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Session 6C: Roundtable:
Gaming American Studies:
Video Games in Research
and Teaching

#BAAS2021

- Mayar, Mahshid, and Stefan Schubert, eds. **“Video Games and/in American Studies: Politics, Popular Culture, and Populism.”** *European Journal of American Studies* 16.3 (2021).
- Mayar, Mahshid, ed. **“Encounters in the ‘Game-Over Era’: The Americas in Videogames.”** *fiar: Forum for Inter-American Research* 11.2 (2018).
- Mayar, Mahshid. **“Feasts of Indifference: Racialization, Affect, and Necropolitics in 1X War Games.”** *European Journal of American Studies* 16.3 (2021).
- Mayar, Mahshid. **“Weirding the Empire in *West of Loathing* and Other Digital Games.”** *U.S. Studies Online* (2019).
- Mayar, Mahshid. **“Survival as Species Narrative: (Supra-)Referentiality in Humanitarian Crisis Video Games.”** *Loading....: Journal of the Canadian Game Studies* 11.18 (2018): 81-98.
- Mayar, Mahshid. **“A Case for Serious Play: Virtual Pacifism and Historical Digital Games.”** *Zeitschrift des Arbeitskreises Militär und Gesellschaft in der Frühen Neuzeit* 20 (2016): 117-135.
- Mayar, Mahshid, and Stefan Schubert. **“The Joystick in the Garden: Video Games, American Studies, and Politics.”** *European Journal of American Studies* 16.3 (2021).
- Mayar, Mahshid. **“A game (simulation) is a game (interactive technology) is a game (lifestyle) is a game (live archive): An Introduction.”** *fiar: Forum for Inter-American Research* 11.2 (2018): 5-14.

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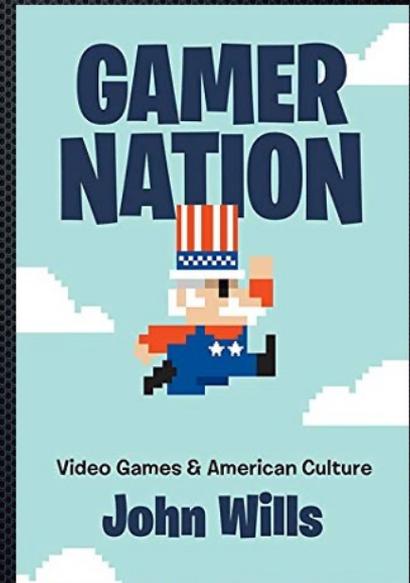
- “Rockstar Games, *Red Dead Redemption*, and Narratives of ‘Progress’”, *European Journal of American Studies* (2021)
 - *Rockstar Games and American History: Promotional Materials and the Construction of Authenticity* (De Gruyter, 2022)
 - (with John Wills) *Red Dead Redemption: History, Myth, and Violence in the Video Game West* (Oklahoma University Press, 2022)
- UG Teaching: “Digital Games and the Practice of History”



Relevant Publications:

- “Digital Dinosaurs and Artificial Life: Exploring the Culture of Nature in Computer and Videogames” *Cultural Values* 6.4 (2002)
- “Pixel Cowboys and Silicon Goldmines: Videogames of the American West” *Pacific Historical Review* 77.2 (2008)
- *Gamer Nation: Video Games and American Culture* (Johns Hopkins University Press, 2019)

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Undergraduate Teaching:

- HI5104 Press Start to Play: America as a Gamer's Nation
- HI434 Ten Technologies that Changed the World (Guest Lecture on Games)



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Stefan Schubert

Narrative Instability: Destabilizing Identities, Realities, and Textualities in Contemporary American Popular Culture. Winter, 2019.

Mayar, Mahshid, and Stefan Schubert, eds. "Video Games and/in American Studies: Politics, Popular Culture, and Populism." *European Journal of American Studies* 16.3 (2021).



"Columbian Nightmare: Narrative, History, and Nationalism in *BioShock Infinite*." *fiar: forum for inter-american research*, vol. 11, no. 2, 2018, pp. 44-60.

"Narrative and Play in American Studies: Ludic Textuality in the Video Game *Alan Wake* and the TV Series *Westworld*." *Playing the Field: Video Games and American Studies*, edited by Sascha Pöhlmann, de Gruyter, 2019, pp. 113-30.