

References

Ahmed, Sara. 2004. "Affective Economies." *Social Text* 22, no. 2: 117–39.

Ahmed, Sara. 2006. "Orientations: Toward a Queer Phenomenology." *GLQ: A Journal of Lesbian and Gay Studies* 12, no. 4: 543–74.

Akil, Omari. 2016. "Warning: Pokémon GO Is a Death Sentence If You Are a Black Man. *Medium*." <https://medium.com/dayone-a-new-perspective/warning-pokemon-go-is-a-death-sentence-if-you-are-a-black-man-acacb4bdae7f>.

Allison, Anne. 2009. "The Cool Brand, Affective Activism and Japanese Youth." *Theory, Culture & Society* 26, no. 2–3: 89–111.

Anable, Aubrey. 2018. *Playing with Feelings: Video Games and Affect*. Minneapolis: University of Minnesota Press.

Aristotle. 1944. *Politics*. Translated by Harris Rackham. Cambridge, MA: Harvard University Press.

Bowman, Sarah Lynne. 2010. *The Functions of Role-Playing Games: How Participants Create Community, Solve Problems, and Explore Identity*. Durham, NC: McFarland.

Brennan, Theresa. 2004. *The Transmission of Affect*. Ithaca, NY: Cornell University Press.

Butler, Judith. 1990. *Gender Trouble: Feminism and the Subversion of Identity*. New York: Routledge.

Butt, Mahli-Ann Rakkomkaew, and Thomas Apperley. 2018. "Shut Up and Play": Vivian James and the Presence of Women in Gaming Cultures." In *Decolonizing the Digital: Technology as Cultural Practice*, edited by Josh Harle, Angie Abdille, and Andrew Newman, 39–47. Sydney: Tactical Space Lab. http://ojs.decolonising.digital/index.php/decolonising_digital/article/view/ShutUpAndPlay.

Caillois, Roger. 2001. *Man, Play and Games*. Urbana: University of Illinois Press.

Carrington, André. 2016. *Speculative Blackness: The Future of Race in Science Fiction*. Minneapolis: University of Minnesota Press.

Coates, Ta-Nehisi. 2014. "The Case for Reparations." *Atlantic*, June 2014. <https://www.theatlantic.com/magazine/archive/2014/06/the-case-for-reparations/361631/>.

Crogan, Patrick. 2010. *Gameplay Mode: War, Simulation, and Technoculture*. Minneapolis: University of Minnesota Press.

Crooks, Roderic. 2019. "Times Thirty: Access, Maintenance, and Justice." *Science, Technology, & Human Values* 44, no. 1: 118–242. <https://doi.org/10.1177/0162243918783053>.

Cvetkovich, Ann. 2012. *Depression: A Public Feeling*. Durham, NC: Duke University Press.

Dashiell, Steven. 2017. "Rules Lawyering as Symbolic and Linguistic Capital." *Analog Game Studies* 4, no. 5. <https://analoggamestudies.org/2017/11/rules-lawyering-as-symbolic-and-linguistic-capital/>.

Douglass, Frederick. 1845. *Narrative of the Life of Frederick Douglass, an American Slave*. Boston: The Anti-Slavery Office.

Du Bois, Page. 2007. "Torture and Truth." In *The Phenomenon of Torture: Readings and Commentary*, edited by William Schulz, 13–15. Philadelphia: University of Pennsylvania Press.

Du Bois, W.E.B. 1994. *The Souls of Black Folk*. Mineola, NY: Dover Publications.

Duncan, Margaret Carlisle. 1988. "Play Discourse and the Rhetorical Turn: A Semiological Analysis of *Homo Ludens*." *Play & Culture* 1: 28–42.

Eidepes, Rosa. 2014. "Roger Caillois' Biology of Myth and the Myth of Biology." *Anthropology & Materialism* 2. <https://doi.org/10.4000/am.84>.

Fanon, Frantz. 2008. *Black Skin, White Masks*. London: Pluto Books.

Fickle, Tara. 2019. *The Race Card: From Gaming Technologies to Model Minorities*. New York: NYU Press.

