

THE FEMINIST FANDOM MANIFESTO: ABRIDGED

FOR THE NERD/GEEK/FAN CULTURE BY: M_L_K

GOING TO A CONVENTION FOR THE FULL 4-DAY WEEKEND

- 3 or 4 day pass \$65+
- Food \$100+ (you have to provide your own breakfast, lunch and dinner for the weekend)
- Hotel about \$332+ per night
- Calculate in transportation, buying merchandise, playing arcades, paying for celebrities' or voice actors' autographs, etc.

Our hobby can get pricey, some of us are fortunate enough to do some of these things or all of these things without worrying our finances (some of us). But there are other geeks, nerds, and fans who come from low income and sometimes are not able to participate in some of these activities. Some people have no time, because they're busy working multiple jobs and making sure they have money to afford the necessities to survive.

WHY WE NEED TO ANALYZE REPRESENTATIONS IN GEEK MEDIA

THE LAST THING I WANT TO TOUCH UPON IS THE NEED TO BE ABLE TO ANALYZE
NARRATIVES AND REPRESENTATIONS WITHIN FICTIONAL NARRATIVES.

Drawing from Teresa De Lauretis, a film critic who theorized:

That it is important to understand to explore gender in film as both representation and self-representation.

In other words, since we are humans and create things like film and other media, we are going to input our experience into our characters and narratives. In mainstream geek culture, critics and others do not often address the issue of gender representation. It is important to look at film and other media on how we represent men, women, non-binary people, LGBTQ+ people, and more because it tends to shape our understanding of these groups of people, and it also tells us how society view these groups of people.

I do have solutions for the rest of these problems. Find out in the online version in the unabridged version of my manifesto.