

# GABRIELLE LAVENIR

## PERSONAL INFORMATION

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*website* <http://gygo.hypotheses.org/>

## AREAS OF INTEREST

Sociology of ageing  
Sociology of play and game studies  
Questions of gender, space, and deviance

## EDUCATION

- PhD in Social and Cultural Analysis*      2015-      Concordia University, Montreal, Quebec  
Thesis: *Older adults and video games: at the margins of productivity and play. Exploring the intersecting normative discourses of digital games and ageing*  
Advisors: Prof. Bart SIMON, Prof. Kim SAWCHUK & Prof. Julie Soleil ARCHAMBAULT
- Master's Degree in Sociology*      2013-2015      Sciences Po Paris, France  
Thesis: *Des joueuses inattendues. Appropriation et normalisation du jeu vidéo par les femmes âgées d'un atelier d'initiation vidéoludique. English title: "Unexpected gamers. Domestication and normalization of digital games by the older women of a video game workshop."*  
Based on the ethnography of a workshop for older adults who want to learn how to play video games, this thesis explores the intersection of ageing, gender, and technology  
Advisor: Prof. Anne REVILLARD
- Exchange Year*      2012-2013      University of British Columbia, Vancouver, Canada  
Taking third and fourth-year courses at the Faculty of Arts, mostly at the Institute for Gender, Race, Sexuality and Social Justice and in the Department of Sociology
- Bachelor Degree*      2010-2012      Sciences Po Paris, France  
Multidisciplinary undergraduate degree with a focus on economy, history and sociology

## RESEARCH PROJECTS AND FIELDWORK

- Ethnography Lab*      Nov. 2016-...      18-Wheel Ethnography  
Collective research project within the Ethnography Lab at Concordia. Research project on the experiences of women drivers in the Canadian trucking industry: observation, interviews, object-oriented storytelling
- Sciences Po Paris*      Oct. 2014-  
March 2015      Master's Thesis: Older adults and video games  
Fieldwork for a master's thesis on older adults and video games. Ethnography of a video game workshop for older adults in a French cultural center: non-participant observation, interviews, lexicometric content analysis

Mar-May  
2014  
Espaces viticoles du Sud de l'Aisne : Zone de  
Cohabitation Mouvementée

Sciences Po Paris

Collective fieldwork with the students of the Master's degree in sociology. Ethnography of the tensions between vintners and residents of small villages in the Champagne production area: non-participant observation, interviews, documentation and archival research

#### CONFERENCES AND TALKS

5 Apr. 2017 Playful Communities  
Annual Conference of the Association for the Study of Play  
(TASP)

Playful  
Communities

*"I Didn't Think I Would Enjoy It!": The Paradoxes of Videogame-Based Playful  
Community-Building for Older Adults*

Accepted; to be presented

This talk presents the results of the master's fieldwork, a year-long ethnography of a French cultural center's video game workshop for older adults, with a focus on the ambivalence of the workshop participants, all women over sixty, towards playful community-building

25 Mar. 2017 To Boldly Go: Reflections on New World  
Possibilities  
Annual Conference of the Sociology and Anthropology Student  
Graduate Association (SAGSA)

To Boldly Go

*Mars Needs Women! Patriarchal Fantasies in Outer Space B-Movies*

This talk examines how five Mars-themed B-movies reinforce patriarchal representations and imperatives about gender, with a focus on the narrative trope of aliens kidnapping women in order to save their species

28 Nov. 2016 Ageing + Communication + Technologies (ACT)  
Lunch and Learn

ACT Lunch and  
Learn

*Older adults and videogames: At the margins of productivity, acceptability and  
deviance*

This talk presents the early results that inform my PhD research project on older adults and video games, and discusses its two theoretical references, subjectification and normalization

12 May 2015 Adult Play  
Game Studies Spring Seminar of the University of Tampere,  
Finland

Adult Play

*Harmless Gamers? Older Gamers as a Trojan Horse for the Normalization of  
(Video)Games for Adults*

This talk discusses how video game players over sixty, and their specific practices and identities as "gamers", help reframe video games in particular and adult play in general as a respectable pastime

#### PUBLICATIONS

Autumn 2017 Older people, video games and the European  
French-language press: A topic model approach on a study  
about deviance, discipline and self-improvement

MedieKultur:  
Journal of Media  
and  
Communication  
Research

Accepted; to be published in the Autumn issue about Growing old with and via the media, 33(63).

