Berkeley Queer Games Workshop
Week 1
Resources List

Your Organizers
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Games to Play

This is by no means an exhaustive list of queer games, simply a list of some small games the organizers have played and would recommend for discussion, listed here in rough chronological order. All games are optional, and may contain misgendering, hetero- and/or cisnormativity, queer trauma, abuse, violence, sexuality. Content warnings may be listed with the games at the links provided. We encourage you to share your own favorite games with us!

- *Passage* (Jason Rohrer, 2007) http://hcsoftware.sourceforge.net/jason-rohrer
- *Mainichi* (Mattie Brice, 2012) http://www.mattiebrice.com/mainichi/
- *HUGPUNX* (Merritt Kopas, 2013)
  http://www.freeindiegam.es/2013/06/hugpunx-merritt-kopas-2/
- *3x3x3: A Mermaid's Tale* (Kayla Overkill, 2013) http://philome.la/fucknobility/3x3x3/play
- *Fuck that Guy* (Benji Bright, 2013)
  http://www.freeindiegam.es/2013/02/fuck-that-guy-benji-bright/
- *Triad* (Anna Anthropy, 2013) http://auntiepixelante.com/triad/
- *Magical Maiden Madison* (Christine Love, 2013)
  http://loveconquersallgam.es/post/47478797240/i-made-a-story-in-twine-called-magical-maiden
- *Queers in Love at the End of the World* (Anna Anthropy, 2013)
  http://auntiepixelante.com/?p=2205
- *EMPATHY MACHINE* (Merritt Kopas, 2014)
  http://mkopas.net/filesg/empathymachine.html
- *Quing's Quest VII: The Death of Videogames* (Dietrich "Squinky" Kiai, 2014)
  http://squinky.me/quing/
- *Coming Out Simulator 2014* (Nicky Case, 2014)
  http://ncase.itch.io/coming-out-simulator-2014
- *Realistic Kissing Simulator* (James Andrews and Loren Schmidt, 2014)
  http://jimmylands.com/experiments/kissing/
- *Curtain* (Llaura Dreamfeel, 2014) http://dreamfeeel.itch.io/curtain

- *Hurt Me Plenty* (Robert Yang, 2014) http://radiatoryang.itch.io/hurt-me-plenty
- *Gay Cats Go to the Weird Weird Woods* (Anna Anthropy, 2014)
  http://auntiepixelante.com/gaycats/
- *Ceremony* (Xandir, 2014) http://glitteryanimal.itch.io/ceremony
- *So You've Been Called Out: A Handy Guide to Receiving Social Justice-Related Criticism on the Internet* (Dietrich "Squinky" Kiai, 2015) http://squinky.me/calledout/
- *SABBAT: DIRECTOR'S KVT* (Eva Problems, 2015)
  http://ohnoproblems.itch.io/sabbat-directors-kvt
- *Succulent* (Robert Yang, 2015) http://radiatoryang.itch.io/succulent
- *Cobra Club* (Rob1ert Yang, 2015) http://radiatoryang.itch.io/cobraclub

Books to Read

There are many resources available online addressing queer game design. We encourage you to check out the writing of the game designers listed above. We also recommend…

- *Rise of the Videogame Zinesters: How Freaks, Normals, Amateurs, Artists, Dreamers, Dropouts, Queers, Housewives, and People Like You Are Taking Back an Art Form* (Anna Anthropy, 2012) http://catalog.sevenstories.com/products/rise-of-the-videogame
- *Videogames for Humans* (Merritt Kopas, 2015)
  http://www.instarbooks.com/books/videogames-for-humans.html

Platforms to Check Out

Here are some platforms that our previous students have found useful for their games. We encourage you to let us know about others you enjoy using!

- Twine (interactive fiction) http://twinery.org/
- GameMaker (2D graphical interface games) http://www.yoyogames.com/
- Unity (3D graphical interface games) https://unity3d.com/
- RPG Maker http://www.rpgmakerweb.com/
- MelonJS (Javascript) http://melonjs.org/
- Pen, Paper, Index Cards, Tokens, Dice (tabletop)
  http://boardgamegeek.com/wiki/page/Gaming_Bits_Suppliers