Fine, Gary Alan. 2002. *Shared Fantasy: Role-Playing Games as Social Worlds*. Chicago: University of Chicago Press.

Foucault, Michel. 1977. *Discipline and Punish: The Birth of the Prison*. New York: Random House.

Foucault, Michel. 1978. *The History of Sexuality*. New York: Random House.

Fuchs, Mathias. 2014. "Ludoarcheology." *Games & Culture* 9, no. 6: 528–38.

Geertz, Clifford. 1972. "Deep Play: Notes on the Balinese Cockfight." *Daedalus* 101, no. 1: 1–37.

Gray, Kishonna L. 2012. "Deviant Bodies, Stigmatized Identities, and Racist Acts: Examining the Experiences of African-American Gamers in Xbox Live." *New Review of Hypermedia and Multimedia* 18, no 4: 261–276.

Gray, Kishonna L. 2020. *Intersectional Tech: Black Users and Digital Gaming*. Baton Rouge: LSU Press.

Hardt, Michael. 1999. "Affective Labor." *Boundary 2* 26, no. 2: 89–100.

Harney, Stefano, and Fred Moten. 2013. *The Undercommons: Fugitive Planning & Black Study*. New York: Autonomedia.

Harris, Jeremy O. 2019. *Slave Play*. New York: Theater Communications Group.

Harviainen, T. 2011. "Sadomasochist Role-Playing as Live-Action Role-Playing: A Trait-Descriptive Analysis." *International Journal of Role-Playing* 2. <http://ijrp.subcultures.nl>.

Heinrich, Bernard, and Rachel Smolker. 1998. "Play in Common Ravens (*Corvus corax*)." In *Animal Play*, edited by Marc Bekoff and John A. Byers, 27–44. Cambridge: Cambridge University Press.

Hofer, Margaret. *The Games We Played: The Golden Age of Board and Tabletop Games*. New York: Princeton Architectural Press.

hooks, bell. 2010. *Understanding Patriarchy*. Louisville, KY: Louisville Anarchist Federation Federation. <https://imagineborders.org/pdf/zines/UnderstandingPatriarchy.pdf>.

Huizinga, Johan. 1980. *Homo Ludens: A Study of the Play-element in Culture*. New York: Routledge.

Jones, Katherine Castiello. 2016. "'A Lonely Place': An Interview with Julia Bond Ellingboe." *Analog Game Studies* 3, no. 1. <https://analoggamestudies.org/tag/julia-ellingboe/>.

Jørgensen, Kristine and Faltin Karlsen, eds. 2019. *Transgression in Games and Play*. Cambridge, MA: MIT Press.

Juul, Jesper. 2005. *Half-Real: Video Games Between Real Rules and Fictional Worlds*. Cambridge, MA: MIT Press.

King, Wilma. 2011. *Stolen Childhood: Slave Youth in Nineteenth-Century America*. Bloomington: Indiana University Press.

Leonard, David J. 2004. "High Tech Blackface: Race, Sports, Video Games and Becoming the Other." *Intelligent Agent* 4, no 4. http://www.intelligentagent.com/archive/Vol4_No4_gaming_leonard.htm.

Leonard, David J. 2006. "Not a Hater, Just Keepin' It Real: The Importance of Race- and Gender-Based Game Studies." *Games and Culture* 1, no. 1: 83–88.

Loban, Rhett, and Tom Apperley. 2019. "Eurocentric Values at Play: Modding the Colonial from an Indigenous Perspective." In *Video Games and the Global South*, edited by Phillip Penix-Tadsen, 87–100. Pittsburgh, PA: ETC Press.

Malkowski, Jennifer, and TreaAndrea M. Russworm. 2017. "Introduction: Identity, Representation, and Video Game Studies." In *Gaming Representation: Race, Gender, and Sexuality in Video Games*, edited by

Jennifer Malkowski and TreaAndrea M. Russworm, 1–18. Indianapolis: Indiana University Press.

