

Locating the Child in Digital Games Research

We would like to invite you to participate in the half-day workshop 'Locating the Child in Digital Games Research', to be held as part of the DiGRA Conference in Melbourne, July 2017.

The vast majority of children, including the very young, engage in some kind of digitally mediated play on a regular basis. Of course, 'play' and 'childhood' are deeply entwined concepts with play deemed necessary and natural for children in contemporary western societies. However, 'child's play' remains marginal in game studies literature.

The overarching aims of this workshop are:

- To bring together researchers in games studies whose work includes a focus on children's digital play, in order to build networks and visibility around this area of games research.
- To establish an interdisciplinary dialogue with scholars from a range of fields including (but not limited to) psychology, sociology of childhood, education, media studies, and children's geographies, in order to provide a space in which diverse disciplinary perspectives, theories, frameworks and methods in studies of children and digital games can be explored.

The workshop will be structured around 4 key themes:

- Research directions: past, present and future.
- Research methods in the study of children and digital games.
- The value and importance of studying children's games to DiGRA and vice versa.
- What interdisciplinary approaches and dialogues can offer in advancing research on children, games, and play.

We welcome submissions for participation that describe completed, in progress, or planned research, related to one or more of the above themes. Relevant theoretical or 'talking points' proposals will also be considered. Submissions should consist of an abstract (300-500 words) describing how your work relates to at least one of the themes and how your presentation will contribute to the overarching goals of the workshop. Please include a brief academic bio of contributing authors within the abstract and email to childrensplayworkshop@gmail.com by **Friday the 7th of April**.

Papers will be reviewed by the workshop organisers and selected based on relevance to the workshop themes, quality of presentation, and potential to stimulate discussion. Notification of the outcome of submissions will be sent on the **14th of April**. Attendance will involve a brief (length tbc) presentation, followed by an open discussion held around each theme.

More details, including further background to this area of research and key dates, can be found at the conference <http://digra2017.com/workshops/> or workshop <http://childrensplayworkshop.weebly.com/> website.

Key Dates:

- Abstract submission deadline: 7 April, 2017
- Notification of acceptance/rejection: 14 April, 2017
- Workshop date: July 3, 2017
- Conference dates: July 4-6, 2017

We look forward to your participation!

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