

Workshop proposal
Video Game Working: challenges from Latin America

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Introduction

From the interest to investigate about the challenges that come from working with and from video games in Latin America, we found important to know in depth the aspects that involve the worlds of work and video games. For example, the challenges of doing research with and from video games and the experiences of those who seek to professionalize in these areas from Latin America. We put the emphasis on this region of the world because besides being the area we inhabit and research, it is urgent to consider the economic, political, and socio-cultural contexts of these latitudes. Therefore, and considering an analytical vacancy in this field, we consider the participation and dialogue with researchers and people who have professionalized in these areas as fundamental, with the purpose of putting into perspective and knowing in depth the empirical, theoretical, and practical experiences in the region.

Objectives

Characterize the challenges of people working with and from video games in Latin America.
Document the experiences of people working with and from video games in Latin America.
Explore the theoretical and practical research strategies of people working with and from video games in Latin America.

Establish and consolidate a network of contacts between researchers on the subject in Latin America.

Expected outcomes.

It is expected to have enough information to know and compare different Latin American contexts on the work with and from video games as well as the challenges of

professionalization in this activity. To know the challenges of professionalization in this activity.

With this activity we hope to:

1. Strengthen the exchange and dialogue between Latin American researchers interested in the study of video games,
2. Develop an interdisciplinary research network dedicated to this topic,
3. Generate collaborative work strategies,
4. To build a cartography of the work being done in different countries of Latin America, and
5. To stimulate and promote academic production in the region.

Format and Activities

Each participant is expected to make a presentation of his or her particular interests lasting 15 to 20 minutes in which he or she will present advances/findings of his or her research, interests, concerns, etc. After each presentation, there will be a 20-minute space for dialogue and exchange among the participants. Based on this, there will be a debate on possible theoretical and practical approaches to support the research presented. A registry will be made of the proposals and experiences discussed in order to make progress in the creation of a workbook or memories of the meeting.

Organizers background

Ana Valeria Rodriguez Barrientos. PhD in Sociocultural Studies from the Instituto de Investigaciones Culturales-Museo of the Universidad Autónoma de Baja California. Her research interests incorporate video games, youth, gender and feminist studies. She has a research stay at the Game Research Lab of the Centre of Excellence in Game Culture Studies at Tampere University.

Denise Krepki. PhD candidate in Anthropological Sciences at the University of Buenos Aires and is part of the Center for Labor Studies and Research (CEIL) belonging to the National Council for Scientific and Technical Research of Argentina (CONICET). From the anthropology of work, she researches on business management policies mediated by digital technologies and their impact on the work and life of workers who produce video games. She is part of the Observatory of Digital Economy and integrates scientific research projects on issues of work, digital technologies and business.

Iván Flores Obregón. PhD in Anthropological Sciences from the Universidad Autónoma Metropolitana, Iztapalapa unit. His topics of interest include video games, leisure, free time, sports and technological appropriation processes. He is a professor at the School of Humanities and Education of the Tec de Monterrey and the School of Psychology of the Universidad Iberoamericana, Puebla.

Participants

Six to ten researchers are expected to participate. Participants will be selected by submitting a proposal that includes research experiences in Latin America, methodological and/or theoretical challenges and difficulties, findings and proposals for future work.

Proposals will be evaluated and selected by submitting a summary presenting their interest in participating and their previous work related to the topic.

References

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