



# Chasing Tails: Studying the Furry Fandom

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Vanguard the Husky

Reuben.Mount@mail.bcu.ac.uk



**BCMCR**

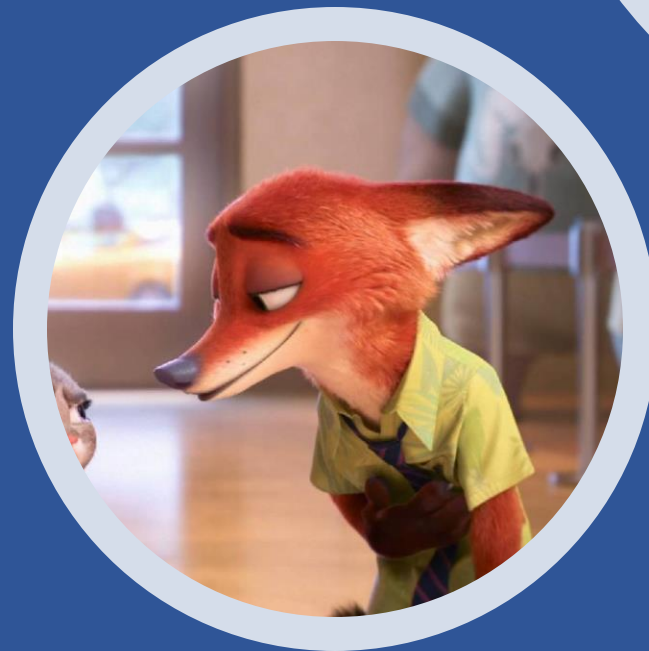
Birmingham Centre  
for Media and  
Cultural Research



# Who the fluff am I?

- Vanguard the Husky / Reuben Mount
- Furry since 2014
- PhD Student, Birmingham City University
  - Previous: MA in Media and Cultural Studies, BA English Language and Literature
- Academic Specialisms:
  - Furrries, Safe Space, Video Games

# What is furry?



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'Anyone with an above-average interest in anthropomorphic characters, whether or not they consider themselves furry – or have even heard of the fandom.'

- Joe Strike (2017)

# What is furry?

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'If you ask ten furries to define what furry is, you'll end up with eleven different answers.'

- Courtney "Nuka" Plante (2023)

# What is furry?

- 1966 – *Kimba the White Lion*
- 1977 – First meeting of C/FO
- 1986 – First "furry" party
- 1989 – Confurence Zero



# Why would anyone study Furries?

- Long-standing yet under-researched community
  - first study not until 2008
- Combat stigma
- Fill gaps in history
- We. Are. Awesome



# fur science

A Decade of Psychological Research on  
the Furry Fandom



## What is "Furry Studies"?

- FurScience!
- Thurston Howl
- Tofte Alpaca
- Hazel Zaman
- Juniper Pig (Brandy J. Lewis)
- Tommy Bruce
- Kameron Dunn
- Camielle Adams
- Fred Patten
- The Furry Library
- Fang, Feather and Fin
- Joe Strike
- Gamepopper (Tim Stoddard)



# My Research

- Tails to Tell: The furry fandom, safe spaces, and identity
- Examination of the furry fandom, both its online and offline spaces, and whether these are safe spaces to explore personal, sexual or communal identity.
  - Fandom
  - Safe Spaces
  - Identity
- Interviews for study will be released as podcast series.





# Other Works

- *Furries at Play: A brief examination of the predominance of sexual furry video games.*  
- BCMCR New Thinking #1 2020/21 (2021)
- *Ears, Tails, and Video Games: How do furry identity and furry video games interconnect?*  
- MA Media and Cultural Studies dissertation (2021)
- *Lions, Tigers, Bears, oh my!: An initial interrogation of the prevalence of particular fursona species and the reinforcement of this prevalence through furry media texts.*  
- BCMCR edited volume on the theme of Alternativity (2024)
- *Furry Ex Machina: How does VRChat allow for modern instances of digital identity generation and immersion in the furry fandom?*  
- Accepted paper for DiGRA conference in Mexico (2024)
- *Non-Human Nature: Post-Anthropocene World Design and Non-Human "Humanity" in FUGA: Melodies of Steel.*  
- Submission to British DiGRA conference (2024)
- Interrogating the idea of 'Pandering' to furry audiences.
- Historical revisionism in furry media texts.



# References

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# Q+A

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Reuben.Mount@mail.bcu.ac.uk



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