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The Passionate, the Prosaic, and the Pathological

A Replay of the Domestication of Gaming

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KEYNOTE ABSTRACT

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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 regender 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
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Seminar's website: https://www.jyu.fi/hum/laitokset/taiku/sharing_the_play