

# shapeless

**Chelsea Brtis**

University of North Carolina at Charlotte  
9201 University City Blvd  
Charlotte, NC 28223  
[cbrtis@charlotte.edu](mailto:cbrtis@charlotte.edu)

## ABSTRACT

*Shapeless* is a personal reflection on gender identity and sense of belonging. The digital interactive piece explores the discomfort caused by the strict binary that is enforced from birth through societal expectations established under a patriarchal and capitalist society. *Shapeless* specifically negotiates the line between rejecting feminine gender-roles and rejecting gender outright. The design of the piece is largely influenced by the restrictive binary that is shared amongst character customizers in video games and clothing brand categories; games and shops which have rejected limiting choices by gender has personally been a major space for exploring self-identity.

## Keywords

gender identity, agender, video games, digital art

## DESCRIPTION OF PIECE

Shapeless is an interactive digital piece formatted to be experienced on a smartphone. The game is restricted to using simple shapes and audio as a means to convey the feeling of each life stage. The player advances through a series of screens with simple interactions to make changes to the presented shapes, advancing by pursuing 'new product' pop-ups. The game takes 1-2 minutes to play.



**Figure 1:** QR Code to access Shapeless via mobile

Proceedings of DiGRA 2024

© 2024 Authors & Digital Games Research Association DiGRA. Personal and educational classroom use of this paper is allowed, commercial use requires specific permission from the author.