KEYWORDS
FOR VIDEO GAME STUDIES

CALL FOR PARTICIPANTS

"GAMER"

Keywords for Video Game Studies Colloquium
Saturday, May 21, 2011
9 AM to 4 PM
Communication 202
University of Washington, Seattle

The Keywords for Video Game Studies graduate interest group (GIG) at the University of Washington invites game scholars, artists, designers, developers, and enthusiasts to participate in our one-day colloquium on critical gaming. The colloquium, broadly themed by the keyword "gamer," is the capstone event to our year-long series of workshop sessions on "play," "immersion/interactivity," "avatar," "power/control," and "pedagogy" and hopes to provide a space for individuals and groups to present their work, to discuss and collaborate on what it means to study or make digital games, to network, and to play games.

In "Growing Up Gamer," researcher and designer Jane McGonigal says, "We cherish the time we've spent playing games. We love what games give us the power to do. We love who games give us the opportunity to become. And with every additional generation that grows up playing games, there are more and more of us who see gaming as a way to have the best kinds of experiences, to make the best kinds of friendships and lifelong partnerships, to do the most amazing work, and to become the best possible version of ourselves." The Keywords group takes this optimism and now asks how, what, and why.

Our colloquium then invites brief presentations, demonstrations, or performances that engage (suggested but not limited to):

Video games and play/work   Video games and other media
Video games and academia   Video games and teaching
Video games and activism/politics   Video games and art/poetics/performance
Video games and fandom/community   Video games and design/development
Video games and capitalism   Video games and storytelling

Send a brief abstract or rationale (500 words or less) for your presentation to critgame@uw.edu by 5 PM on **Friday, April 1, 2011**. Colloquium sessions will be roundtable, discussion format organized around short programs (6-8 quickfire presenters) or long programs (1-3 presenters or extended performance or demonstration). Short program presentations should be less than 10 minutes to allow for question and answer and conversation. These should not be conference paper style presentations, but rather provide introductions, provocations, or focused interventions into your work, your project, or your idea. Long program presentations can be more fully developed game play walk-throughs, performances, or interactive demonstrations. Please include along with your abstract the names, titles, affiliations or institutions of presenters, and your A/V requirements.

Participants will be notified of their acceptance by email by April 8, 2011. Participants, if accepted, will need to arrange for travel, transportation, lodging, and equipment on their own. Unfortunately, the Keywords group is unable to provide any funding for expenses.

The Keywords for Video Game Studies working group, in collaboration with the Critical Gaming Project at the University of Washington and the Humanities, Arts, Science, and Technology Advanced Collaboratory (HASTAC), is supported by the Simpson Center for the Humanities.