This article explores how the press coverage of older people who play video games simultaneously erases moral panic about video games and reinforces the

discourse of "successful ageing", based on a topic model analysis and a qualitative analysis of a sample of articles from European French-speaking newspapers

Authors: Nicolas BOURGEOIS, Gabrielle LAVENIR

3 Dec. 2014      Soudain, dans ce bar de geeks, une fille se met jouer

Rue89

English title: "Suddenly, in this geek bar, a girl starts to play"

This blog post explores the gendered occupation of space in a "gamer" bar in Paris. It was published on the website of Rue89, an online outlet affiliated with the magazine Le Nouvel Observateur, and received over 30,000 visits

URL: <http://http://tempsreel.nouvelobs.com/rue89/rue89-tous-des-joueurs/20141203.RUE1047/soudain-dans-ce-bar-de-geeks-une-fille-se-met-a-jouer.html>

2014-2015      Quand les jeux vidéo...

Take The Blows

English title: "When video games..."

This guest column for the webzine Take The Blows presents findings from game studies to an audience outside of academia. It spans over three articles: "Quand les jeux vidéo s'étudient" (English title: "When video games are studied"), "Quand les jeux vidéo sont déviants" (English title: "When video games are deviant"), and "Quand les jeux vidéo font surgir des gamers" (English title: "When video games create gamers")

URL: <http://taketheblows.fr/2014/11/quand-le-jeu-video-setudie/>  
<http://taketheblows.fr/2015/02/quand-les-jeux-video-sont-deviants/>  
<http://taketheblows.fr/2015/03/quand-les-jeux-video-font-surgir-des-gamers/>

Apr. 2014-...      Get Your Game On

Get Your Game On

An academic blog chronicling my masters and PhDs work on older adults and video games

URL: <http://gygo.hypotheses.org/>

#### WORK EXPERIENCE AND COMMUNITY SERVICE

2013      Volunteer, VANCOUVER WOMEN'S SHELTER AND RAPE RELIEF (VANCOUVER)

Vancouver Women's Shelter

Co-organization of and participation to fundraising events and awareness-raising actions, amongst which the Annual Women's Memorial March

Aug. 2011      Intern, CENTRE DE RÉÉDUCATION PROFESSIONNELLE ET SOCIALE (MONTREUIL, FRANCE)

Centre J.-P. Timbaud

Observation of the activities of the Center for the professional and social rehabilitation of workers with disabilities

Jun.-Jul. 2011      Intern, LIBRAIRIE L'HARMATTAN (PARIS)

Librairie L'Harmattan

Sales and inventory management at the international bookstore L'Harmattan, and proofreading of manuscripts sent to the publishing house L'Harmattan

2009-2010      Volunteer, EHPAD HYACINTHE RICHAUD (VERSAILLES, FRANCE)

EHPAD Hyacinthe Richaud

Teaching computer classes for older adults at a nursing home

#### OTHER INFORMATION

Research Groups

Observatoire des Mondes Numériques en Sciences Sociales (OMNSH), France

Technology, Art, Games (TAG), Concordia University, Quebec  
Ageing + Communication + Technologies (ACT), Concordia University, Quebec  
Ethnography Lab, Concordia University, Quebec

*Training in  
Quantitative  
Methods*

June 2014 · Training seminar on network analysis under the supervision of  
Emmanuel Lazega at the Centre de Sociologie des Organisations (Paris)

*Languages*

FRENCH · Mothertongue

ENGLISH · Fluent. IELTS taken in 2015 with an 8.0 bandscore

GERMAN · Intermediate (reading and conversing)

March 31, 2017