

Finding Aid to the *Rainbow Arcade Collection, 2009-2020*

Summary Information

Title: *Rainbow Arcade* collection

Creator: Adrienne Shaw, Sarah Rudolph, Jan Schnorrenberg, Schwules Museum (primary)

ID: 120.4259

Date: 2009-2020 (inclusive); 2018-2019 (bulk)

Extent: 3.7 GB (digital)

Language: This collection is in both English and German, with a few instances of Spanish, Swedish, and French.

Abstract: The *Rainbow Arcade* collection is a compilation of digital materials related to the *Rainbow Arcade* exhibition hosted by the Schwules Museum in Berlin, Germany from December 13, 2018 through May 13, 2019.

Repository:

Brian Sutton-Smith Library and Archives of Play at The Strong
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Administrative Information

Conditions Governing Use: This collection is open for research use by staff of The Strong and by users of its library and archives. Though the donor has not transferred intellectual property rights (including, but not limited to any copyright, trademark, and associated rights therein) to The Strong, she has given permission for The Strong to make copies in all media for museum, educational, and research purposes.

Custodial History: The *Rainbow Arcade* collection was donated to The Strong in October 2020 as a gift of Adrienne Shaw. The collection was accessioned by The Strong under Object ID 120.4259 and received on a hard drive with two additional related digital collections.

Preferred citation for publication: *Rainbow Arcade* collection, Brian Sutton-Smith Library and Archives of Play at The Strong

Processed by: Julia Novakovic, December 2020-January 2021

Controlled Access Terms

Personal Names

- Kiefer, Iliane
- Rudolph, Sarah
- Schnorrenberg, Jan
- Shaw, Adrienne
- Simoneau, Nicolas

Corporate Names

- Computerspielmuseum, Berlin, Germany
- Schwules Museum, Berlin, Germany

- Temple University

Subjects

- Gender identity
- LGBTQ Game Archive
- LGBTQ Video Game Archive
- Museum exhibits
- Museum exhibits -- Berlin, Germany
- Rainbow Arcade (Exhibition)
- Video games -- Gender identity
- Video games -- LGBTQ content
- Video games -- Sex
- Video games -- Social aspects

Historical Note

The Schwules Museum in Berlin, Germany opened in 1985 as the first museum in the world dedicated to LGBTQ+ history and culture.

From December 13, 2018 through May 13, 2019, the Schwules Museum hosted *Rainbow Arcade*, an exhibition co-curated by Adrienne Shaw, Sarah Rudolph, and Jan Schnorrenberg. *Rainbow Arcade* featured a wide variety of exhibits spanning more than 30 years of media history, including playable games, concept drawings, fan modifications of games, and documentation of online communities. The exhibition covered contemporary pop cultural questions of representation, stereotypical and discriminatory narratives in entertainment media, and cultural memory. Research and information compiled by the LGBTQ Game Archive played an integral part in the creation of the exhibition, which was also supported by Temple University and Berlin's Computerspielemuseum. *Rainbow Arcade* successfully completed a crowdfunding campaign on Kickstarter in 2018 to publish 1,000 copies of a comprehensive catalog about the exhibition.

Collection Scope and Content Note

The *Rainbow Arcade* collection is a compilation of materials related to the *Rainbow Arcade* exhibition hosted by the Schwules Museum in Berlin, Germany from December 2018 through May 2019. These exhibit-related materials include planning and research documentation, detailed information on media within the exhibit, images, exhibit catalog, publicity articles, and related files. Additional scope and content information can be found in the Contents List section of this finding aid.

The *Rainbow Arcade* collection is arranged into four series, one of which has been further divided into subseries. This digital collection can be accessed on-site at The Strong.

Related Materials

The Strong received two additional related digital collections from Shaw: the [LGBTQ Game Archive collection](#) (open for research) and the Joshua D. Savage digital game documents archive (which will be available in 2021).

System of Arrangement

Series I: Exhibition planning and research, 2009-2020

 Subseries A: Shaw research, 2009-2020

 Subseries B: Exhibition planning, 2013-2018

Series II: Exhibition documentation, 2017-2019

Series III: Exhibit catalog, 2018-2019

Series IV: Publicity, 2016-2019

Contents List

Series I: Exhibition planning and research, 2009-2020

Scope and Content Note: This series contains digital files retained by Adrienne Shaw used in the design of the *Rainbow Arcade* exhibition for the Schwules Museum. Materials in this series include reference (such as journal articles and book PDFs), planning information (like schedules, notes, and concept documents), and other files created by Schwules Museum staff or collaborators on the exhibition. Some files in this series are in German and have been indicated as such.

Subseries A: Shaw research, 2009-2020

Scope and Content Note: This subseries holds digital copies of journal articles, book chapters, and books on LGBTQ games (the bulk of which were written or co-written by Shaw). Many of these were used while planning and designing the *Rainbow Arcade* exhibition for the Schwules Museum.

Full article titles, author names, and journal/book titles have been indicated in brackets after the digital file name.

Digital - IA

Folder 1

Folder 01_Articles [18 files]

- “01. 2009_Shaw_Putting the Gay in Games” - .pdf, 2009 [“Putting the Gay in Games: Cultural Production and GLBT Content in Video Games,” Adrienne Shaw, *Games and Culture*, Vol. 4, No. 3, July 2009]
- “02. 2012_Shaw_Talking to Gaymers” - .pdf, 2012 [“Talking to Gaymers: Questioning Identity, Community, and Media Representation,” Adrienne Shaw, *Westminster Papers*, Vol. 9, Issue 1, October 2012]
- “03. 2013_Culture Digitally_Lost queer potential of Fable” - .pdf, 2013 [“The lost queer potential of Fable,” Adrienne Shaw, *Culture Digitally*, October 16, 2013]
- “04. 2014_Shaw_Gaming at the Edge” - .pdf, 2014 [*Gaming at the Edge: Sexuality and Gender at the Margins of Gamer Culture*, Adrienne Shaw, 2014]
- “05. 2015_Chess and Shaw_Conspiracy of Fishes” - .pdf, 2015 [“A Conspiracy of Fishes, or, How We Learned to Stop Worrying about #GamerGate and Embrace Hegemonic Masculinity,” Shira Chess and Adrienne Shaw, *Journal of Broadcasting & Electronic Media*, Vol. 51, No. 1, 2015]
- “06. 2015_Shaw and Chess_Reflections on the casual games market” - .pdf, 2015 [“Reflections on the casual games market in a post-GamerGate World,” Adrienne Shaw and Shira Chess, in *Social, Casual, and Mobile Games: The Changing Gaming Landscape*, eds. Tama Leaver and Michele Willson, 2015]
- “07. 2016_Shaw and Friesem_Where is the queerness in games” - .pdf, 2016 [“Where Is the Queerness in Games? Types of Lesbian, Gay, Bisexual,

