

[NeMLA 2021: Gaming Across Borders: Cross-cultural Analysis of Video Game Play and Narrative](#)

Announcement published by Theodore Harrison on Wednesday, July 22, 2020

Type:

Call for Papers

Date:

September 30, 2021

Location:

Pennsylvania, Pennsylvania, United States

Subject Fields:

Cultural History / Studies, Digital Humanities, Popular Culture Studies, Race / Ethnic Studies, Social History / Studies

This panel seeks to encourage cross-cultural comparisons of video games and encourages research and analysis of a woefully understudied topic. Advancements in internet, computer, and communication technology have transformed the way human beings interact through games. These effects influence players and fans across cultures and encourage innovations in games as narratives and interactive media. We hope to contribute to the growing discussion on games as a literary and cultural media.

Since the 21st century, video games have evolved into a powerful cultural media. While the academic study of video games slowly developed with this evolution, there is still a substantial amount of untouched potential for literary and cultural analysis.

As a global media, video games are inherently cross-cultural. Japanese companies Sony and Nintendo dominate the game console market in direct competition with the American company Microsoft. China's recent lifting of restrictions on certain types of games as also exposed Chinese players to different genres and narratives. Europe also contributes substantially to the market with companies like Polish game developer CD Projekt Red, developers of the popular *Witcher* series of games.

During all of this economic and corporate development, gamers across the world have been able to experience emergent narratives and different cultures through playing video games. Certain developers, like Japan's Hideo Kojima, have also attracted international praise from fans and media critics.

Game genres and narratives are also influenced heavily by their native culture. Massive-Multiplayer Online (MMO) games are extremely popular in Asia and the United States. Japan popularized the "visual novel" and *otome* style of games which is now popular in the United States and other regions of Asia. The international popularity of some games has led to the formation of professional competitive gaming, or 'esports,' leagues - most notably in South Korea were professional *Starcraft* players are viewed as professional athletes.

Citation: Theodore Harrison. *NeMLA 2021: Gaming Across Borders: Cross-cultural Analysis of Video Game Play and Narrative*. H-Announce. 07-22-2020.

<https://networks.h-net.org/node/73374/announcements/6264280/nemla-2021-gaming-across-borders-cross-cultural-analysis-video>

Licensed under a Creative Commons Attribution-Noncommercial-No Derivative Works 3.0 United States License.

This panel will contribute to the greater discussion on the role of video games as a global media as well as encourage a dialogue on the role of games in this cross-cultural exchange of play. Possible examples include fan importation/adaptation of foreign video games, cross-cultural comparison of video game genre and narratives, and the influence of multiplayer and online play on the formation of international player communities.

Please submit all abstracts before 30 September 2020.

This panel is a part of the Northeast MLA conference which will be held in Philadelphia, PA 11 March 2021-14 March 2021. Guidelines on abstract submissions can be found on the NeMLA website at <https://www.buffalo.edu/nemla/convention/callforpapers/submit.html>.

Contact Email:

tdh70@georgetown.edu

URL:

<https://www.cfplist.com/nemla/Home/S/18922>