

DiGRA 2017 CFP: Boardgame Studies Round Table Workshop

We are delighted to invite submissions, in the form of an Extended Abstract, for a Boardgaming Round Table half-day workshop to be held at DiGRA 2017 in Melbourne, Australia, on 2 July 2017.

Although it is dwarfed by the discussion of digital games, there is considerable interest in and scholarship surrounding non-digital games. These include role-playing games, wargames, miniatures games, Escape rooms and pervasive games, as well as board and card games. Researchers have noted a lack of avenues for publication of their research as well as a prevailing focus on digital games across the broad discipline of “game studies”.

This workshop focuses on the study of tabletop boardgames, a broad styling which encompasses a range of genres including modern and historical board games, miniatures games, card games and even some games of physical dexterity. More recently, a number of hybrid games, which use smartphones or other digital tools to enhance or expedite boardgame play, have been released, and many boardgames can be played on digital devices.

Research on these games may focus on design and gameplay elements, on understanding players, on close readings of games, on the history of such games, on research into gameplay through qualitative or quantitative research methods, on the evolution of new methods for conducting such research, and on the (inter)disciplinary roots of game studies.

Papers addressing any of these topics, or any other topic related to boardgames and their study, are welcome.

Submission and selection

We invite scholars with a research interest in boardgames to submit a paper to this workshop. We welcome submissions of finished work as well as work in progress and early results. Papers discussing methods for the study of boardgames and their fit to different disciplines are also particularly welcome.

Submissions, comprising an Extended Abstract of between 400-800 words, together with a brief (100 word) bio, should be sent by email to boardgamestudies@gmail.com. Submissions should be sent in .pdf format. A submission template is not required, and papers *should not* be anonymised.

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. At least one author of each accepted submission must register for the workshop and at least one day of the main conference.

Full information about the workshop, including a formal CFP, will be published at <http://boardgamestudies.wordpress.com>

Workshop objectives & outcomes

The workshop has two main goals:

1. To build a picture of the nature, focus and breadth of research into boardgames by presenting a forum where researchers can introduce their research, network, and build on their existing connections to the game studies community.
2. To identify and describe methods for the study of boardgames, which may address design research or qualitative or quantitative research that seeks to understand the game or the player experience.

Outcomes

Extended Abstracts and a workshop report will be published on the workshop website

<http://boardgamestudies.wordpress.com>. Further outcomes of the workshop could include a special issue journal or other publication, future workshop series, or other avenues for discussion and dissemination of research. We will explore further publication avenues before the workshop.

Format & Activities

Accepted participants will be invited to present a ten-minute paper at the workshop. Following the model of the Tampere Game Research Lab Spring Seminars, we will allow significant time for discussion following each paper or group of papers.

A limited number of places are available for non-presenters, however preference will be given to authors. Please email the workshop organisers if you would like to attend.

Evening social function: pre-conference fun and games

The workshop will be followed by a casual evening social boardgaming function, open to other conference attendees (no cost but registration required). The organisers will supply a range of interesting and fun games incorporating popular as well as some less well-known titles.

To register for the evening social function, which will be held at the University of Melbourne (just up the road from the workshop venue), please complete the Google form here:

<https://goo.gl/forms/KZOMkfdBnxXcgKR52> . We will e-mail you the venue details.

Workshop organisers

Melissa Rogerson, PhD Candidate, Microsoft Research Centre for Social NUI, The University of Melbourne

Dr Stewart Woods, Independent Scholar

Important Dates:

- Submission deadline: 31 March 2017
- Notification: 15 April 2017
- Workshop day: 3 July 2017

Early acceptances may be available to those who need to book travel. Please email the organisers if you need an early decision.