

Call for Chapters for Collection on "Finding Religion in Digital Gaming"

Chapters are being sought for an edited volume, which seeks to map the study of religion in relation to digital games and gaming environments. The book will focus on how video games can be read as religious texts, rituals or experiences, as well as investigations of religious narratives/themes employed in video games and the implications of video games created for religious markets. This book will fill an important gap in the field of game studies by providing an overview of current work in the study of religion and digital gaming, and highlight key questions emerging within this area of inquiry. Chapters in this collection should explore issues in one of the following areas:

(1) Analysis of dominant narratives, characterizations or symbols appearing in religiously-themed games and their implications for our understanding of religious community, identity and/or authority.

(2) Investigation of the extent to which popular, mainstream games rely on religious strategies, narratives and rituals in game play and implication this has for gamers and the gaming enterprise.

(3) Critical reflection on the ways digital games and virtual world gaming environments facilitate religious-like ritual or encourage forms of implicit religion (by which secular activities, such as gaming, take on a sacred role or meaning for individuals) amongst players and gaming communities.

Chapters should also respond in some way to the book's central research question: How do video/digital games inform or reform our understanding of religion within digital and gaming culture?

This book is aimed at Indiana University Press's new Digital Gaming Series and is edited by Heidi Campbell, Associate Professor of Communication at Texas A&M University and Gregory Grieve, Associate Professor of Religion at University of North Carolina-Greensboro.

Prospective contributors are invited to submit their initial proposals (500-800 word abstracts) and a biography statement highlighting previous research and writings to the editors by **10 August 2011**. Selected authors will be notified by early to mid September 2011. The intent is for invited chapters (of 6000-8000 words) to be submitted to the editors by 15 December 2011. Please send abstracts and any questions to Heidi Campbell (heidic@tamu.edu).