The reading list below is a small selection of books on this topic, it is viewed as a starting point for your own research – we hope you find it insightful and thought provoking. See our Decolonising the Library webpage for more suggestions.

Cheu, J. (2013). *Diversity in Disney films; critical essays on race, ethnicity, gender, sexuality and disability.* North Carolina: McFarland & Company, Inc., Publishers.
Although its early films featured racial caricatures and exclusively Caucasian heroines, Disney has, in recent years, become more multicultural in its filmic fare and its image. From Aladdin and Pocahontas to the Asian American boy Russell in Up, from the first African American princess in The Princess and the Frog to "Spanish-mode" Buzz Lightyear in Toy Story 3, Disney films have come to both mirror and influence our increasingly diverse society.

Gray, K. L., & Sarkeesian, A. (2020). *Intersectional tech : Black users in digital gaming*. Baton Rouge: Louisiana State University Press.
In Intersectional Tech: Black Users in Digital Gaming, Kishonna L. Gray interrogates blackness in gaming at the intersections of race, gender, sexuality, and (dis)ability. Situating her argument within the context of the concurrent, seemingly unrelated events of Gamergate and the Black Lives Matter movement, Gray highlights the inescapable chains that bind marginalized populations to stereotypical frames and limited narratives in video games. Intersectional Tech explores the ways that the multiple identities of black gamers--some obvious within the context of games, some more easily concealed--affect their experiences of gaming.

Murray, S. (2018). *On video games : the visual politics of race, gender and space*. I.B. London: Tauris.

In this book, Soraya Murray moves past the technical discussions of games and offers a fresh and incisive look at their cultural dimensions. She critically explores blockbusters like The Last of Us, Metal Gear Solid, Spec Ops: The Line, Tomb Raider and Assassin's Creed to show how they are deeply entangled with American ideological positions and contemporary political, cultural and economic conflicts.

Oluo, I. (2020). *So you want to talk about race*. New York: Seal Press.

Ijeoma Oluo offers a contemporary, accessible take on the racial landscape in America, addressing head-on such issues as privilege, police brutality, intersectionality, micro-aggressions, the Black Lives Matter movement and the 'N' word

Penix-Tadsen, P., & Frasca, G. (2019). *Video games and the global south*. Pennsylvania: ETC Press.

Video Games and the Global South redefines games and game culture from south to north, analyzing the cultural impact of video games, the growth of game development and the vitality of game cultures across Africa, the Middle East, Central and South America, the Indian subcontinent, Oceania and Asia.

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