NO BAD MEMORIES

(Or, Video-game nostalgia and the academic and popular discourses that shape it)

A talk for Critical Proximity 2014 San Francisco, CA

by Rachel Simone Weil University of Texas

TODAY, I'D LIKE TO

share some thoughts about video game nostalgia.

I'll also offer some working methods that I hope might be useful to you along with examples from my own practice as a designer and games researcher.

SVETLANA BOYM

writes, "It is up to us to take responsibility for our nostalgia and not let others 'prefabricate' it for us. The prepackaged 'usable past' may be of no use to us if we want to co-create our future."

("Nostalgia and Its Discontents," 2007)

AS CRITICS, WE

should consider our "prepackaged" video game past and what it means to be nostalgic for it.

WHAT'S WRONG

with video game nostalgia?

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- can serve as a rejection of contemporary political issues.



...WHICH IS AN

understandable perspective.

Most people don't like having their communities and identities torn down and condemned for reasons that are out of their control.

IT'S COMPLICATED!

And that's OK.

I PROPOSE THE

following working methods.

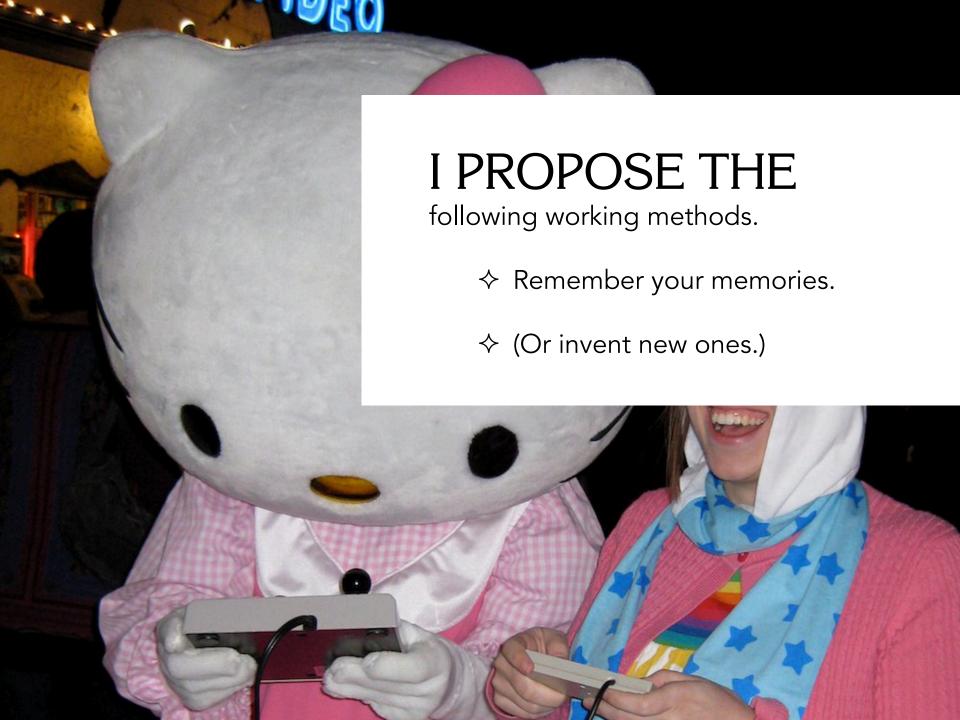
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- ♦ (Or invent new ones.)
- → Balance rebellion and reconciliation.



NO BAD MEMORIES



KEEP IN TOUCH

with me; I'd love to hear from you!

- → I'll publish the long form of this work very soon—stay tuned to nobadmemories.com.
- NES game development: partytimehexcellent.com / @partytimeHXLNT
- → FEMICOM Museum: femicom.org / @FemicomMuseum