- Transgender, and Queer Content in Digital Games,” Adrienne Shaw and Elizaveta Friesem, *International Journal of Communication*, Vol. 10, 2016]
- “08. 2017_Ruberg and Shaw_ Queer Game Studies_full” - .pdf, 2017 [*Queer Game Studies*, eds. Bonnie Ruberg and Adrienne Shaw, 2017]
 - “09. 2017_Ruberg_Camera Obscura” - .pdf, 2017 [“Creating an Archive of LGBTQ Video Game Content: An Interview with Adrienne Shaw,” Bonnie Ruberg, *Camera Obscura: Feminism, Culture, and Media Studies*, Vol. 32, No. 2, 2017]
 - “10. 2017_Shaw and Ruberg_Introduction to Queer Game Studies” - .pdf, 2017 [*Queer Game Studies*, eds. Bonnie Ruberg and Adrienne Shaw, 2017]
 - “11. 2017_Shaw_Beyond Sex and Romance” - .pdf, 2017 [“Beyond Sex and Romance: LGBTQ Representation in Games and the *Grand Theft Auto* Series,” Adrienne Shaw, in *Digital Media: Transformation in Human Communication*, 2nd ed., eds. Paul Messaris and Lee Humphreys, 2017]
 - “12. 2017_Shaw_The Trouble with Communities” - .pdf, 2017 [“The Trouble with Communities,” Adrienne Shaw, in *Queer Game Studies*, eds. Bonnie Ruberg and Adrienne Shaw, 2017]
 - “13. 2017_Shaw_Whats next_The lgbtq video game archive” - .pdf, 2017 [“What’s next?: the LGBTQ video game archive,” Adrienne Shaw, *Critical Studies in Media Communication*, Vol. 34, No. 1, 2017]
 - “14. 2018_Fisher et al_First Monday_A conversation_ Queer digital media resources and research” - .pdf, 2019 [“A conversation: Queer digital media resources and research,” Mia Fischer, Oliver L. Haimson, Carmen Rios, Adrienne Shaw, Mitali Thakor, Jen Jack Giesecking, and Daniel Cockayne, *First Monday*, Vol. 23, No. 7, July 2018]
 - “15. 2019_Shaw et al_Counting Queerness in Games” - .pdf, 2019 [“Counting Queerness in Games: Trends in LGBTQ Digital Game Representation, 1985–2005,” Adrienne Shaw, Evan W. Lauteria, Hocheol Yang, Christopher J. Persaud, and Alayna M. Cole, *International Journal of Communication*, Vol. 13, 2019]
 - “16. 2019_Shaw et al_Feminist and Queer Game Studies – Communication – Oxford Bibliographies” - .pdf, 2019 [“Feminist and Queer Game Studies,” Adrienne Shaw, Alexandrina Agloro, Josef Nguyen, Amanda Phillips, and Bonnie Ruberg, *Oxford Bibliographies*, 2019]
 - “17. 2019_Shaw_Leisure Suit Larry and LGBTQ Representation” - .pdf, 2019 [“Leisure Suit Larry: LGBTQ Representation,” Adrienne Shaw, in *How to Play Video Games*, eds. Matthew Thomas Payne and Nina B. Huntemann, 2019]
 - “18. 2020_Shaw and Persaud_Beyond texts” - .pdf, 2020 [[“Beyond texts: Using queer readings to document LGBTQ game content.”](#) Adrienne Shaw and Christopher J. Persaud, *First Monday*, 2020]

Subseries B: Exhibition planning, 2013-2018

Scope and Content Note: This subseries contains digital copies of planning documentation, notes, schedules, reference, photographs, and other files used in the design and planning stage of *Rainbow Arcade* for the Schwules Museum.

Original file names have been retained. Descriptive information for some files has been indicated in brackets after the file name. Undated files have estimated dates provided in brackets. Files in German are indicated as such.

Digital - IB

Folder 1

Folder 01_Brainstorming [12 files]

- “01. Ausschreibung_RainbowArcade” - .pdf, n.d. [c. 2018] [in German]
- “02. Brainstorming_Title” - .docx, n.d. [c. 2018]
- “03. Concept_LetsPlay_1.0” - .docx, n.d. [c. 2017-2018]
- “04. CSM-Exhibition-Aufschlag Games” - .pdf [reference from Computer Spielemuseum, Berlin], n.d. [c. 2015] [in German and English]
- “05. Event Programme” - .docx, n.d. [c. 2018]
- “06. Exhibiting Videogames” - .pptx, n.d. [c. 2018]
- “07. Konzeptpapier_10-Let_s Play!” - .pdf, 2017 [in German]
- “08. Map_Exhibition” - .jpg, n.d. [c. 2018]
- “09. PK-1-Streitfall-Computerspiele” - .pdf [*Streitfall Computerspiele: Computerspiele zwischen kultureller Bildung, Kunstfreiheit und Jugendschutz*, ed. Gabriele Schulz], 2008 [in German]
- “10. Rainbow Arcade – General Topics” - .pdf, n.d. [c. 2017-2018]
- “11. Technik Schwules Museum” - .docx, n.d. [c. 2018]
- “12. The Possibilities of the Video Game Exhibition – Elizabeth Legere MA Thesis” - .pdf [*The Possibilities of the Video Game Exhibition*, thesis by Elizabeth Legere, with annotations by Jan Schnorrenberg], 2017

Folder 2

Folder 02_Presentations [2 files]

- “01. RAINBOW ARCADE – TALK_PLAY Presentation” - .pptx, n.d. [c. 2018]
- “02. RAINBOW ARCADE Presentation 2.0” - .pptx, n.d. [c. 2018-2019]

Folder 3

Folder 03_Project description [4 files]

- “01. PB_SchwulesMuseum_2018” - .pdf [exhibit concept document], 2018 [in German]
- “02. Rainbow Arcade – Anlage 1 – Projektbeschreibung” - .pdf [exhibit concept document], 2018 [in German]
- “03. Rainbow Arcade Projektstrukturplan” - .docx [notes], 2017 [in German]
- “04. Sections RAINBOW ARCADE” - .pdf [exhibit outline], n.d. [c. 2017-2018]

Folder 4

Folder 04_Schedules [3 files]

- “01. 2018-08-31 Rainbow Arcade Timesheet” - .pdf [schedule], 2018
- “02. 2018-08-31 Rainbow Arcade Zeitplan” - .pdf [schedule], 2018 [in German]
- “03. Vernissage – Ablaufplan” - .docx [schedule], n.d. [c. 2018; in German]

