CALL FOR PAPERS
INDIGENOUS PEOPLES IN/AND VIDEO GAMES

We are looking for innovative and multidisciplinary paper proposals dealing with the representation of Indigenous peoples IN/AND video games

EDITORIAL CONTACT

Please send your 250-300 word paper proposal along with a brief 50-100 word bio-note by **November 30, 2022** to:

→ **indigenousvg@gmail.com**

CALL FOR PAPERS:

We are inviting paper proposals for the De Gruyter Oldenbourg series *Video Games and the Humanities*, for an upcoming volume focusing on the representation of Indigenous peoples and the use of game-based technologies in video games broadly defined (as audience, designers, and characters). We are interested in proposals from a variety of different disciplinary perspectives by Indigenous and non-Indigenous scholars and practitioners at different stages in their careers.

Possible topics include but are not limited to: How are Indigenous peoples past, present, and future represented in video games? How do video games perpetuate or challenge negative stereotypes about Indigenous peoples through their audio, visual, interactivity, stories and gameplays? To what extent are these games inspired by specific historical, oral, material or embodied records and/or popular cultural artifacts? In what ways do they reimagine alternative Indigenous pasts, presents or futures? How have Indigenous video game creators and users refashioned these games or game-based technologies (for example, Machinima) for other purposes? In what ways have their creators envisioned their pedagogical potential? How can we understand video games created by Indigenous peoples (or meaningfully involving them) as acts of sovereignty, decolonization and revitalization?

Please email your paper proposal (250-300 words) along with a brief bio-note (50-100 words) by **November 30, 2022**. Authors will be notified of the results by **January 6, 2022** and will be asked to submit their full paper (8,000 words) by **July 6, 2023**. Papers will first be evaluated by the volume editors before being sent out for double-blind peer review. Authors will be notified of final decisions and any revisions required by **December 6, 2023**.

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