

## **“GAMING IN COLOR” DOCUMENTARY RELEASES TO PROMOTE DIGITAL DIVERSITY**

Film goes with pay-what-you-like model in hopes of spreading queer acceptance in the video games world.

**SAN FRANCISCO, CA (April 22, 2014)** -- Today marks the launch of the first full-length documentary to focus on the lives and the progress of queer gamers nationwide, “Gaming In Color”. Originally funded through a Kickstarter campaign in mid-May last year, Gaming In Color released digitally today, just under one year after the original campaign. The feature-length film’s goal is to take a closer look at the challenges and the growth of LGBTQ communities in the gaming world.

Gaming In Color primarily focuses on three major topics: video games as part of culture and society, the need for and current lack of LGBTQ characters and narratives, and the queer gaming community as a whole, including the struggles and positive movements of recent years.

“I really believe this film has the best shot at opening the minds and hearts of gamers everywhere,” quoted Philip Jones, the director of Gaming In Color. “This documentary, through the voices and experiences of our hardworking and talented cast, shows what a strong and passionate movement that diversity and acceptance in video games has become. It really is an inspiring call to action.”

The film has a cast of queer-identified people who are varied in their occupations, whether in the video games industry or the ‘gaymer’ community. They include George Skleres (game engineer at Riot Games who make League of Legends), Colleen Macklin (professor at Parsons and game designer), Naomi Clark (game creator), and Joey Stern (founding member of Geeks OUT). Also in the main cast are Jessica Vazquez (journalist), Matt Conn (founder of GaymerX), Shane Cherry (NYC gaymers promoter), and Matthew Michael Brown (activist and reality TV star). Much of the inaugural GaymerX event is featured, with many convention attendees also making appearances, as well as a few of the film’s Kickstarter backers.

“For a film like ours with such a strong message of inclusion and representation, accessibility is a crucial factor,” Philip continued. “The pay what you want option allows people from all different backgrounds the means to more easily access this story. We hope our film can reach as wide an audience as possible to show the entire gaming world just how queer we really are.”

### **About Gaming In Color**

Gaming In Color is a full length documentary written and edited by Ryan Paul and directed by Philip Jones. It features a soundtrack by hip hop and video game composer “2 Mello” (Matthew Hopkins), and is produced by Anne Clements of Idiot Savant Pictures, with Matthew Conn of MidBoss as executive producer. The film comes in at 62 minutes in length and was released on April 22, 2014 at [GamingInColor.com](http://GamingInColor.com) via the VHX.tv platform. It was funded in part by Kickstarter with additional funding coming from MidBoss LLC, who distributed the film.

### **About MidBoss**

MidBoss is all about finding queer gamers and allies of every identity who play the same games you do. We believe that everyone games and that every part of the gaming community should be able to have their own space to discuss, debate, and meet one another. That space is MidBoss.

For more information on Gaming In Color, please visit <http://www.gamingincolor.com>

### **Contact Information**

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