



CONSULTATION SERVICES

Queerly Represent Me has a team of consultants who are qualified to discuss diversity and accessibility with you.

Our full consultations typically include a preliminary discussion via email, the reading and/or playing of material, a video call, and a written report of

SERVICES

- Consulting on diversity in game content, workplaces, studios, and events
- Sensitivity reading of game content and documentation prior to release

TESTIMONIALS

Chris Gardiner, Narrative Director, Failbetter Games

'I'd strongly encourage other studios to engage QRM for consultations. Our experience was professional, warm, intensely useful, and intellectually invigorating. QRM went to great lengths to understand the specific context of our game and audience, and tailor their advice accordingly.'

Olivia Wood, Content Manager, Failbetter Games

'It didn't kill any ideas, but made us improve upon them ... because we were safe to put them out there in the first place.'

James Chew, Writer, Failbetter Games

'...insightful, practical feedback on pitches and examples of gender and queer representation in the game—before launch.'

CONTACT

hello@queerlyrepresent.me
<http://QueerlyRepresent.Me>
@QueerlyRepMe

STARTING PRICES

**Sensitivity reading starting at
180AUD / 150USD**

Full consultation starting at
700AUD / 580USD

CONSULTANT BIOGRAPHIES



Alayna Cole (she/her)

Specialties: Plurisexual representation / inclusion, playersexuality, representation of women

Biography: Alayna is a bisexual cis woman from Queensland, Australia. She has published numerous articles on the representation of gender and sexuality in videogames and creative writing, both journalistically and academically. She speaks nationally and internationally at conferences and events on diversity and accessibility. Alayna's doctoral thesis, which explores the representation of plurisexual women in creative texts, was recently approved.

Website: alaynamcole.com

Twitter: @AlaynaMCole

Jess Zammit (she/her)

Specialties: Bisexual inclusion, mental health and psychology, representation of women, visual novel genre

Biography: Jess is a bisexual cis woman from Wollongong, Australia. She has a Bachelor of Psychology (Hons.) and has knowledge on a wide range of topics across the field of psychology, with a specialty in cognitive psychology and memory and a particular interest in promoting accurate depiction of mental illness in games. She has worked with Queerly Represent Me since the year it was founded, and has an extensive knowledge of existing queer representation and trends. She is passionate about using this knowledge, combined with her own experience as a bisexual woman, to encourage the inclusion of more diverse queer characters in games, and has spoken extensively on these topics at both national and international conferences and events.

Twitter: @zammitjess



Charlie Francis Cassidy (they/them)

Specialties: Non-binary representation / inclusion, trans masc representation, asexual representation, polyamory representation, mental health representation

Biography: Charlie is a queer, asexual, non-binary trans masc person with bipolar. They currently work for Mighty Games in Melbourne, Australia. In their own time they make games that are largely personal experiences relating to their life, or anything that can further queer/trans/mental health representation. They have also talked at numerous conferences/events on the various topics listed as their specialties.

Website: charliethegoldfish.com

Twitter: @charlietheGfish

CONSULTANT BIOGRAPHIES

Ashton McAllan (she/her)

Specialties: Trans representation / inclusion, trans femme representation, representation of women

Biography: Ashton is a bisexual trans woman, relationship anarchist, and game designer. She has a Bachelor's Degree in Information Technology and comes from a background of a variety of technical roles. She heads the Adelaide microstudio MachineSpirit and develops both digital and tabletop games. Her games *The Republic*, *Between Dreams*, and *In Which We Live And Breathe*, all demonstrate her desire to communicate diversity through the mechanisms of play.

Website: acegiak.net

Twitter: @acegiak



Dakoda Barker (he/him)

Specialties: Chronic health condition representation, accessibility in game content, Indigenous Australian representation, cultural representation

Biography: Dakoda has lived and worked on Gubbi Gubbi land for his entire life. He has personal experience with chronic pain and fatigue, and his doctoral research into representation of videogame characters with chronic health conditions includes a broad range of conditions, and various design approaches for effective, respectful representation. He is passionate about all types of diversity and is committed to enabling the stories of all voices to be told.

Website: dakodabarker.com

Twitter: @jirojames



Jess Gates (she/her)

Specialties: Accessibility in game content, workplaces, and events

Biography: Jess has supported people with disabilities in supported accommodation and community settings, and facilitated camps and activity programs for young people and families experiencing disadvantage as a volunteer. She has an undergraduate degree in Disability and Developmental Education, and is now studying game design and making games about ethical and social issues. She enjoys enabling creators of things and spaces to actively and intentionally include all kinds of people, and learning from those she encounters about how this can be done better.

Twitter: @jessgates025

