

Games and Play

Games and Play is a new international and interdisciplinary book series dedicated to game and play research. Its primary focus is on the aesthetic, cultural and communicative aspects of games and play in our contemporary society. The series provides scholars with a peer-reviewed forum for their theoretical, analytical as well as historical contributions to the ongoing discussions on games and play. The series is not limited to digital games; it includes play phenomena, both digital as well as non-digital; and it covers social-scientific, humanities, as well as industry and design approaches. The proposed books should help readers understand the 'ludic' aspect of games and play-the 'gameness' of games and the 'playfulness' of play-without reducing games and play to mere applications or illustrations of other ideas or issues.

Actively Seeking Proposals

The series welcomes scholarly monographs and edited volumes in English, by both established and early-career researchers.

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Photograph of the game "I'd Hide You", Blast Theory, 2012. From the cover of Playful Identities: The Ludification of Digital Media Cultures (ed. Valerie Frissen, Sybille Lammes, Michiel de Lange, Jos de Mul, Joost Raessens) Courtesy of Blast Theory

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