- Folder 5 **Folder 05_Schwules Museum information** [3 folders]
01_Maps [2 files]
 - “01. Museum Map” - .pdf, n.d. [c. 2018?]
 - “02. SMU_130419_Wandabwicklung_Raum3” - .pdf, 2013 [in German]*02_SuperQueeroes* [188 files]
 Contains 187 .jpg photographs of exhibit planning and construction process for *SuperQueeroes* exhibit at Schwules Museum, 1 .pdf outline of “Comic Book exhibit”; n.d. [c. 2015-2016]
03_Siegfried Wagner [12 files]
 Contains 12 .jpg photographs of exhibit space from *Siegfried Wagner* exhibit at Schwules Museum, n.d. [c. 2016-2017]

Series II: Exhibition documentation, 2017-2019

Scope and Content Note: This series holds digital copies of photographs, text, graphics, timelines, publicity information, reference, and other materials drafted or captured for the Schwules Museum’s *Rainbow Arcade* exhibition.

Original file names have been retained. Descriptive information for some files has been indicated in brackets after the file name. Undated files have estimated dates provided in brackets. Files in German are indicated as such.

Digital - II

- Folder 1 **Folder 01_2018-12-12 Exhibition Space** [113 files]
 Contains 113 .jpg photographs of *Rainbow Arcade* exhibit, c. 2018-2019
- Folder 2 **Folder 02_2018-12-13 Exhibition Opening** [68 files]
 Contains 67 .jpg photographs of *Rainbow Arcade* exhibit opening, 1 .docx of exhibit opening announcement; 2018
- Folder 3 **Folder 03_2019-01 Selection for PR** [40 files]
 Contains 40 .jpg photographs of *Rainbow Arcade* exhibit, c. 2018-2019
- Folder 4 **Folder 04_2019-05-13 Exhibition Closing** [35 files]
 Contains 35 .jpg photographs of *Rainbow Arcade* exhibit closing, c. 2019
- Folder 5 **Folder 05_Consentacle** [11 files]
 Contains 11 .pdf and .txt files of printable version of Consentacle by Naomi Clark, c. 2017-2018
- Folder 6 **Folder 06_Design inspiration** [19 files]
 Contains 19 .jpg and .png graphics used in design of *Rainbow Arcade* exhibit, c. 2018
- Folder 7 **Folder 07_Exhibition space map** [5 files]
 - “01. Full_Scenography” - .pdf, n.d. [c. 2017-2018] [exhibition draft map and sections]
 - “02. Map_Exhibition” - .jpg, 2018 [“Rainbow Arcade User Guide” map]
 - “03. Sceneography_color” - .jpg, 2018 [exhibition map]
 - “04. SMU_Scenography_1_2-1” - .jpg, n.d. [c. 2017-2018] [exhibition space draft map]
 - “05. SMU_Scenography_1_2” - .jpg, n.d. [c. 2017-2018] [exhibition space draft map]

- Folder 8 **Folder 08_ Exhibits** [5 folders]
 01_35_x_Fable [11 files]
 Contains 11 .jpg screenshots/images of *Fable* series games, 2018
 02_65_64_Marcel Weyers [9 files]
 Contains 9 .jpg screenshots/images of games by Marcel Weyers, 2018
 03_Images [88 files]
 Contains 88 .jpg screenshots/images for display in exhibition, 2018
 04_Indie Developer [40 files]
 Contains 40 .jpg screenshots/images for display in exhibition, 2018
 05_Videos [2 folders]
 01_Videos [8 files]
 ▪ “01. 11_Dragon Age_Inquisition Krem_How Bioware Deals with Transgender Characters” - .mp4
 ▪ “02. 12_World Heroes Perfect_Super Moves_FAQs_Rasputin” - .mp4
 ▪ “03. 12_WorldHeroes” - .mp4
 ▪ “04. 13_Phantasmagoria 2 – Trevors Death” - .mp4
 ▪ “05. 31_Earthbound_video” - .mp4
 ▪ “06. 34_EAFull Spectrum – Hate is Not a Game” - .mp4
 ▪ “07. 4_1_Foobar (960x540)” - .m4v
 ▪ “08. 7_Orion (1280x720)” - .m4v
 02_Tablet folders [9 files]
 Contains 9 .txt, .odt, and .apk files of instructions for tablets to kiosks for exhibition at museum, n.d. [c. 2018] [in English and German]
- Folder 9 **Folder 09_Flyers** [2 files]
 Contains 2 .jpg images of flyer for *Rainbow Arcade* exhibition, 2018
- Folder 10 **Folder 10_Legal questions** [1 file]
 • “01. Questions Lawyer” - .docx, 2018 [in English and German]
- Folder 11 **Folder 11_Museum texts English** [86 files]
 • “01. 1_1_1_About_Caper in the Castro” - .docx, 2018
 • “02. 1_1_1_About_Foobar vs. the DEA” - .docx, 2018
 • “03. 1_1_1_About_Gayblade” - .docx, 2018
 • “04. 1_1_1_About_Indie games with queer content” - .docx, 2018
 • “05. 1_1_1_About_The Timeline_Potential Firsts” - .docx, 2018
 • “06. 1_1_1_Infobox_Caper in the Castro” - .docx, 2018
 • “07. 1_1_2_About_Mainstream games with queer characters” - .docx, 2018
 • “08. 1_1_3_About_Trans and non-binary characters” - .docx, 2018
 • “09. 1_1_4_About_Playable queer characters” - .docx, 2018
 • “10. 1_1_5_About_Ludic Options” - .docx, 2018
 • “11. 1_1_About_RAINBOW ARCADE Introduction_Section 1 Introduction” - .docx, 2018
 • “12. 1_2_Infobox Twine” - .docx, 2018
 • “13. 1_2_About_Elixir” - .docx, 2018
 • “14. 1_2_About_Indie Boom” - .docx, 2018
 • “15. 1_2_Excerpts from RotVZ_VfH” - .docx, 2018
 • “16. 2 – Mainstream Industry” - .docx, 2018

