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Online – gender studies

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Riot grrl Case Study / Gone Home

The riot grrrl case study was about a movement originated in early 1990, when a group of women from Olympia Washington held a meeting about sexism in their local punk scenes. An underground feminist punk movement which ad expanded to at least 26 other countries. The combination of feminism, punk music, and politics. This movement was considered as seen in fourth – wave – feminist that rose in 2010. The genre has also been described as coming out of indie rock with the punky scene, women could express their anger, rage frustration and emotions. This type of behavior was accepted by men but seem as strange for women. Riot grrrl songs tackled issues like rape, domestic abuse, sexuality, and racism. It was a type of patriarchy and female empowerment. This movement held meeting’s, started chapters with grassroots organization. Riot grrrls support and organize women in music as well as transgender people, gay individuals, lesbians, and other communities.

Riot grrrl became involved in ethic Zine’s art, root word fanzine, focused on social and political activism in 60’s and by the 70’s they were popular on the punk rock circuit in the 90’s feminist punk scene. It was most commonly a small circulation of underground publication of original text and images. “Because us girls cave records, books, fanzines”, Kathleen Hanna (1991) Manifesto. The reading of her words identify with the movements. It being easier to here each other and to take over means of production to create their own, encouraging one another, building one another up. The survival of women being much more than physical. You can do anything idea is crucial to the coming angry grrrl rock revolution. The song Bikini Kill (1993) “Rebel Girl” Identifies with the movement. X-Ray spex (1977) “Oh Bondage up yourself” sings of anger, rage and frustration that has occurred. Little girls should be seen and not herd frustration.

In exploring the game Gone Home I got a chance to view the game threw another person playing the game. Kattie coming home to her big old spooky home after long journey only to find out she is home along. Sam journal is what told her about what’s going on in her sisters life. Lonnie is Sam best friend who turns out to be her girlfriend. Sam not having experienced the love of another female before, fell head over heels in love. As the tour of the big haunted looking house continues. Sam try to tell her parents they seem to think it just a phase. Lonnie attempts to leave and join the service which totally breaks Sam’s heart. I thought she was going to kill herself but she didn’t. Before Lonnie get to where she was going, she calls Sam to bring everything you can with you, she can’t live without her. Lonnie gets off the bus and Sam picks her up and they run off into the sunset together.

Andre Lorde (1977) “The Transformation of silence into language and action”. She is a black female, lesbian, poet facing a crisis of possible cancer. After finding out it’s benign, struggled with the thought of having so many thoughts unsaid. She learned to put fear in perspective which gave her great strength. “Your silence will not protect you but for every real word spoken, for every attempt I had ever

made to speak of those truths for which I am still seeking.” “You are never really a whole person is you keep silence”. Audre Lorde (1997) “The Transformation of silence into language an action”. She speaks of how we share a commitment to language and its power. Utilizing your function and role of language in transformation. Putting your words to work by which we believe beyond understanding. Learning how to speak while afraid and how the weight of silence can choke you, silence can immobilizes you.

Anita Sarkeesiam (2013) “Damsel in Distress”. They are exploring the roles and representation of women in video games. The problematic and pernicious aspects with violence against women. Each text written about ties in together.

Part #2

I believe I want to do my research paper on Faith or Spirituality.