

# Global Media Research Center

presents a lecture and discussion with

## Professor Lisa Nakamura

University of Illinois at Urbana-Champaign

# Race, Class, and Gender in Multiplayer Online Game Environments

Thursday, February 7<sup>th</sup>, 2008

4:30 p.m.

Dean's Conference Room  
Communications 1032

This paper explores the ways that machinima, or user produced videos made using Massively Multiplayer Game Engines such as World of Warcraft, reveal, create, and re-invent race, class, and gender biases.

Lisa Nakamura is Associate Professor at the Institute of Communication Research and Asian American Studies at the University of Illinois, Urbana Champaign. She is the author of *Digitizing Race: Visual Cultures of the Internet* (University of Minnesota Press, 2007), *Cybertypes: Race, Ethnicity, and Identity on the Internet* (Routledge, 2002) and a co-editor of *Race in Cyberspace* (Routledge, 2000). She has published articles on cross-racial role-playing in Internet chatspaces, race, embodiment, and virtuality in the film and television, and political economies of race and cyberspace in publications such as the *The Iowa Journal of Cultural Studies*, *Women's Review of Books*, *Unspun: Key Terms for the World Wide Web*, *The Cybercultures Reader*, *Reload: Rethinking Women and Cyberculture*, *Domain Errors! Cyberfeminist Practices*, and the *Visual Culture Reader 2.0*.

**Free Event: All Are Welcome.**

For further information, please contact Laura Germann at [felix@siu.edu](mailto:felix@siu.edu) or 453-6876.