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**EVERYTHING I
KNOW ABOUT THIS
GAME SUGGESTS I
SHOULD AVOID IT
AT ALL COSTS**
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BARRIERS AND
GATEWAYS TO
PARTICIPATION IN
DIGITAL GAME
CULTURES

**NOVEMBER 7
1:30PM – 2:30PM
KANEFF TOWER 519**

**Please RSVP
irdl@yorku.ca**

In this talk, Dr. Kelly Bergstrom will discuss her research that intervenes in two areas that remain underexplored in the field of game studies, namely:

What are the barriers that prevent those who wish to play from participating fully in their game of choice?

Who are the players who quit and why do they drop out?

PRESENTED BY KELLY BERGSTROM IN PARTNERSHIP WITH IRDL:

Kelly Bergstrom is currently a Postdoctoral Researcher at the Institute for Research on Digital Learning at York University. Her work has appeared in *Games & Culture* and *Convergence*. She is also co-editor of *Internet Spaceships Are Serious Business: An EVE Online Reader* recently published by University of Minnesota Press.