

# 'DE-WALLING' UNION RHETORIC IN VIDEOGAME PRODUCTION

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# FEELING ALONE IS NORMAL BUT STILL AWFUL

-Isolation and Loneliness  
in VGP

-How Did We Get Here?

-Who Cares, Just Let Me  
Play Muh Vidja



# UNIONS AND MATERIAL LABOUR



-What is our conception of 'unions' today?

-Material labour vs Immaterial labour

-How much of a 'union' can transfer to videogame production? Digital media? (Hint: not much)

# YOUR METHODS ARE IMPORTANT

-Institutional Ethnography  
(Smith, 2005; Griffon &  
Smith, 2004)

-Feminist Ethnography  
(Visweswaran, 1994) and  
Feminist **Objectivity**  
(Haraway, 1988)

-Situated, Embodied  
Experiences as Knowledge  
Production and Expected  
Outcomes



# INFORMANTS INFORMING MY INFORMATION



## Findings

- Current models of unionization in VGP can completely leave behind PoC, queer, and non-white bodies
- White People LOVE to try and organize a union then dip out
- Language is either SUPER broad or SUPER specific
- Re: 'lonely' and 'isolated'

# LET'S WALK IT BACK A LITTLE...

- Who CAN be included in VGP union talks?
- What types of jobs would VGP unions cover?
- What kind of language needs to change?
- What kind of *concepts* need to change?



# TO BE CONTINUED (NO GIF ON THIS SLIDE, SORRY)

-The Future of VGP unionization and VGP itself is queer, anti-capitalist, and non-white.

-This project's contributions are foundational, not catch-all (read: my diss further muddies the waters to give myself a future research agenda. Please someone hire me.)

-Current union bodies in VGP: Game Workers United (@GameWorkers), Tech Workers Coalition (@techworkersco), Syndicat des Travailleurs et Travailleuses du Jeu Vidéo (@STJV\_fr), and Le Rassemblement Inclusif du Jeu Vidéo (@RIJV\_france). What can they and we do differently?