- “17. 2_1_About_1980s bust, Japanese_American Game Industries” - .docx, 2018
- “18. 2_1_About_Internal Censorship Standards, Values, Policies” - .docx, 2018
- “19. 2_2_About_Easter Eggs as worker resistance” - .docx, 2018
- “20. 2_2_About_Toxic work environment of the game industry” - .docx, 2018
- “21. 2_3_About_Birdo” - .docx, 2018
- “22. 2_3_About_Poison” - .docx, 2018
- “23. 2_3_About_Queer (Non-)Representation in the Persona Series” - .docx, 2018
- “24. 2_3_About_Sex and gender in Japan” - .docx, 2018
- “25. 2_4_1_Blogspot_The Lost Queer Potential of Fable II” - .docx, 2018
- “26. 2_4_1_Blogspot_The Lost Queer Potential of Fable III” - .docx, 2018
- “27. 2_4_1_Blogspot_The Lost Queer Potential of Fable” - .docx, 2018
- “28. 2_4_2a_About_Ambient Dialogue” - .docx, 2018
- “29. 2_4_2a_About_Specific Choices” - .docx, 2018
- “30. 2_4_2b_About_Paratexts and DLCs” - .docx, 2018
- “31. 2_4_About_Doing Representation without doing representation” - .docx, 2018
- “32. 2_5_About_Controversies over inclusion” - .docx, 2018
- “33. 2_6_About_Attempts to target the_queer_audience” - .docx, 2018
- “34. 2_7_About_Representation is more complicated than good_bad” - .docx, 2018
- “35. 2_LGBTQIA_People in the Game Industry” - .docx, 2018
- “36. 3.1_About_Production and distribution” - .docx, 2018
- “37. 3_2_About_User-generated content_mods” - .docx, 2018
- “38. 3_4_1_Portrait_Anna Anthrophy” - .docx, 2018
- “39. 3_4_1_Porträt_Anna Anthrophy” - .docx, 2018
- “40. 3_4_2_Portrait_Marcel Weyers” - .docx, 2018
- “41. 3_4_3_Portrait_Mx. Dietrich Squinkifer” - .docx, 2018
- “42. 3_4_4_Portrait_Robert Yang” - .docx, 2018
- “43. 3_4_7_Portrait_Brianna Lei” - .docx, 2018
- “44. 3_4_7_Portrait_Toby Fox” - .docx, 2018
- “45. 3_4_8_Gameography_Naomi Clark” - .docx, 2018
- “46. 3_4_8_Portrait_Naomi Clark” - .docx, 2018
- “47. 3_4_9_Portrait_Zoyander Street” - .docx, 2018
- “48. 3_4_About_Queer Designers” - .docx, 2018
- “49. 3_5_About_Small Companies” - .docx, 2018
- “50. 3_6_About_Independent Games” - .docx, 2018
- “51. 3_About_Independent Games” - .docx, 2018
- “52. 4_0_About_Community” - .docx, 2018
- “53. 4_1_About_Academic Examples” - .docx, 2018
- “54. 4_1_About_Community Examples” - .docx, 2018
- “55. 4_1_About_Queer Reading” - .docx, 2018

- “56. 4_2_About_Cosplay” - .docx, 2018
- “57. 4_3_About_Virtual Pride” - .docx, 2018
- “58. 4_4_About_Absent Contemporary History” - .docx, 2018
- “59. 4_5_About_Conventions” - .docx, 2018
- “60. 4_6_About_Gaming in Color” - .docx, 2018
- “61. 5_1_0_About_Discrimination in Games” - .docx, 2018
- “62. 5_1_2_About_FemFreq Queer Tropes” - .docx, 2018
- “63. 5_1_3a_About_Behind the Curtain – Trigger Warning” - .docx, 2018
- “64. 5_1_3b_About_Abuse and Harassment” - .docx, 2018
- “65. 5_1_3c_About_Anti-LGBTQ content in GTA” - .docx, 2018
- “66. 5_1_3c_About_Homophobic and Transphobic game content” - .docx, 2018
- “67. 5_2_About_Blank Space” - .docx, 2018
- “68. 5_3_About_Proper Games Controversy” - .docx, 2018
- “69. 6_0_About_1UP Next Level” - .docx, 2018
- “70. 6_1_About_New Games” - .docx, 2018
- “71. 6_2_About_How New Is This Really” - .docx, 2018
- “72. 6_3_About_Queer Game Utopia” - .docx, 2018
- “73. 6_4_About_Reasons to Stay” - .docx, 2018
- “74. 6_5_About_Dark Room” - .docx, 2018
- “75. 70_1_1_Firewatch screenshot” - .png, 2018
- “76. Copy of 1_1_About_RAINBOW ARCADE Introduction_Section 1 Introduction” - .docx, 2018
- “77. Portrait_Allan Cudicio” - .docx, 2018
- “78. Portrait_Anne Gibeault” - .docx, 2018
- “79. Portrait_Daniel Lingen” - .docx, 2018
- “80. Portrait_Danielle Bunten Berry” - .docx, 2018
- “81. Portrait_Danielle Bunten Berry_de” - .docx, 2018
- “82. Portrait_Darion Lowenstein” - .docx, 2018
- “83. Portrait_Gordon Bellamy” - .docx, 2018
- “84. Portrait_Kyle Cabral” - .docx, 2018
- “85. Portrait_Steve Demeter” - .docx, 2018
- “86. Team_Everyone who worked on this project” - .docx, 2018

Folder 12

Folder 12_Museum texts German [78 files]

- “01. Übersetzte Version final von_2_1_About_Selbstzensur, Standards, Werte, Richtlinien” - .docx, 2018 [in German]
- “02. Übersetzte Kopie final von_6_1_About_Neue Spiele” - .docx, 2018 [in German]
- “03. Übersetzte Kopie final von_Portrait_Steve Demeter” - .docx, 2018 [in German]
- “04. Übersetzte Version final von_3.1 About_Möglichkeiten der Produktion und Vermarktung” - .docx, 2018 [in German]
- “05. Übersetzte Version final von_6_3_About_Queere Spielutopie_” - .docx, 2018 [in German]

