



LUND UNIVERSITY

Facing New Digital Arenas. Critical Disability Perspectives on Digital Games and New Social Media

Hansson, Kristofer; Wästerfors, David

2015

[Link to publication](#)

Citation for published version (APA):

Hansson, K., & Wästerfors, D. (2015). *Facing New Digital Arenas. Critical Disability Perspectives on Digital Games and New Social Media*. Abstract from NNDR 13th Research Conference.

Total number of authors:

2

General rights

Unless other specific re-use rights are stated the following general rights apply:

Copyright and moral rights for the publications made accessible in the public portal are retained by the authors and/or other copyright owners and it is a condition of accessing publications that users recognise and abide by the legal requirements associated with these rights.

- Users may download and print one copy of any publication from the public portal for the purpose of private study or research.
- You may not further distribute the material or use it for any profit-making activity or commercial gain
- You may freely distribute the URL identifying the publication in the public portal

Read more about Creative commons licenses: <https://creativecommons.org/licenses/>

Take down policy

If you believe that this document breaches copyright please contact us providing details, and we will remove access to the work immediately and investigate your claim.

LUND UNIVERSITY

PO Box 117
221 00 Lund
+46 46-222 00 00

0197

Facing New Digital Arenas. Critical Disability Perspectives on Digital Games and New Social Media.

Kristofer Hansson¹, David Wästerfors²

¹*Department of Arts and Cultural Sciences, Lund, Sweden,* ²*The Department of Sociology, Lund, Sweden*

Research aim

This abstract explores how Swedish teenagers and young adults with physical or mental disabilities employ contemporary digital games and new social media, and how they embed them into their everyday life. From a critical disability perspective we analyze the everyday use of digital arenas and what potentials and barriers for participation the new technology creates. How can the relationship between these *gamers* and digital arenas be studied and described? Which social and cultural processes make digital games and new social media including or excluding? How can a critical disability perspective be developed in digital arenas?

Methodology framework

In this project we interview Swedish teenagers and young adults with various disabilities (e.g. muscle diseases, *Cerebral Pares*, Asperger's syndrome) along with fieldnotes from their gaming sessions. Our analysis is focusing on the practical maneuvers, verbal accounts and biographical-narratives in relation to digital games and new social media.

Findings

The findings show that new digital arenas provides a social sphere where the gamer can develop and experiment with identities, create social relationships with other people, develop bodily skills that allow control over the games and so on. But there are also practices that may have the opposite effect, where the gamer is alienated from society and becoming increasingly detached from the public. This confusion between the categories of public and private is not new, and Hannah Arendt has highlighted it as a change from Jürgen Habermas public sphere. In our presentation we explore and analyze this confusion of public and private in relation to new digital arenas.