McDonald, Peter. 2019. "Homo Ludens: A Renewed Reading." *American Journal of Play* 11, no. 2: 247–267.

Mortensen, Torill Elvira, Jonas Linderoth, and Ashley ML Brown, eds. 2015. *The Dark Side of Game Play: Controversial Issues in Playful Environments*. Routledge Advances in Game Studies. New York: Routledge.

Moten, Fred. 2003. *In the Break: The Aesthetics of the Black Radical Tradition*. Minneapolis: University of Minnesota Press.

Mukherjee, Souvik. 2017. *Video Games and Postcolonialism: Empire Plays Back*. New York: Palgrave Macmillan.

Mukherjee, Souvik. 2018. "Playing Subaltern: Video Games and Postcolonialism." *Games and Culture* 13, no. 5: 504–520.

Muñoz, José Esteban. 1999. *Disidentifications: Queers of Color and the Performance of Politics*. Minneapolis: University of Minnesota Press.

Muñoz, José Esteban. 2006. "Feeling Brown, Feeling Down: Latina Affect, the Performativity of Race, and the Depressive Position." *Signs* 31, no. 3: 675–688.

Murray, Soraya. 2018. "The Work of Postcolonial Game Studies in the Play of Culture." *Open Library of Humanities* 4, no. 1: 1–25. <https://doi.org/10.16995/olh.285>.

Nakamura, Lisa. 2005. "Race In/For Cyberspace: Identity Tourism and Racial Passing on the Internet." *Work and Days* 13. <https://smg.media.mit.edu/library/nakamura1995.html>.

Piaget, Jean. 1962. *Play, Dreams and Imitation in Childhood*. New York: W. W. Norton & Company.

Russworm, TreaAndrea M. 2019. "Video Game History and the Fact of Blackness." *ROMchip* 1, no. 1. <https://romchip.org/index.php/romchip-journal/article/view/85>.

Russworm, TreaAndrea M., and Samantha Blackmon. 2020. "Replaying Video Game History as a Mixtape of Black Feminist Thought."

Feminist Media Histories 6, no.1: 93–118. <https://doi.org/10.1525/fmh.2020.6.1.93>.

Salen, Katie, and Eric Zimmerman. 2003. *Rules of Play: Game Design Fundamentals*. Cambridge, MA: MIT Press.

Sawyer, Ben, and P. Smith. 2008. "Serious Games Taxonomy." Paper presented at the Serious Games Summit at the Game Developers Conference, San Francisco, CA, USA, February 18–22.

Schultz, William F. 2007. *The Phenomenon of Torture: Readings and Commentary*. Philadelphia: University of Pennsylvania Press.

Sicart, Miguel. 2014. *Play Matters*. Cambridge, MA: MIT Press.

Smith, Kyle. 2019. "Broadway Blackout." *National Review*, September 18. <https://www.nationalreview.com/corner/broadway-blackout/>.

Spariosu, Mihai. 1989. *Dionysus Reborn: Play and the Aesthetic Dimension in Modern Philosophical and Scientific Discourse*. Ithaca, NY: Cornell University Press.

Spillers, Hortense. 1987. "Mama's Baby, Papa's Maybe: An American Grammar Book." *Diacritics* 17, no. 2. <https://www.jstor.org/stable/464747>.

Stenos, Jaakko, and Sarah Lynne Bowman. 2018. "Transgressive Role-Play." In *Role-Playing Game Studies: Transmedia Foundations*, edited by José Zagal and Sebastian Deterding, 411–424. New York: Routledge.

Stenos, Jaakko. 2019. "Guided by Transgressions: Defying Norms as an Integral Part of Play." In *Transgression in Games and Play*, edited by Kristine Jørgensen and Faltin Karlsen, 13–26. Cambridge, MA: MIT Press.

Stoeber, Jennifer. 2016. *The Sonic Color Line: Race and the Cultural Politics of Listening*. New York: NYU Press.

Sutton-Smith, Brian. 1997. *The Ambiguity of Play*. Cambridge, MA: Harvard University Press.

