



# LUND UNIVERSITY

## The Passionate, the Prosaic, and the Pathological

### A Replay of the Domestication of Gaming

Enevold, Jessica

2015

*Document Version:*

Publisher's PDF, also known as Version of record

[Link to publication](#)

*Citation for published version (APA):*

Enevold, J. (2015). *The Passionate, the Prosaic, and the Pathological: A Replay of the Domestication of Gaming*. Abstract from Sharing the Play, Jyväskylä, Finland.

*Total number of authors:*

1

*Creative Commons License:*

CC BY-NC-ND

**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

# KEYNOTE ABSTRACT

## **Jessica Enevold (keynote speaker)**

Department of Arts and Cultural Studies,  
Lund University  
Jessica.enevold@kultur.lu.se

## **The Passionate, the Prosaic, and the Pathological: A Replay of the Domestication of Gaming**

In my work I have attempted to illustrate how daily practices of digital gaming play a significant role in Scandinavian homes and families, and how they engender new, and re-render old, chapters in material techno-cultural history. In this talk, I replay the journey my travels through the everyday cultures of the digital gaming landscape has offered me over time, from locating *Mama Ludens* hidden in the closet of the gaming landscape, challenging its fixed gamer identities, to praising the good and assessing the bad and searching for coping strategies for the “ugly” of passionate playing habits.

### **Presented at:**

*SHARING THE PLAY: A seminar on Play of and between Children and Adults*  
University of Jyväskylä  
November 16<sup>th</sup> – 17<sup>th</sup> 2015  
Seminar's website: [https://www.jyu.fi/hum/laitokset/taiku/sharing\\_the\\_play](https://www.jyu.fi/hum/laitokset/taiku/sharing_the_play)