

## Gamer Profile - Eliza Gauger

Contributed by tara j. brannigan  
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A new addition to the site, we decided to introduce the Gamer Profile section. By helping show a variety of gamers from around the world we hope to help dispel some of the more negative associations surrounding the term 'gamer'. The stereotype of the gamer is no longer all that realistic. With gamers of every age, race, sex and preference, it's time to lay to rest the idea that all gamers are young, white, male and only interested in violent video games. (not that there's anything wrong with any of those attributes, for that matter)

As our first Gamer Profile participant we bring you Eliza Gauger, gamer, artist and space pirate extraordinaire.

Name: Eliza Gauger Aliases: Vebelfetzer Age: 21 Location: Washington state

Website: <http://www.elizagauger.com> What makes you a gamer? / What is a 'gamer' these days?: "Gamer" could, I suppose, be short for "games enthusiast", specifically a person who is passionate about playing RPG, or console and computer games. Favorite games, genres, or specific aspects of game design: My favorite games/game franchises of all time are, in no particular order: Dungeon Keeper, Halflife Monkey Island (never played 4, looked bad), Mechwarrior, Privateer (but not Wing Commander), Twisted Metal, Halo, Fatal Frame and Grand Theft Auto (3 and up). Specific aspects I fixate on are art direction, sound effects, and music. For the most part, if a game looks like shit, I can't play it. I have a great deal of game music in my music library, including many of the games listed previously as well as stuff from games I didn't like or never played. One thing you'd change about one game, genre or the industry as a whole if you could: I'd make game illustrators, composers and concept artists into the rock stars they deserve to be. Favorite moment in gaming history as a whole, or in your personal gaming history: Halflife II. Alyx hands me the grav gun and tells me to play catch with a giant robot dog. I think I might have had tears in my eyes. It was the future. The future was here. Predictions for the future of gaming: Fully-customizable and puppeteerable MMO avatars. I imagine a new peripheral; a humanoid mannequin about eight inches tall. Or possibly consumer-grade perf-capture kits which you can stick on your face/body and act out in game. More and more in-game events being covered by real-world media. Game economies more and more strongly affecting world economies. Rant / Rave Space: I am not feeling all that ranty, nor did I remember to bring my glow sticks.

Want to be the next gamer featured in the gamer profile? Email us at [submissions@xxgamers.com](mailto:submissions@xxgamers.com) with your answers to the above questions!