Reading Instructions for GamerGate

We will discuss #Gamergate, which had its 5th anniversary in August 2019. Our discussion will be based on two sources:

1. A Vox explainer from 2014, so that you get a sense of how the events were being perceived at the time.
   Title: #GamerGate: Here's why everybody in the video game world is fighting.

2. A New York Times interactive feature composed of four articles:
   Title: Everything is GamerGate.
   Articles:
   - How an online mob created a playbook for a culture war, by Charlie Warzel.
   - I wish I could tell you it’s gotten better. It hasn’t, by Brianna Wu.
   - First they came for the black feminists, by Joan Donavan.
   - When the Internet chases you from your home, by Sarah Jeong.

The NY Times series of articles uses Javascript to create very dramatic effects. You should not miss that out because it is an example of how one might use Javascript to do powerful storytelling through web pages. (Hopefully, in the near future, that will be you!)

We expect you to read all the articles. Don’t’ try to print the NY Times articles, because the Javascript features and other elements of the page that are not HTML will not be printed out and you’ll miss the content of the articles.

As you read every article, take notes on these questions:

- Who are the main actors in the story?
- What is the main conflict?
- What was the response of Twitter / authorities?
- What was the response of mainstream media?
- What was the response (and role) of the general public?

Ultimately, the purpose of our discussion is to wrestle with the question: **How did Gamergate change the Internet?**