- “06. Übersetzte Version final von _2_4_1_Blogspot_Das verschenkte queere Potenzial von Fable II_” - .docx, 2018 [in German]
- “07. Übersetzte Version final (not translated apart from Spielografie bc Game names) von _3_4_8_Gameography_Naomi Clark” - .docx, 2018 [in German]
- “08. Übersetzte Version final von _5_1_3b_About_Missbrauch and Belästigung” - .docx, 2018 [in German]
- “09. Übersetzte Version final von _1_1_1_About_Caper in the Castro_” - .docx, 2018 [in German]
- “10. Übersetzte Version final von _1_1_1_About_Foobar vs. the DEA_” - .docx, 2018 [in German]
- “11. Übersetzte Version final von _1_1_1_About_Gayblade_” - .docx, 2018 [in German]
- “12. Übersetzte Version final von _1_1_1_About_Indie-Spiele mit queerem Inhalt” - .docx, 2018 [in German]
- “13. Übersetzte Version final von _1_1_1_About_Zeitlicher Rahmen_potenzielle Anfänge_” - .docx, 2018 [in German]
- “14. Übersetzte Version final von _1_1_1_Infobox_Caper in the Castro_” - .docx, 2018 [in German]
- “15. Übersetzte Version final von _1_1_2_About_Mainstream Spiel emit queeren Charakteren_” - .docx, 2018 [in German]
- “16. Übersetzte Version final von _1_1_3_About_Trans_nicht-binäre Charaktere” - .docx, 2018 [in German]
- “17. Übersetzte Version final von _1_1_4_About_Spielbare queere Charaktere” - .docx, 2018 [in German]
- “18. Übersetzte Version final von _1_1_5_About_Spielerische Optionen_” - .docx, 2018 [in German]
- “19. Übersetzte Version final von _1_2_Infobox Twine_” - .docx, 2018 [in German]
- “20. Übersetzte Version final von _1_2_About_Elixir_” - .docx, 2018 [in German]
- “21. Übersetzte Version final von _1_2_About_Indie-Boom_” - .docx, 2018 [in German]
- “22. Übersetzte Version final von _1_2_Auszug aus RotVZ_VfH_” - .docx, 2018 [in German]
- “23. Übersetzte Version final von _2 – Die Mainstream-Industrie_” - .docx, 2018 [in German]
- “24. Übersetzte Version final von _2_1_About_Der Knall von 1980, Japanische_Amerikanische Spielindustrien_” - .docx, 2018 [in German]
- “25. Übersetzte Version final von _2_2_About_Easter Eggs als Widerstand der Arbeiter_” - .docx, 2018 [in German]
- “26. Übersetzte Version final von _2_2_About_Schlechte Arbeitsbedingungen der Spieleindustrie_” - .docx, 2018 [in German]
- “27. Übersetzte Version final von _2_3_About_Birdo_” - .docx, 2018 [in German]

- “28. Übersetzte Version final von _2_3_About_Poison_” - .docx, 2018 [in German]
- “29. Übersetzte Version final von _2_3_About_Sex und Geschlecht in Japan” - .docx, 2018 [in German]
- “30. Übersetzte Version final von _2_4_1_Blogpost_Das verschenkte queer Potential von Fable I” - .docx, 2018 [in German]
- “31. Übersetzte Version final von _2_4_1_Blogpost_Das verschenkte queer Potential von Fable III_” - .docx, 2018 [in German]
- “32. Übersetzte Version final von _2_4_2a_About_Bewusste Entscheidungen_” - .docx, 2018 [in German]
- “33. Übersetzte Version final von _2_4_2a_About_Dialoge Mithören_” - .docx, 2018 [in German]
- “34. Übersetzte Version final von _2_4_2b_About_Paratexte and DLC_” - .docx, 2018 [in German]
- “35. Übersetzte Version final von _2_4_About_Repräsentieren ohne zu räsentieren” - .docx, 2018 [in German]
- “36. Übersetzte Version final von _2_5_About_Die Inklusions-Kontroverse_” - .docx, 2018 [in German]
- “37. Übersetzte Version final von _2_6_About_Das_queere_Publikum als Zielgruppe” - .docx, 2018 [in German]
- “38. Übersetzte Version final von _2_7_About_Repräsentation ist nicht einfach nur falsch oder richtig_” - .docx, 2018 [in German]
- “39. Übersetzte Version final von _2_LGBTQIA_People in the Game Industry_” - .docx, 2018 [in German]
- “40. Übersetzte Version final von _3_2_About_Nutzergenerierte Inhalte_Mods_” - .docx, 2018 [in German]
- “41. Übersetzte Version final von _3_4_3_Portrait_Mx. Dietrich Squinkifer_” - .docx, 2018 [in German]
- “42. Übersetzte Version final von _3_4_4_Portrait_Robert Yang_” - .docx, 2018 [in German]
- “43. Übersetzte Version final von _3_4_7_Portrait_Brianna Lei_” - .docx, 2018 [in German]
- “44. Übersetzte Version final von _3_4_8_Portrait_Naomi Clark_” - .docx, 2018 [in German]
- “45. Übersetzte Version final von _3_4_About_Queere Designer_innen_” - .docx, 2018 [in German]
- “46. Übersetzte Version final von _3_5_About_Kleine Unternehmen_” - .docx, 2018 [in German]
- “47. Übersetzte Version final von _3_6_About_Die schwierige soziale Lage von Indie-Spielen und Kunst” - .docx, 2018 [in German]
- “48. Übersetzte Version final von _3_About_Indie-Spiele_” - .docx, 2018 [in German]
- “49. Übersetzte Version final von _4_0_About_Gemeinschaft_” - .docx, 2018 [in German]

- “50. Übersetzte Version final von _4_1_About_Beispiele für Geimeinschaft” - .docx, 2018 [in German]
- “51. Übersetzte Version final von _4_1_About_Queer Reading_” - .docx, 2018 [in German]
- “52. Übersetzte Version final von _4_1_About_Wissenschaftliche Beispiele_” - .docx, 2018 [in German]
- “53. Übersetzte Version final von _4_2_About_Cosplay_” - .docx, 2018 [in German]
- “54. Übersetzte Version final von _4_3_About_Virtueller Pride_” - .docx, 2018 [in German]
- “55. Übersetzte Version final von _4_4_About_Verlorene Zeitgeschichte_” - .docx, 2018 [in German]
- “56. Übersetzte Version final von _4_5_About_Konferenzen_” - .docx, 2018 [in German]
- “57. Übersetzte Version final von _4_6_About_Gaming in Color_” - .docx, 2018 [in German]
- “58. Übersetzte Version final von _5_1_0_About_Diskriminierung in Spielen_” - .docx, 2018 [in German]
- “59. Übersetzte Version final von _5_1_2_About_FemFreq Queere Symbolik_” - .docx, 2018 [in German]
- “60. Übersetzte Version final von _5_1_3a_About_Hinter den Kulissen_” - .docx, 2018 [in German]
- “61. Übersetzte Version final von _5_1_3c_About_Anti-LGBTQIA_Inhalte in GTA_” - .docx, 2018 [in German]
- “62. Übersetzte Version final von _5_1_3c_About_Homophobe und Transphobe Spielinhalte_” - .docx, 2018 [in German]
- “63. Übersetzte Version final von _5_2_About_Leerstelle_” - .docx, 2018 [in German]
- “64. Übersetzte Version final von _5_3_About_Kontroverse_Anständige Spiele_” - .docx, 2018 [in German]
- “65. Übersetzte Version final von _6_0_About_1UP Das Nächste Level_” - .docx, 2018 [in German]
- “66. Übersetzte Version final von _6_2_About_Eine neue Realität_” - .docx, 2018 [in German]
- “67. Übersetzte Version final von _6_4_About_Die Gründe des Bleibens_” - .docx, 2018 [in German]
- “68. Übersetzte Version final von _6_5_About_Dark Room_” - .docx, 2018 [in German]
- “69. Übersetzte Version final von _Portrait_Allan Cudicio_” - .docx, 2018 [in German]
- “70. Übersetzte Version final von _Portrait_Anne Gibeault_” - .docx, 2018 [in German]
- “71. Übersetzte Version final von _Portrait_Daniel Lingen_” - .docx, 2018 [in German]