- Torner, Evan, Aaron Trammell, and Emma Leigh Waldron. 2014. "Reinventing Analog Game Studies." *Analog Game Studies* 1, no. 1. <https://analoggamestudies.org/2014/08/reinventing-analog-game-studies/>.
- Torner, Evan. 2018. "Just (The Institution of Computer) Game Studies." *Analog Game Studies* 5, no. 2. <https://analoggamestudies.org/2018/06/just-the-institution-of-computer-game-studies/>.
- Trammell, Aaron. Forthcoming. *Geek Culture: A History of Hobby Games, Race, and the Privilege of Play*. Unpublished Manuscript. New York: NYU Press.
- Tran, Diep. 2019. "How 'Slave Play' Got 800 Black People to the Theater." *American Theater*, September 23. <https://www.americantheatre.org/2019/09/23/how-slave-play-got-800-black-people-to-the-theatre/>.
- Vossen, Emma. 2018. "The Magic Circle and Consent in Gaming Practices." In *Feminism in Play*, edited by Kishonna Gray, Gerald Voorhees, and Emma Vossen, 205–220. Cham, Switzerland: Palgrave Macmillan.
- Vygotsky, Lev. (1966) 2015. "Igra I Ee Rol v Umstvennom Razvitiu Rebenka [Play and Its Role in the Mental Development of the Child]." *Voprosy psihologii [Problems of Psychology]* 12, no. 6: 62–76.
- Weiss, Margot. 2011. *Circuits of Pleasure: BDSM and the Circuits of Sexuality*. Durham, NC: Duke University Press.
- Wilderson III, Frank B. 2020. *Afropessimism*. New York: Liveright.
- Zimmerman, Eric. 2012. "Jerked Around by the Magic Circle—Clearing the Air Ten Years Later." *Gamasutra*, February 7. https://www.gamasutra.com/view/feature/135063/jerked_around_by_the_magic_circle_.php.

This is a portion of the eBook [doi:10.7551/mitpress/14656.001.0001](https://doi.org/10.7551/mitpress/14656.001.0001)
at

This is a section of [doi:10.7551/mitpress/14656.001.0001](https://doi.org/10.7551/mitpress/14656.001.0001)

Repairing Play

A Black Phenomenology

By: Aaron Trammell

Citation:

Repairing Play: A Black Phenomenology

By: Aaron Trammell

DOI: 10.7551/mitpress/14656.001.0001

ISBN (electronic): 9780262373883

Publisher: The MIT Press

Published: 2023

The open access edition of this book was made possible by generous funding and support from MIT Press Direct to Open



The MIT Press

© 2023 Massachusetts Institute of Technology

This work is subject to a Creative Commons CC-BY-NC-ND license.

Subject to such license, all rights are reserved.



The MIT Press would like to thank the anonymous peer reviewers who provided comments on drafts of this book. The generous work of academic experts is essential for establishing the authority and quality of our publications. We acknowledge with gratitude the contributions of these otherwise uncredited readers.

This book was set in ITC Stone Serif Std and ITC Stone Sans Std by New Best-set Typesetters Ltd.

Library of Congress Cataloging-in-Publication Data

Names: Trammell, Aaron, author.

Title: Repairing play : a Black phenomenology / Aaron Trammell.

Description: Cambridge, Massachusetts : The MIT Press, [2023] |

Series: Playful thinking | Includes bibliographical references and index.

Identifiers: LCCN 2022013946 (print) | LCCN 2022013947 (ebook) |

ISBN 9780262545273 (paperback) | ISBN 9780262373876 (epub) |

ISBN 9780262373883 (pdf)

Subjects: LCSH: Play—Social aspects. | African Americans—

Recreation. | African Americans—Social conditions. |

Phenomenological sociology.

Classification: LCC GV14.45 .T73 2023 (print) | LCC GV14.45

(ebook) | DDC 306.4/810973—dc23/eng/20220624

LC record available at <https://lccn.loc.gov/2022013946>

LC ebook record available at <https://lccn.loc.gov/2022013947>

10 9 8 7 6 5 4 3 2 1