

Ludological Magazine, Year One

Call for Papers

In 2001 Espen Aarseth launched the first issue of his academic journal, announcing Year One of *Computer Game Studies*. Nearly nine years after that cutting-edge event, we are introducing the first Polish, academic, peer-reviewed journal, in which all the articles will be available in an English language version as well. By doing so, we hope to present the achievements of Polish researchers to a wider audience. Also, we would like to bridge the gap between ludologists from our home country and abroad.

The first issue will be devoted to **Childhood Video Games**. We will try to discover why people are fascinated with games such as *Super Mario Bros*, *Lemmings* or *Pacman*; Academic reflections on text-based, Multi-User Dungeons are also welcome. As Michael Nitsche notices in his most recent book (*Video Game Spaces* 2008) "The variety of games calls for a diversity of analytical approaches: no one approach is sufficient, but many offer different yet interconnected perspectives." Keeping this assumption in mind, we encourage researchers from various disciplines to contribute to our video game bricolage. Subject areas may include (but are not limited to):

- Critical theory: Ludology, Narratology, Gender Studies, Philosophy, Sociology, Psychology, Anthropology.
- Educational applications
- Design theory and practice: flash game presentations by independent developers are most welcome.

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