- “72. Übersetzte Version final von _Portrait_Danielle Bunten Berry_” - .docx, 2018 [in German]
 - “73. Übersetzte Version final von _Portrait_Darion Lowenstein_” - .docx, 2018 [in German]
 - “74. Übersetzte Version final von _Portrait_Gordon Bellamy_” - .docx, 2018 [in German]
 - “75. Übersetzte Version final von _Portrait_Kyle Cabral_” - .docx, 2018 [in German]
 - “76. Übersetzte Version final von _Portrait_Liam Esler_” - .docx, 2018 [in German]
 - “77. Übersetzte Version final von _Portrait_Steve3_4_9_Portrait_Zoyander Street_” - .docx, 2018 [in German]
 - “78. Übersetzte Version final von _2_3_About_Queere (Nicht-) Repräsentation in der Persona Serie” - .docx, 2018 [in German]
- Folder 13 **Folder 13_Rainbow Quest** [1 file]
- “01. RAINBOW QUEST” – .docx [description of “Rainbow Quest” game], n.d. [c. 2018]
- Folder 14 **Folder 14_RAVEN** [2 files]
- “01. Raven_Kameha” - .jpg, 2018
 - “02. Raven_Schriftf” - .jpg, 2018
- Folder 15 **Folder 15_Teaser graphics** [4 files]
- Contains 4 .jpg graphics to promote *Rainbow Arcade* exhibit, n.d. [c. 2018]
- Folder 16 **Folder 16_Technical guides** [7 files]
- Contains 7 .odt and .jpg files [graphics and text for tablets in exhibit], 2018 [in German]
- Folder 17 **Folder 17_Text Rainbow Arcade** [10 files]
- “01. New_Text_zu_Drucken_PRE” - .pdf, n.d. [c. 2018] [in English and German]
 - “02. Plakate_Introduction_Section_NEU” - .pdf, n.d. [c. 2018] [in German]
 - “03. Plakate_Introduction_Section_PRE” - .pdf, n.d. [c. 2018] [in English and German]
 - “04. Plakate_Questions_Section_6_PRE” - .pdf, n.d. [c. 2018] [in English and German]
 - “05. Text_Community_PRE” - .pdf, n.d. [c. 2018] [in English and German]
 - “06. Text_Discrimination_PRE” - .pdf, n.d. [c. 2018] [in English and German]
 - “07. Text_Hub_World_PRE” - .pdf, n.d. [c. 2018] [in English and German]
 - “08. Text_Independent_PRE” - .pdf, n.d. [c. 2018] [in English and German]
 - “09. Text_mainstream_PRE” - .pdf, n.d. [c. 2018] [in English and German]
 - “10. Text_Next_Level_PRE” - .pdf, n.d. [c. 2018] [in English and German]

Series III: Exhibit catalog, 2018-2019

Scope and Content Note: This series holds documentation about the Kickstarter campaign for a crowdfunded exhibit catalog for *Rainbow Arcade*. In order to pay for the production and international shipment of 1,000 copies of exhibit catalog (which would contain the exhibition directory, essays, supplemental text, research, and images), the Schwules Museum and its partners turned to the popular crowdfunding platform with the goal of raising €25,0000. The campaign, which ran from September to October 2018, surpassed its original goal and was able to ship and release the copies of the catalog to supporters by Spring 2019.

Digital - III

Folder 1

Folder 01_Kickstarter campaign [2 folders]*01_Documentation* [28 files]

Contains 28 .pdf, .docx, .xlsx, and .png files [crowdfunding campaign for *Rainbow Arcade* catalog], 2018-2019 [some in German]

02_Promotional images [39 files]

Contains 39 .jpg, .png, and .psd files [graphics for crowdfunding campaign publicity], 2018

Folder 2

Folder 02_Images [4 folders]*01_Campaign banners* [1 file]

- “01. Campaign_Kickstarter_banners” - .pdf, 2018

02_Page images [100 files]

Contains 104 .jpg, .png, and .pdf files [graphics to include in catalog], n.d. [c. 2018]

03_Headshots [7 files]

- “01. 04_CM Ralph_In My Studio” - .jpg, n.d.
- “02. 6_Ryan_Best” - .jpg, n.d.
- “03. 82_Katherine Cross Headshot” - .jpg, n.d.
- “04. Adrienne-1-small” - .jpg [Adrienne Shaw], n.d.
- “05. Foto_JanSchnorreberg” - .png, n.d.
- “06. Sarah_headshot” - .jpg [Sarah Rudolph], n.d.
- “07. Signature Klaus Lederer” - .jpg, n.d.

04_Winterwork logo [4 files]

Contains 4 .ps files [Winterwork logo], n.d. [c. 2018]

Folder 3

Folder 03_Final catalog [3 files]

- “01. Catalogue_fixed_20190325_ohne_S_2-3-167” - .pdf, 2019
- “02. Web_Catalogue” - .pdf, 2019
- “03. THANK YOU Postcards” - .jpg, 2019

Series IV: Publicity, 2016-2019

Scope and Content Note: Within this series are documents about the publicity process for the *Rainbow Arcade* exhibition at the Schwules Museum, as well as pieces about or featuring the LGBTQ Game Archive and Adrienne Shaw. Digital files about the exhibition include press kits, photographs, articles, and PR firm invoices.

Original file names have been retained. Descriptive information for some files has been indicated in brackets after the file name. Undated files have estimated dates provided in brackets. Files in German (or another language besides English) are indicated as such. Full article titles, author names, and website/journal titles have been indicated in brackets after the digital file name when applicable.

