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### **Cultural Studies and the Research of (Digital) Games: Performativity, Identity & Embodiment in Games**

Game studies has developed as an interdisciplinary field for more than a decade, but much of what is considered the fundamental work of the field includes approaches that concentrate specifically on the game object as a designed product that determines the ways in which it will be used and experienced. More recently, a body of scholarly interest has approached games and play using Cultural Studies' theories and methodologies that look at the contexts of developing and playing games. This session presents a rich array of studies that move towards the culturally constructed aspects of game development and gameplay. These aspects originate from the production contexts of games, lead towards specific ideologies, representations and rules in game products and finally culminate as different readings and interpretations of games and game content which, then, have influence on the player's everyday lives in a multitude of ways. (Hanna Wirman)