

Section 3

Video Games and Play

*As a tool of oppression,
the monster
policing the borders
of what is permissible*

—Stang, on page 235.

“The monster, like the abject,
is inherently ambiguous [...]”

—Stang, on page 252.

“As they constitute a baseline for the
representation of computational others,
analyzing hostile monsters is [...] essential to
the study of representation of all enemies
in video games”

—Švelch, on page 272.

“In mass media, the subaltern are often
left without a voice or humanity [...],
if not explicitly depicted as
dangerous monsters [...]”

—Hammar, on page 280.