Between the Screens: Navigating real life across platforms, pleasures, and privilege

Florence Chee, Assistant Professor, Loyola University Chicago

Wednesday, March 4, 10:30am
ARCH 101A

What stories matter, and whose stories have counted in research? Given the increasing number of people worldwide who depend on games and the gig economy for their livelihoods and social pursuits, it is essential that the conversation prioritizes ethical and socially just frameworks for multiple and diverse populations. The consideration of ethics may serve as an intellectual exercise or compliance measure, rather than an urgent, important, and relevant call to action and policy formation that it should really be. This talk explores the global tensions and pressure points between media and audiences through the lens of everyday life, mapping out the intellectual pathways upon which informed perspectives and praxis may come to fruition.

Employing a mode of "critical optimism," Dr. Chee will go between theory and practice to address key ethical considerations that implicate academic, industrial, and governmental sectors. In researching the liminal spaces that illustrate the richness and diversities of practice, this research contributes to a body of scholarship that draws attention to the grey zones, silences, and work behind the scenes that present their own invisible costs. By reckoning with the marginal and invisible, the message is of hope, transformative growth, and the reclamation of pleasure.

Dr. Florence Chee is an Assistant Professor of Digital Communication and Director of the Social & Interactive Media Lab (SIMLab) at Loyola University Chicago. Her research examines the social and ethical dimensions of emergent digital lifestyles with a particular focus on games, social media, mobile platforms, and translating those insights across industrial, governmental, and academic sectors. She has designed and taught graduate/undergraduate courses in Digital Media including Game Studies, where students engage with debates surrounding diversity, intersectionality and media production through social justice frameworks. She is a faculty affiliate at the Center for Digital Ethics and Policy and is in the process of completing a manuscript based on her work, "The Social at Play: Digital Game Culture in South Korea, which is a comprehensive look at the social, political, economic, and gender factors influencing how games have become mainstream culture in South Korea.

For further information, please contact Kelly Bergstrom at kelly.bergstrom@hawaii.edu

Sponsored by UH SEED IDEAS and UH Mānoa School of Communications