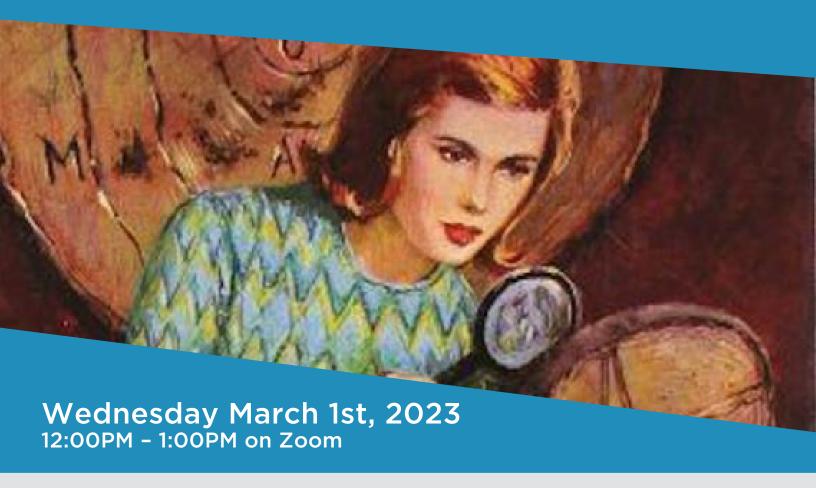
PLAYING LIKE A GIRL

NANCY DREW AND CASUAL GAMES



Andrea Braithwaite, Ph.D Senior Teaching Professor at Ontario Tech University

with opening remarks by **Louise Couceiro**, **PhD** researcher at the University of Glasgow

To play like or as a girl is to play in a persistent state of insecurity. The Nancy Drew games ask players to experience what it can be like to be in and move through the world as a young woman, providing reflexive assessments of how spaces, places, and games themselves are gendered experiences – and helping us understand why girl detective Nancy Drew continues to be such a resonant figure today. In this talk, Andrea Braithwaite, Ph.D examines how the games' designed elements, including the interface, environments, and movement or navigation strategies create a gameplay experience of anxiety and vulnerability.

