

Call for Papers: Game Studies, Culture, Play, and Practice Area  
33rd Annual SW/TX PCA/ACA Conference  
February 8-11, 2012  
Albuquerque, NM

The Game Studies, Culture, Play, and Practice Area welcomes paper, panel, and other proposals on games (digital and otherwise) and their study and development.

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

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  
Advertising (both in-game and out)  
Game art/game-based art  
Haptics and interface studies  
Localization  
Machinima  
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  
Wireless and mobile gaming

For paper proposals: Please submit a 250 word abstract and biographical note about your connection to the topic to <http://conference2012.swtxpca.org>.

For panel and other proposals: Feel free to query first ([jruggill@asu.edu](mailto:jruggill@asu.edu)). Panel and other proposals should include the information requested for individual paper proposals, as well as a 100-word statement of the panel's *raison d'être* and any noteworthy organizational features.

As always, 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). Also, unusual formats, technologies, and the like are encouraged.

The submission deadline is 12/1/2011.

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.

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