Digital - IV

Folder 1

Folder 01 Rainbow Arcade [4 folders]*01_Advertising* [15 files]

Contains 15 .pdf and .xlsx files [invoices and descriptions from WallDecaux], 2018-2019 [in German]

02_Articles [47 files]

- “01. 2018_RA_Annenberg School for Communication” - .pdf [“Rainbow Arcade: Alumna-Created Exhibit on LGBTQ Video Game History,” Annenberg School for Communications, University of Pennsylvania, December 12, 2018], 2018
- “02. 2018_RA_berlin.de” - .pdf [“Rainbow Arcade – A queer history of video games 1985-2018,” *Berlin.de*, n.d.], 2018
- “03. 2018_RA_Clarke_mannschaft” - .pdf [“Schau über queere Videospiele: «Schade, dass wir die ersten sind»,” Kevin Clarke, *Mannschaft Magazin*, n.d.], 2018 [in German]
- “04. 2018_RA_Cooper_Outright Geekery” - .pdf [“Learn the LGBT+ Side of Video Game History in RAINBOW ARCADE,” Amani Cooper, *Outright Geekery*, June 21, 2018], 2018
- “05. 2018_RA_Damewood_dornob” - .pdf [“Berlin’s New Rainbow Arcade Celebrates the History of LGBTQ Gaming,” Cassie L. Damewood, *Dornob*, n.d.], 2018
- “06. 2018_RA_gaystarnews” - .pdf [“Calling all gaymers: new exhibit explores the queer history of video games,” Stefanie Sarrubba, *Gay Star News*, January 4, 2019], 2019
- “07. 2018_RA_Keeley_Hornet” - .pdf [“This Upcoming Exhibition Wants to Explore the Long History of LGBT Video Games,” Matt Keeley, *Hornet*, June 21, 2018], 2018
- “08. 2018_RA_Lang_exberliner” - .pdf [“Arcades are for everyone: Adrienne Shaw,” Fabienne Lang, *Exberliner*, December 12, 2018], 2018
- “09. 2018_RA_Migowski_indie” - .pdf [“Uncovering the Rich History of Queer Video Games,” Max Migowski, *Indie*, December 12, 2018], 2018

- “10. 2018_RA_Owens_Philly Inquirer” - .pdf [“Temple prof co-curates first exhibit on LGBTQ video game history,” Cassie Owens, *The Inquirer*, September 25, 2018], 2018
- “11. 2018_RA_Perillo_eteknix” - .pdf [“Schwules Museum Celebrates LGBTQ Video Game History,” Ron Perillo, *eTeknix*, n.d.], 2018
- “12. 2018_RA_Q media” - .pdf [“The Rainbow Arcade,” *Q Media*, n.d.], 2018
- “13. 2018_RA_Reymann-Schnieder_dw” - .pdf [“A mixed bag in the portrayal of LGBTQs in video games,” Kristina Reymann-Schneider, *DW*, December 13, 2018], 2018
- “14. 2018_RA_Rooney_Klein News” - .pdf [“Temple Professor Helps Launch First Exhibit of LGBTQ Video Game Archives,” Shannon McLaughlin Rooney, Klein College of Media and Communication, Temple University, June 25, 2018], 2018
- “15. 2018_RA_Russo_pressover” - .pdf [“Rainbow Arcade, la primera exhibición sobre la historia de los videojuegos LGBTQ,” Tom Russo, *Pressover*, July 11, 2018], 2018 [in Spanish]
- “16. 2018_RA_Stickney_temple news” - .pdf [“Professor curates exhibit on LGBTQ video games,” Will Stickney, *The Temple News*, October 23, 2018], 2018
- “17. 2018_RA_Torres_Technical.ly Philly” - .pdf [“A museum exhibit on LGBTQ video games, co-curated by a Temple prof, is now live in Berlin,” Roberto Torres, *Technically Media*, December 14, 2018], 2018
- “18. 2018_RA_Van Horn_Temple Update” - .pdf [“Temple Professor Opens LGBTQ Gaming Exhibit in Berlin,” S. Van Horn, *Temple Update*, October 18, 2018], 2018
- “19. 2018_RA_White_geek nifty” - .pdf [“LGBTQ Video Games Exhibit to Open in Berlin,” Barry White, *Geek Nifty*, June 21, 2018], 2018
- “20. 2018_RA_Scriver_The Walrus” - .pdf [“Why the Unapologetic Representation of LGBTQ Love in Online Games Is Worth Celebrating,” Amanda Scriver, *The Walrus*, June 28, 2018], 2018
- “21. 2019_38 reasons why 2019 was not all bad_GamesIndustry.biz” - .pdf [“38 reasons why 2019 was not all bad,” James Batchelor, *Gamesindustry.biz*, December 19, 2019], 2019
- “22. 2019_RA_Boxer_green man gaming” - .pdf [“LGBTQ games exhibition opens in Berlin,” Steve Boxer, *Green Man Gaming*, January 10, 2019], 2019
- “23. 2019_RA_Brady_lonely planet” - .pdf [“First exhibition of LGBTQI gaming history opens in Berlin,” Sasha Brady, *Lonely Planet*, January 9, 2019], 2019
- “24. 2019_RA_Games Week Berlin” - .pdf [“Rainbow Arcade Meetup,” *Gamesweekberlin*, April 8, 2019], 2019

- “25. 2019_RA_Gilbert_cogconnected” - .pdf [“LGBTQ+ Gaming History Exhibit Opens in Berlin Museum,” Andrew Gilbert, *COGConnected*, January 9, 2019], 2019
- “26. 2019_RA_Gray_Kotaku” - .pdf [“LGBTQ Video Game Exhibition Opens in Berlin,” Kate Gray, *Kotaku*, January 6, 2019], 2019
- “27. 2019_RA_Hall_vice” - .pdf [“gay for play: how video games became a space to virtually explore queerness,” Jake Hall, *Vice*, January 25, 2019], 2019
- “28. 2019_RA_Holtz_blot” - .pdf [“Berlin Rainbow Arcade Exhibition, LGBTQ Video Game Culture,” Sondra J. Holtz, *The Blot Magazine*, January 7, 2019], 2019
- “29. 2019_RA_Kaushik_cryptoupdates” - .pdf [“First exhibition spanning history of LGBTQI gaming opens in Berlin,” Vikas Kaushik, *The Cryptoupdates*, January 10, 2019], 2019
- “30. 2019_RA_Kerr_Gamasutra” - .pdf [“Berlin museum opens exhibition exploring the queer history of games,” Chris Kerr, *Gamasutra*, January 9, 2019], 2019
- “31. 2019_RA_Maiellano_USA Today” - .pdf [“From Rembrandt to Warhol: The best exhibits at European museums for winter 2019,” Sarah Maiellano, *USA Today*, February 19, 2019], 2019
- “32. 2019_RA_Moore_gaytimes” - .pdf [“New museum exhibition will celebrate the queer history in video games,” Matt Moore, *Gay Times*, January 5, 2019], 2019
- “33. 2019_RA_Moyse_Destructoid” - .pdf [“Rainbow Arcade museum exhibition celebrates LGBTQ culture in gaming,” Chris Moyse, *Destructoid*, January 8, 2019], 2019
- “34. 2019_RA_Murphy_DualShockers” - .pdf [“Museum Exhibition Rainbow Arcade Highlights LGBT Gaming History,” Eoghan Murphy, *DualShockers*, January 10, 2019], 2019
- “35. 2019_RA_Nakon_brig news” - .pdf [“Digital diversity: First LGBTQ gaming exhibition opens in Berlin,” Irina Nakon, *Brig*, January 23, 2019], 2019
- “36. 2019_RA_Newland_Check Point” - .pdf [“Schwules Museum in Berlin features Rainbow Arcade: Queer Gaming History 1985-2018,” Kolby Newland, *Check Point*, January 7, 2019], 2019
- “37. 2019_RA_Ostberg_afton bladet” - .pdf [“Queera spel i Berlin: På Schwules museum visas en bortglömd historia,” Marit Östberg, *Aftonbladet*, February 1, 2019], 2019 [in Swedish]
- “38. 2019_RA_Salvado_Metal” - .pdf [“Rainbow Arcade: Gays, Games, and Joysticks,” Arnau Salvadó, *Metal*, n.d.], 2019
- “39. 2019_RA_South_the courier” - .pdf [“Rainbow Arcade Kickstarter launched alongside museum exhibit,” Kelly South, *The Courier*, January 2, 2019], 2019

