

[Conference CFP - 2018 SWPACA \(Game Studies, Culture, Play, and Practice Area\)](#)

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Type:

Call for Papers

Date:

February 7, 2018 to February 10, 2018

Location:

New Mexico, United States

Subject Fields:

Art, Art History & Visual Studies, Communication, Digital Humanities

Call for Papers: Game Studies, Culture, Play, and Practice Area

39th Annual Southwest Popular / American Culture Association (SWPACA) Conference

February 7-10, 2018

Hyatt Regency Hotel & Conference Center

Albuquerque, New Mexico

<http://www.southwestpca.org>

Proposal submission deadline: October 22, 2017

The Game Studies, Culture, Play, and Practice Area invites papers, panels, and other proposals on games (digital and otherwise) and their study and development. Proposals are welcome from any and all scholars (including graduate students, independent scholars, and tenured, tenure-track, and emeritus faculty) and practitioners (developers, artists, archivists, and so forth). Unusual formats, technologies, and the like are encouraged.

- PROPOSAL SUBMISSION -

Possible topics include (but are in no way limited to):

Advertising (both in-game and out)

Alternative reality games

Archiving and artifactual preservation

Competitive/clan gaming

Design and development

Economic and industrial histories and studies

Educational games and their pedagogies

Foreign language games and culture

Game art/game-based art (including game sound)

Game engines and entertainment

Game streaming

Gender and sexual identity

Haptics and interface studies
Hardware/platforms
Histories of games
Localization
MOGs, MMOGs, and other forms of online/networked gaming
Performance
Pornographic games
Religion and games
Representations of race and gender
Representations of space and place
The rhetoric of games and game systems
Serious games
Strategy games
Table-top games and gaming
Technological, aesthetic, economic, and ideological convergence
Theories of play
Transmedia and games
Wireless and mobile gaming

All proposals must be submitted through the conference's database at <http://conference.southwestpca.org/>

For details on using the submission database and on the application process in general, please see the Proposal Submission FAQs and Tips page at <http://southwestpca.org/conference/faqs-and-tips/proposal-submission-faq...>

Individual proposals for 15 minute presentations must include an abstract of approximately 200-500 words. Including a brief bio in the body of the proposal form is encouraged but not required. For information on how to submit a proposal for a roundtable or a multi-paper panel, please view the above FAQs and Tips page.

SWPACA offers monetary awards for the best graduate student papers in a variety of categories. Submissions of accepted, full papers are due December 1. For more information, visit <http://southwestpca.org/conference/graduate-student-awards/>

Registration and travel information for the conference is available at <http://southwestpca.org/conference/registration/>

In addition, please check out the organization's peer-reviewed, scholarly journal, *Dialogue: The Interdisciplinary Journal of Popular Culture and Pedagogy*, at <http://journaldialogue.org>

- AREA -

The Game Studies, Culture, Play, and Practice Area is international in scope and emphasizes diversity, an openness to innovative approaches and presentations, and the energetic practice of post-conference collaboration and publication. The Area was established in 2005 as a division of the

Computer Culture Area, and became a standalone area in 2010. In addition to organizing conference panels, roundtables, and workshops, the Game Studies, Culture, Play, and Practice Area offers formal and informal mentoring, organizes outings, and hosts evening social events.

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