

Extended Deadline:
December 1st, 2021

Call For Papers
Digital Conference
Culture at Play:
Spaces – Colours – Stories
in Digital Games
University of Freiburg, Freiburg/Germany
March 4 - 5, 2022
(Online)



Keynote speakers:

Nathalie Aghoro (Catholic University of Eichstaett-Ingolstadt)

Beate Ochsner (University of Konstanz)

Andreas Rauscher (University of Freiburg)

Over the last few decades, video games have left their marginal position in culture and turned into a central experience that holds a permanent place in the lives of many people. At the same time, they have also grown ever more sophisticated in content as well as audio-visual quality.

As a result, it is not only increasingly important to give them the serious consideration they deserve, but also that this happens in a manner that can do justice to their unique, multimedia mode of expression.

The conference is aiming to open up a space that allows for a sophisticated analysis of video games and the cultural field that has emerged around them using an interdisciplinary approach that includes, cultural, literary, and media studies.

Suggested topics include, but are not limited to:

- Video game narratives
- Female representation in games and game communities
- Queerness and video games
- Immersion and player involvement
- History in video games
- Educational video games
- Politics and ideologies in video games
- Virtual spaces in video games

Deadline for Submission: November 1st, 2021

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01.12.2021

Please send your proposals (~ 300-words) to cultureatplay@anglistik.uni-freiburg.de before November 1st, 2021.

Organizers: Kübra Aksay, Janna Kaiser, Florian Schäfer