CALL FOR PARTICIPANTS

"RESEARCH/DESIGN"

Keywords for Video Game Studies Colloquium
Saturday, May 19, 2012
8 AM to 3 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 keywords “research/design,” is the capstone event to our year-long series of workshop sessions on “democracy,” “time,” “altplay/fandom,” “gold farming,” and “hack/customization” 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 the introduction to How to Do Things with Videogames, Ian Bogost argues for “the many uses of videogames, and how together they make the medium broader, richer, and more relevant” (7). He continues, “I take for granted that understanding games as a medium of leisure or productivity is insufficient. Instead, I suggest we imagine the videogame as a medium with valid uses across the spectrum, from art to tools and everything in between” (7). The Keywords colloquium takes up this call to imagine the power, potential, and practices of videogames as objects of study, design, critique, and fun.

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

- Video games and research
- Video games and academia
- Video game code, design, development
- Video games and activism/politics
- Video games and fandom/community
- Video games and war

- Video games and play/work
- Video games and teaching
- Video games industry/marketing
- Video games and art/poetics/performance
- Video games and other media
- 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 13, 2012 deadline extended. Colloquium sessions will be roundtable, discussion format organized around short programs (6-8 “lightning” talk presenters) or long programs (1-3 presenters or extended performance or demonstration). Short program presentations should be less than 5 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, emails, titles, affiliations or institutions of presenters, and your A/V requirements.

Participants will be notified of their acceptance by email by April 20, 2012. 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.