

June 2021 Newsletter



Department of Women's, Gender, and Sexuality Studies

Graduate Student Spotlight: Morgan Gimblet

How did you hear about the WGSS MA program?

I heard about UC's WGSS MA program from a professor and organizational advisor from my undergrad who received her master's here and recommended the program. I'm forever grateful for Dr. Tasha Dubriwny!

What has been your experience being a TA?

I've really enjoyed being a TA and working with WGSS professors and faculty. It's been incredible seeing the students make connections to larger issues and systems of oppression through a feminist lens.

Who are your favorite theorists?

My favorite theorists are Audre Lorde and Angela Y. Davis, their feminist analyses of class, sexuality, gender, and race have been foundational in my studies.

What excites you about the field of WGSS?

What excites me about the field of WGSS is how it's so diverse and interdisciplinary, but still centers feminist thought and collective liberation from systems of oppression.



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UC Faculty: Dr. Katherine Castiello Jones

Katherine Castiello Jones (she/they) is an Assistant Professor Educator in Sociology and the Digital Media Collaborative (DMC) at the University of Cincinnati. They hold a B.A. from Grinnell College, a Graduate Certificate in Feminist Studies and Ph.D. in Sociology from the University of Massachusetts Amherst. Her research focuses on gender, sexuality, and culture. Her current research projects examine abstinence promotion in the US, and movements (re)claiming sexuality after experiences with purity culture. They also write extensively on topics related to games and game design including sexuality in games, inclusive design, and integrating feminist theories of play into game design scholarship.



Dr. Castiello Jones has been writing table-top and live-action role-playing games (larps) for over a decade. Their games explore identity and community, while offering offering playful social commentary. She has co-authored several games the deal specifically with sexuality, including *Cady Stanton's Candyland*, *Ashley's Bachelorette Party*, and *The Sleepover*. Their article about the process of designing these games, *Sex and Play-doh*, is published in *Analog Game Studies*.

They have been invited to speak on the topic of game design and sexuality at a variety of conferences and festivals, and were one of the designers profiled in *The Queer Games Avant-Garde: How LGBTQ Game Makers Are Reimagining the Medium of Video Games*. Dr. Castiello Jones is the co-author of two games in *Honey & Hot Wax: An Anthology of Erotic Games*, *The Sleepover* and *You Inside Us*. *Honey & Hot Wax* was one of the finalists for the Indiecade Festival of Independent games in 2020.

At UC, they regularly teach courses in both Sociology and the DMC, including *Social Psychology*, *Introduction to Game Design*, and the *Sociology of Gender*. They are excited to be teaching *Designing for Social Inclusion* this semester, a course that combines their work in both sociology and game design.

During the pandemic she has adapted several of her live-action scenarios for virtual play. This includes *#WeAreNecropolis*, a game about gentrification and social media, using the metaphor of vampires which was played over Discord. And *The Sleepover*, which explores teen sexuality, which was adapted for the Indiecade/Second Life “SLarpfest” this spring.