- “40. 2019_RA_Taylor_gameindustrybiz” - .pdf [“Exhibition on LGBTQ gaming history opens in Berlin,” Haydn Taylor, *Gameindustry.biz*, January 9, 2019], 2019
- “41. 2019_RA_Thaddeus_Johns_Guardian” - .pdf [“Sex lives and video games: first exhibition of LGBTQ gaming history opens in Berlin,” Josie Thaddeus-Johns, *The Guardian*, January 4, 2019], 2019
- “42. 2019_RA_Thomas_spinoff” - .pdf [“The museum exhibit celebrating the queer history of gaming,” Joel Thomas, *The Spinoff*, January 21, 2019], 2019
- “43. 2019_RA_Vuillet_siecle digital” - .pdf [“L’exposition Rainbow Arcade retrace l’histoire LGBT dans les jeux video,” Daphné Vuillet, *Siècle Digital*, January 12, 2019] 2019 [in French]
- “44. 2019_RA_Wallace_huck” - .pdf [“Exploring the secret history of queer gaming,” Megan Wallace, *Huck*, February 7, 2019], 2019
- “45. gamesweekberlin” - .docx [text draft for GamesWeek Berlin], 2018
- “46. RA Stories for the Press” - .docx [reference talking points about Rainbow Arcade], 2018
- “47. Venture Beat Guest post” - .docx [draft text for Venture Beat article], 2018

03_Press kits [5 files]

Contains 5 .pdf files [press kits for *Rainbow Arcade*], 2018 [in English and German]

04_Press photos [4 folders]

01_Exhibit photos [25 files]

Contains 25 .jpg and .png files, n.d. [c. 2018]

02_Genital Jousting [17 files]

Contains 17 .png, .jpg, .ps, and .pdf files, n.d. [c. 2018]

03_Marcel Weyers [9 files]

Contains 9 .jpg and .png files, n.d. [c. 2018]

04_Social Media [18 files]

Contains 18 .png and .ps files, n.d. [c. 2018]

Folder 2

Folder 02_LGBTQ Game Archive [15 files]

- “01. 2016_Compilings_Penn Library” - .pdf [“LGBTQ Video Game Archive,” Sharon Black, *CommPilings*, May 11, 2016], 2016
- “02. 2016_Henry_JStation X” - .pdf [“LGBTQ Video Game Archive Launched by Temple University Professor,” Jasmine Henry, *J Station X*, August 18, 2016], 2016
- “03. 2016_Hester_Kill Screen_LGBTQ game archive” - .pdf [“New Grant Gives the LGBTQ Game Archive Official Backing,” Blake Hester, *Kill Screen*, August 26, 2016], 2016
- “04. 2016_Hong_Technic.ly Philly” - .pdf [“A Temple prof is archiving LGBTQ content in video games from ‘80s to now,” Albert Hong, *Technically Media*, August 17, 2016], 2016

- “05. 2016_Maldiva_spanish language” - .pdf [“La comunidad LGBTI y los videojuegos: ocio digital contra la homophobia,” Sergio Agudo, *Maldiva*, August 30, 2016], 2016 [in Spanish]
- “06. 2016_Roche_Temple Update” - .pdf [“SMC Professor launches LGBTQ Video Game Archive,” Brian E. Roche, *Temple Update*, September 16, 2016], 2016
- “07. 2016_Savage_Temple News” - .pdf [“Documenting LGBTQ presence in video games,” Henry Savage, *Temple News*, September 13, 2016], 2016
- “08. 2016_Temple News LGBTQ Archive” - .pdf [“Documenting LGBTQ presence in video games,” Henry Savage, *Temple News*, September 13, 2016], 2016
- “09. 2016_Wawro_Gamasutra” - .pdf [“University funds efforts to build an archive of LGBTQ content in games,” Alex Wawro, *Gamasutra*, August 17, 2016], 2016
- “10. 2017_Ruberg_Camera Obscura” - .pdf [“Creating an Archive of LGBTQ Video Game Content: An Interview with Adrienne Shaw,” Bonnie Ruberg, *Camera Obscura: Feminism, Culture, and Media Studies*, 2017], 2017
- “11. 2017_Berardi_South Florida Gay News_Coming out swinging” - .pdf [“Coming Out Swinging: Fans and developers push to make blockbuster games more inclusive,” Tucker Berardi, *South Florida Gay News*, April 20, 2017], 2017
- “12. 2017_Figueroa_Inquisitr” - .pdf [“League of Legends Treads Overwatch Path with LGBT Heroes Coming Soon,” Jovi Figueroa, *Inquisitr*, March 19, 2017], 2017
- “13. 2017_Mark Griffiths_personal blog” - .pdf [“Ga(y)ming studies: The importance of sexuality in video gaming,” Mark Griffiths, Blog, January 2, 2017], 2017
- “14. 2018_Pearson_Motherboard” - .pdf [“You Can Now Play the First LGBTQ Computer Game, For the First Time,” Jordan Pearson, *Motherboard*, December 20, 2017], 2017
- “15. 2018_Pierda and Dockery_Mashable” - .pdf [“All the Best Queer Memes Inspired by Nintendo,” Xavier Piedra and Heather Dockray, *Mashable*, August 2018], 2018