

MAKING GAMES ACCESSIBLE IN HIGHER EDUCATION

Challenges Studying Videogames

Studying videogames in academic settings poses challenges distinct from traditional media like literature or cinema, such as **platform-specific access requirements, costs, cultural barriers, and preservation issues for older games**. Specific hardware/software needs and time-intensive analysis hinder educators and students. **Innovative solutions are needed** for game studies to thrive in higher education.

Research Aims

- Investigate and develop strategies to enhance **videogame accessibility in academic settings**
- Identify and address unique challenges posed by videogames as **academic texts**
- Establish a robust foundation for games **curatorship and librarianship** at the University
- Align university offerings with **growing industry, academic, and student demands** in game studies
- Explore innovative approaches to overcome financial, technological, and cultural barriers in studying games

Researchers

Dr. Cass Barkman
Lead Investigator
Dr. Mahli-Ann Butt
Co-Investigator
Nellie Seale
Research Assistant
Ren Galwey
Designer

Proposed Outputs

- Comprehensive White Paper Report
- Investment Recommendations
- Foundation for ARC Grant Application

