

[CfP: VIDEO GAMES AS A CHALLENGE TO ACADEMIA-50 YEARS OF THE GAMING INDUSTRY - Deadline 15 September 2022](#)

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Type:

Conference

Date:

December 10, 2022 to December 11, 2022

Location:

Serbia

Subject Fields:

Humanities, Social Sciences

VIDEO GAMES AS A CHALLENGE TO ACADEMIA 50 YEARS OF THE GAMING INDUSTRY

Novi Sad, Serbia DECEMBER 10th-11th 2022

Five decades after Magnavox Odyssey, the first home gaming console, came to market, and five decades after the founding of Atari, the second international Video Game Studies conference (SVI), titled *Video-Games as a Challenge to Academia: 50 Years of the Gaming Industry*, aims to examine various aspects and links between the gaming industry, video-game scholarship and criticism. The aim of such a conceptualisation is to open a dialogue between the gaming industry and the academe, and foster an understanding of their sometimes diverging goals and interests. Such a dialogue revolves around several key questions:

- What can scholarship, without giving up on critical thinking, offer the industry, and vice versa?
- Can the industry survive its crises alone, and should scholarship lend a hand?
- Can academia remain separate from the industry?
- Finally, is the market changing gaming, or is gaming conquering the marketplace?

The conference is organised into three broad thematic sections dedicated to exploring the relations between video games, **industry**, **academia** and **criticism**.

Abstracts of up to 300 words, with up to 5 keywords **before September 15th, 2022** should be sent to conference.svi@gmail.com

Please visit our website for detailed information <https://sviconference.org>

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