Stanford



Mayshu (Meixu) Zhan

- Ph.D. Student in Modern Thought and Literature, admitted Autumn 2023
- Ph.D. Minor, Communication
- Ph.D. Minor, Computer Science

Bio

BIO

Mayshu is a PhD candidate in the Program of Modern Thought and Literature. She minors in Computer Science and Communication and holds a Graduate Certificate in Science, Technology, and Society. Her research examines videogames, gender, and digital platforms in China, particularly focusing on algorithmic bias and platform governance. As an amateur game designer, she adopts a critical design approach to explore issues such as reproductive rights and gun violence. Her work has appeared in Game Studies, Feminist Media Studies, ROMchip, and Platypus, with forthcoming work in Asian Popular Culture and the Gothic (Routledge Advances in Popular Culture Studies series).

LINKS

- Personal Website: https://mayshuz.github.io/mayshu-meixu-zhan/

Research & Scholarship

CURRENT RESEARCH AND SCHOLARLY INTERESTS

Her research examines videogames, gender, and digital platforms in China, particularly focusing on algorithmic bias and platform governance. As an amateur game designer, she adopts a critical design approach to explore issues such as reproductive rights and gun violence. Her work has appeared in Game Studies, Feminist Media Studies, ROMchip, and Platypus, with forthcoming work in Asian Popular Culture and the Gothic (Routledge Advances in Popular Culture Studies series).

LAB AFFILIATIONS

- Austin Anderson, Critical Game Studies Lab (9/22/2025)

Publications

PUBLICATIONS

- **Gendered algorithms within the politics of inclusion in Chinese gaming: a feminist critique of Identity V** *FEMINIST MEDIA STUDIES*
  Zhan, M.
  2026
- **Women at Play: Feminist Reinscriptions of Chinese Game History, 1980s to Post-2010s** *ROMchip: a journal of game histories*
  Zhan, M.
  2026; 8 (1)
- **Commemorating Gendered Collective Trauma: Social Realism and Procedural Rhetoric in the Chinese Indie Game Laughing to Die** *Game Studies*
  Zhan, M.

2025; 25 (1)