



Apr 14th, 2:35 PM - 3:35 PM

Identity and Acceptance: Desires and Issues Within the Computer Gaming Subculture

Angela Rumsey
Illinois Wesleyan University

Rebecca Gearhart, Faculty Advisor
Illinois Wesleyan University

Follow this and additional works at: <https://digitalcommons.iwu.edu/jwprc>

Rumsey, Angela and Gearhart, Faculty Advisor, Rebecca, "Identity and Acceptance: Desires and Issues Within the Computer Gaming Subculture" (2007). *John Wesley Powell Student Research Conference*. 23.

<https://digitalcommons.iwu.edu/jwprc/2007/posters2/23>

This Event is protected by copyright and/or related rights. It has been brought to you by Digital Commons @ IWU with permission from the rights-holder(s). You are free to use this material in any way that is permitted by the copyright and related rights legislation that applies to your use. For other uses you need to obtain permission from the rights-holder(s) directly, unless additional rights are indicated by a Creative Commons license in the record and/ or on the work itself. This material has been accepted for inclusion by faculty at Illinois Wesleyan University. For more information, please contact digitalcommons@iwu.edu.

©Copyright is owned by the author of this document.

Poster Presentation P70

**IDENTITY AND ACCEPTANCE: DESIRES AND ISSUES WITHIN
THE COMPUTER GAMING SUBCULTURE**

Angela Rumsey and Rebecca Gearhart*

Sociology and Anthropology Department, Illinois Wesleyan University

This poster presentation features photographs of, and ethnographic interviews conducted with, two college-aged computer gamers and focuses on several main issues surrounding the computer gamer subculture. The ethnographic interviewees bring to light the intense degree of socialization crucial to computer gaming, the necessity of establishing a positive identity within the gaming world, and the degree to which computer gaming is beneficial to those who play. Computer gaming is a worldwide phenomenon and these issues are relevant to many cultures, in real life as well as in the gaming world. As desired by the interviewees, this presentation is designed to promote understanding of the computer gamer subculture by non-gamers by creating parallels between gaming and other hobbies, and highlighting the many skills: social, mental, and physical, that are learned through computer gaming.