"Video gaming in socio-cultural settings"
The IASGAR PhD-Summer-Day 2022, July 8th 2022

Video gaming can be seen as a cultural practice that shapes and frames the processes and discourse of cultural and political communication as well as the society in which that communication takes place. The research field of culture and video gaming has been growing steadily over the past years. In an effort to bring together people working in the field and providing a space for exchange, the International Academy for the Study of Gaming and Religion (IASGAR) is now hosting its first PhD-Summer-Day. This will give PhD students and other early stage researchers the opportunity to discuss their work and receive feedback from renowned international scholars from the field. Research addressing media-centered approaches, the perspectives of games developers, and publishers as well as the recipients' point of view are welcome.

The IASGAR-Summer-Day 2022 will give doctoral students and master students an opportunity to receive feedback from international senior scholars in a collegial atmosphere. The IASGAR PhD-Summer-Day offers a chance to engage in a critical exchange about practical methods and theoretical approaches for the scientific handling of religion, culture and video gaming. The conference will take place in hybrid form, i.e., the experts will be on site, but the doctoral students can also join digitally – in the event of travel difficulties.

Confirmed experts:

- Gregory Grieve (Religious Studies, Greensboro, USA)

- Christopher Helland (Sociology, Social Anthropology, Halifax, Canada)

- John Borchert (Religious Studies, Greensboro, USA)

- Xenia Zeiler (South Asian Studies, Helsinki, Finland)

- Lisa Kienzl (Religious Studies, Bremen, Germany)

- Kathrin Trattner (Religious Studies, Bremen, Germany)

- Kerstin Radde-Antweiler (Religious Studies, Bremen, Germany)

The participants will present their projects and receive feedback from one of the experts. In addition, each participant will also review one project presented by their peers to learn how to critically discuss research in a constructive way.

Application

Are you a postgraduate student on the Master or PhD level and interested in the study of religion, culture and video gaming?

Join us!

We welcome applications addressing work in progress from early career researchers that are interested in methodological as well as theoretical questions in this field. This includes but is not limited to:

- Gender and gaming cultures

- Ethical questions and video games/gaming

- Race and video games/gaming

- History and video games/gaming

- The role and function religion in video games/gaming

- …

Deadline for Applications: April 20th 2022

Send a short CV and a letter of motivation to iasgar[at]uni-bremen.de including your area of study and your interest in religion/culture and video gaming research. Participants will be selected on the basis of their motivation letter. The selected participants will be asked to submit a long description of their project (around 2000 words), which will be presented and discussed at the IASGAR-PhD-Summer-Day. The invited scholars and selected peers will comment and give feedback on the participants' projects.

- No attendance fee (boarding and lodging must be organized individually; usually, doctoral students receive a travel grant from their department or doctoral study program)

- Limited number of participants: 15

Letter of acceptance by 2nd of May 2022.

Timeline

20.04. Deadline for applications

02.05 Decision of abstract acceptance

09.05. Registration for the pre-conference

16.06. Deadline for full papers

08.07. IASGAR PhD-Summer-Day 2022

For further information see our website: http://iasgar.uni-bremen.de