

Abstract

Videogames are becoming an important means of expression for marginalized communities. Despite the growing body of research in queer game studies, transgender identity remains under-researched and lacking in empirical data. By using an experimental approach coupled with grounded theory and informed by current game and queer theory, this study aims to illuminate how transgender-identifying persons approach autobiographical videogame depiction of transgender experience.

Ten participants were asked to play influential independent videogame *Dys4ia*, which depicts the author's hormonal replacement therapy, and semi-structured interviews were conducted. Their responses were coded, and a preliminary model of how *Dys4ia* works in the context of transgender media ecology was constructed. The term Procedural-autobiographic multimodality is introduced to describe an assemblage of interactive affordances, distinctive aesthetics and situatedness of *Dys4ia* in structures of minority media while considering video game-specific theories.

This study attempts to empirically ground transgender queer game studies, suggesting avenues for future research and proposing a model of how videogames as procedural artefacts work alongside vlogs and other expressive means within transgender mediascape.