game Center and is currently a narrative designer at Ascend Learning. Their primary research interests include mental health in games, queer representation, and gender-affirming experiences.

Andrew Zolides, PhD, is an assistant professor in digital media at Xavier University. He researches the political economy and ideologies of digital media industries, content moderation, and how these structures affect performances of the self online. His work appears in *New Media & Society*, *Participations*, *Persona Studies*, and elsewhere.

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Live Streaming Culture

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