

PS Berge

STUDY MEDIA
& MAKE GAMES



CONTACT

✉ hello@psberge.com

🌐 www.psberge.com

🎮 gravesnail.itch.io

🐦 @theiceberge

SKILLS

Areas of Study

- Trans play and media
- Queer game communities
- Gendered media systems
- Cross-platform dynamics
- Roleplaying and hobby games
- Game writing and design

Technical Experience

- C#, HTML, Python, C++
- Scraping & Data Processing
- Twine, Bitsy, Ren'Py, Inform
- Unity, Unreal Engine 4
- Adobe Suite
- Zine Making

PROFILE

PS Berge (they/she) is a game and social media researcher studying trans play, toxic technocultures, and the so-called unplayable. She is an award-winning game designer as well as the Director of the Discord Academic Research Community.

EDUCATION

- 2024 ● **Ph.D. Texts and Technology, University of Central Florida**
2020 Chair: Anastasia Salter, Specialization: Digital Media
Dissertation: "Unplayable Games: a ludoarsonist's manifesto on trans play and possibility in digital and analog gaming"
- 2020 ● **M.F.A. Creative Writing - Fiction, University of Alabama**
2016 Thesis: *DARKGLOW: A HEAVY-METAL BALLAD* (Hybrid Media Novel)
- 2019 ● **M.A. Composition, Rhetoric, & English Studies, University of Alabama**
2016 Thesis: "Lost in the Rift: Exploring the Rhetoric of Immersion and Identity in Virtual Realities"
- 2016 ● **B.A. English (Creative Writing), University of Washington**

SELECTED PUBLICATIONS

Berge, PS. (2023). "#AnswerUsYouTube: Predatory Influencers and Cross-Platform Insulation," *Feminist Media Studies*. doi: 10.1080/14680777.2023.2231655

Berge, PS. (2022). "LET ALL PARTAKE IN THE SUFFERING": MÖRK BORG as a Visual-Material Toolkit for Fan Remix. *Proceedings of the 2022 DiGRA Intl. Conference*, 1-19.

Berge, PS & Britt, R.K. (2021). "Dance With Me, Claude: Creators, Catalyzers, and Canonizers in the Fire Emblem: Three Houses Slash-Ship Fandom," *Game Studies* 21(4).

Heslep, D. G.* & Berge, PS*. (2021). Mapping Discord's darkside: Distributed hate networks on Disboard. *New Media & Society*. doi: 10.1177/14614448211062548

Berge, PS. (2021). Monster Power. Rebel Heart. Gay Sword. Queer Structures and Narrative Possibility in PbtA Tabletop Roleplaying Games. In A. Mitchell & M. Vosmeer (Eds.), *Interactive Storytelling* (pp. 179-192). doi: 10.1007/978-3-030-92300-6_16

SELECTED GAMES & MEDIA PROJECTS



Fish & Dagger

A mixed-media Twine game made in Sugarcube, Harlowe, and AR.js. Available at www.springthing.net/2021/play.html#FishAndDagger



Disboard Scraper & Analysis Notebook

A toolkit for collecting and analyzing data about Discord server networks. doi:10.5281/zenodo.7305670. Available at darcmode.org/scraper



TwineSpace

A Twine 2 story format supporting AR.js and A-Frame mixed-reality stories. doi: 10.5281/zenodo.6915351. Available at www.twinestory.space



SONGS FOR GIANTS

A short interactive essay on lyric games built in Twine, Bitsy, and Glitch. Available at gravesnail.itch.io/songs-for-giants