LUND UNIVERSITY

Mama Ludens

Interviews with Women who Play

Enevold, Jessica; Aarseth, Espen; Hagström, Charlotte

2008

Document Version:
Publisher's PDF, also known as Version of record

Link to publication

Citation for published version (APA):
Enevold, J., Aarseth, E., & Hagström, C. (2008). *Mama Ludens: Interviews with Women who Play*. Abstract from Women in Games, Warwick University, United Kingdom.

Total number of authors:
3

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

Mama Ludens:

Interviews with women who play

Work-in-progress

<Jessica Enevold >
Center for Computer Games Research
IT University of Copenhagen, Denmark
<enevold@itu.dk>

<Espen Aarseth >
Center for Computer Games Research
IT University of Copenhagen, Denmark
<aarseth@itu.dk>

< Charlotte Hagström>
Department of European Ethnology
Lund University, Sweden
<charlotte.hagstrom@etn.lu.se>

Summary: The paper presents examples of what female gamers with families (moms) do and want from games, what they bring into playing and what is at stake as they incorporate gaming into their lives.

Mama Ludens:

Interviews with women who play

Jessica Enevold, Espen Aarseth, Charlotte Hagström

Short paper; this is work-in-progress

ABSTRACT

This paper is a work in progress, the second in a series of empirical studies of gaming mothers ("Juggling Time, Play and Family Life") undertaken with the aim to revise the usual constructions of gamer identities and examine the contested status of gaming in everyday life. The main goal is to examine family life through the lens of gaming in families where the mother is an avid gamer. The first paper was a critical survey of representations (Enevold & Hagström 2008) in popular discourse of mothers in gaming culture. In this paper we present findings from interviews with gaming mothers. Mothers today do more than service their gaming kids with foods or rides to LAN-parties or personify the implied inferior player or disapproving parent, although popular cultural representations will have us thinking otherwise. Mothers game too. But, how? Since gaming is an activity for all ages, a missing key to understanding the role of gaming in family life is to look at gaming mothers. This is important because female gamers with families are often playing in a distinct situation that involves intertwined normative gendered ideas of work, family roles, and leisure, time and place constraints.

Games, due to their traditional definition as objects of personal time-consuming pleasures may cause direct or indirect conflict with other everyday activities.

The paper presents examples of what some adult women gamers do and want from games, what they bring into playing and what is at stake as they incorporate gaming into their lives. The phenomenon of mothers who play has not previously been examined. Turning our interest to mothers and the much debated activity of gaming, we tap into the area of gender roles, family time management and issues of equality and examine the elsewhere contested status of gaming in the family of the gaming mom.