August 2021 Newsletter

CINCINNATI ARTS AND SCIENCES

Department of Women's, Gender, and Sexuality Studies

Graduate Student Spotlight: Chloé Boehmer



Who are your favorite theorists? I would say Helen Longino and Sandra Harding.

What excites you about the field of WGSS?

I really appreciate the interdisciplinary nature of WGSS. I come from a biochemistry background, where it can be easy to get lost in the science of things. I also plan to pursue a career in medicine, where there is an urgent need to bridge medical and non-medical communities. Adopting a feminist and intersectional framework can, in my opinion, help bridge these communities. These frameworks can also help scientists and medical professionals work toward providing more equitable care - care that places greater focus on each patient and their story. Overall, I am excited that WGSS can be applied to every field and can specifically help promote social justice in science and medicine!

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future physicians.

How did you hear about the WGSS MA program?

I worked with Dr. McGowan for my WGSS undergraduate capstone project here at UC. As the WGSS graduate director, she introduced me to the WGSS 4+1 MA program!

What has been your experience as a TA?

I TA'd for Gender & Health the fall semester of my junior year (of undergrad). As one of my first mentorship experiences, I truly enjoyed the experience. While my role was to help students learn, I also learned so much as well. My experience TAing has influenced my desire to go into academic medicine, where I would be able to teach and serve as a mentor to

ANALOG GAME STUDIES

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WGSS Affiliate Faculty: Evan Torner

Evan Torner is Associate Professor of German Studies at the University of Cincinnati, where he also directs the Undergraduate Program in German and the UC Game Lab. He holds a B.A. from Grinnell College and an M.A. and Ph.D. from the University of Massachusetts Amherst. His research focuses on the ideologies of cultural production, particularly in East German cinema, science-fiction film, and roleplaying games. Much of his career in German Studies has centered on DEFA genre films, including musicals, sci-fi films, and "Indianerfilme," or communist westerns. His



current book project looks at a century of German sci-fi film production through the lens of film subsidy and white German privilege. He co-founded the journal Analog Game Studies, which highlights intersectional scholarship on non-digital games, and coruns (with AGS and Asmodee) the GENeration Analog conference at Gen Con in Indianapolis. At UC, he regularly teaches courses that highlight social inequality and ideology in a variety of contexts, including (among other topics) the former East Germany, autofiction of Black German writers, and indie video games. He sometimes translates and subtitles of German-language films, scripts, and museum exhibits. He has been writing live-action role-playing games (larps) for over a decade, as he finds the larp community substantively more inclusive of women and non-binary folk than others. He co-founded the Golden Cobra Challenge, a game contest dedicated to freeform larp, and co-organized the 2017 USA run of Just A Little Lovin, a Norwegian larp about AIDS and community in early 1980s New York City. Well-known larps of his include Metropolis (a larp adaptation of the Fritz Lang film), Slayer Cake (a heavy-metal rock contest larp developed with Katherine Castiello Jones), Hell Is Other Vampires (a 1993 vampire larp showdown, winner of "Best Bespoke Scenario" in the 2017 White Wolf Scenario Writing

Competition), and *Save Some Light For Me* (a queer, polyamorous fantasy larp that won the 2019 "Best Characters" award at a festival in Denmark). He is grateful to serve as affiliated graduate faculty in WGSS at UC, where he regularly reads some of the best MA theses that UC has to offer.

