

Media Critic Anita Sarkeesian presents at PLAY17

The Executive Director of Feminist Frequency appears in two different Festival sessions

Hamburg, October 25th, 2017. PLAY17, Hamburg's Creative Gaming Festival, announces an additional high-calibre program event: media critic Anita Sarkeesian, who created an international sensation with her organization Feminist Frequency, will give a presentation on November 3rd, within the context of the Festival motto "The Time is Now", about the role of women in video games over the course of time. The presentation will be delivered from 10:30 to 11:30 in the Markthalle. In addition, Anita Sarkeesian will take part in a question and answer session with Rocket Beans TV Moderator Gunnar Krupp within the framework of an "Artist Talk" on the evening of November 3rd from 17:00 to 18:00. Both sessions will be conducted in English. PLAY17 itself takes place from November 1st to November 5th in Hamburg. For all relevant information on the Festival, visit the official website www.PLAYfestival.de. Tickets for PLAY17 are still available at our online ticket shop.

„Over the past 10 years, the PLAY Festival has continued to focus on a wide variety of computer and video game perspectives and issues” explains Andreas Hedrich, member of the PLAY17 leadership team. “In the last few years, Anita Sarkeesian has initiated long overdue discussions precisely on the role of women’s images in games. She tells it like it is and raises critical questions about the status quo. In doing so, she is a perfect fit for PLAY’s goal of providing a platform for discussion and debate on games and their significance in modern society.”

Anita Sarkeesian is an award-winning media critic and is the creator and executive director of Feminist Frequency, a non-profit organization that examines the representation of women in pop culture narratives. Her work focuses on the deconstruction of stereotypes and clichés as they are evidenced in popular culture as well as the question of targeted harassment of women in online and gaming spaces.

She was a consultant at the United Nations and guest speaker at numerous fan, media and technology conferences, among which were XOXO, The Media Evolution Conference, Women in the World and GeekGirlCon. Sarkeesian has been interviewed by and has appeared in publications such as Wired, The Guardian, Rolling Stone, The Wall Street Journal, The New York Times and the Colbert Report. In 2014 she received the Game Developers Choice Ambassador Award and in 2015 was named one of TIME’s 100 most influential people. In 2016 Sarkeesian was awarded an honorary PhD from the New School in New York City.

Background

PLAY17 – Creative Gaming Festival:

Starting in 2007, each year the PLAY Festival hosts a gathering of young people, teachers, students, researchers, sector professionals, and the culturally interested public. Together attendees of all ages experience new perspectives of the games culture and the multiple possibilities to be discovered in digital games.

PLAY17 is an event produced by the Initiative Creative Gaming e.V., jaf – Verein für medienpädagogische Praxis Hamburg e.V. in cooperation with spielbar.de, the platform of the Bundeszentrale für politische Bildung/bpb on the subject of Computer Games, and JIZ – Jugendinformationszentrum Hamburg der Behörde für Schule und Berufsbildung. PLAY17 is supported by the Behörde für Kultur und Medien – Amt Medien, the Körber-Stiftung, the BürgerStiftung Hamburg, the HAW Hamburg – Fakultät Design, Medien, und Information offering Masters Degrees in Games, the Bücherhallen Hamburg / Hoeb4U, the Kunsthaus Hamburg, the schülerInnenkammer Hamburg. In cooperation with LABOURGAMES and Kampnagel. For more information see the official website www.playfestival.de.

Initiative Creative Gaming

Gaming with games! That is the motto of Initiative Creative Gaming, the organizer and promoter of the Festival. Initiative Creative Gaming has been active in the Art and Education spaces since 2007 and has established itself as a pioneer of the media-pedagogical and creative application of computer games. Further information can be found at www.creative-gaming.eu

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