Transcript: Kickstarter Video//Invisibility Blues

Gaming is a massive, multi-billion dollar industry with global influence. Evidence indicates that the video game industry is more influential than books, movies, and television combined, but despite that long reach, parts of both the gaming industry and culture are still severely limited.

I'm Dr. Samantha Blackmon
And I'm Alisha Karabinus

And we want to open up a conversation about race in video games.

For years, the gaming industry has centered on and around white male heroes. Nonwhite characters are often limited, completely nonexistent, or the flimsy manifestations of tropes. As the audience for games grows and becomes ever more diverse, we find ourselves with more of a need for games and game narratives that are as rich and varied as the people who play them.

As part of *Not Your Mama's Gamer*, we have worked for years, alongside a volunteer staff, to broaden the spotlight on race and representation in video games. Now we would like to ask for your help to make that spotlight a little brighter. We will produce a series of videos, but we can't do this alone. With your help, we will build on our past work to create high quality critical analyses on the ongoing issues surrounding racial representation in video games. Our project relies on our own research and analysis, as well as interviews and the work of consultants in order to bring more scholarly and community voices to the conversation.

Please help us as we work to widen this industry we love. We think gaming should be for everyone, and everyone deserves to see themselves represented. To get there, we need to have these very necessary conversations. Thank you for listening, and thank you for your support.