Make connections across campus and get a broader view of the happenings at your school. Perhaps you’ll work with the library, or on the ever-dubious Faculty Welfare committee.

**Roll:** 3  
**Reward:** +1, +1 Reroll per turn

Your expertise is being noticed! You’ve been asked to review submissions for a journal. Just, don’t be reviewer #2, ok?

**Roll:** 3  
**Reward:** +2, +1 to ANY future Service roll

It may not be glamorous, but it definitely gets work done. Will you serve on your department’s assessment committee, or perhaps work on curriculum reform?

**Roll:** 3  
**Reward:** +1, +1 Reroll per turn

Your expertise is being noticed! You’ve been asked to review submissions for a journal. Just, don’t be reviewer #2, ok?

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**Roll:** 3  
**Reward:** +2, +1 to ANY future Service roll
Chairing your favorite small conference (maybe C&W...?) lets you shape the call and network with your keynotes—a great pre-tenure opportunity! Of course, it does eat up a fair amount of your time...

**Roll:** 3
**Reward:** +2, +1 Action per turn

Serve on a Search Committee

This is your chance to have some input on the future of your department. Where are you now, and where are you going?

**Requirement:** Must have 1 Service card
**Roll:** 5
**Reward:** +2, +1 Draw per turn

Conference Award

Roll: 3
Reward: +2, +1 Action per turn

Serve on a Search Committee

You’re ready to dig in and do some heavy lifting. Working on this journal’s editorial board is a great opportunity!

**Requirement:** Must have 1 Service AND 1 Research card
**Roll:** 5
**Reward:** +3, Substitute one card per turn

You’re being recognized for your outstanding pedagogy! Another university has invited you to give a pedagogy workshop!

**Requirement:** Must have 1 Service AND 1 Teaching card
**Roll:** 5
**Reward:** +2, 1 Re-roll per turn

Chairing your favorite small conference (maybe C&W...?) lets you shape the call and network with your keynotes—a great pre-tenure opportunity! Of course, it does eat up a fair amount of your time...

**Roll:** 3
**Reward:** +2, +1 Action per turn

Journal Editorial Board

You’re being recognized for your outstanding pedagogy! Another university has invited you to give a pedagogy workshop!

**Requirement:** Must have 1 Service AND 1 Teaching card
**Roll:** 5
**Reward:** +2, 1 Re-roll per turn

Pedagogy Workshop

You’re being recognized for your outstanding pedagogy! Another university has invited you to give a pedagogy workshop!

**Requirement:** Must have 1 Service AND 1 Teaching card
**Roll:** 5
**Reward:** +2, 1 Re-roll per turn
First year writing courses, the bread and butter of your graduate career! Will you mix it up, or just brush off your old syllabus and run it again?

**Roll:** 3  
**Reward:** +1, 1 Re-roll per turn

Finally, a chance to teach a course on your research interests! How will you frame it to engage your undergraduate students? How will you manage to not assign ALL THE READING?!?

**Roll:** 4  
**Reward:** +1, +1 Draw per turn

A graduate seminar offers the opportunity to go deeper into your subject matter and tackle some tough questions—good thing you’ve got all the answers, right?

**Roll:** 4  
**Reward:** +2, +1 Draw per turn
Alright, it’s time to kick mentoring into high gear. You’ve got to guide, but not overwhelm, your advisee as you help them through this hurdle!

**Roll:** 4  
**Reward:** +2, +1 Action per turn

Nothing wrong with making a little extra money! Modify a course you already taught to fit this modality.  
**Requirement:** Must have taught 1 class to attempt  
**Roll:** 3  
**Reward:** +1, +1 to ALL future “Teaching” rolls

This diligent student loved your classes and is ready to take it to the next level.

**Roll:** 4  
**Reward:** +2, Substitute 1 Card per turn

Taking undergrads to research conferences is a great way to introduce them to the field! You’ll just have to find funding...

**Requirement:** Must have any 1 teaching card  
**Roll:** 3  
**Reward:** +1, +1 to ALL future “Teaching” rolls

Teaching online offers greater flexibility, but you’ll have to think about building opportunities for interaction in this space!

**Requirement:** Must have taught 1 class to attempt  
**Roll:** 3  
**Reward:** +1, +1 to ALL future “Teaching” rolls

This diligent student loved your classes and is ready to take it to the next level.

**Roll:** 4  
**Reward:** +2, Substitute 1 Card per turn

This diligent student loved your classes and is ready to take it to the next level.

**Roll:** 4  
**Reward:** +2, Substitute 1 Card per turn

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**Roll:** 4  
**Reward:** +2, Substitute 1 Card per turn

This diligent student loved your classes and is ready to take it to the next level.

**Roll:** 4  
**Reward:** +2, Substitute 1 Card per turn
You’re a researcher at heart, and you find your greatest joy digging into your next research project. This isn’t to say you shirk your teaching or service obligations, but when given the choice you always turn to your next project.

Must have at least 3 teaching
AND 3 research by tenure
Pure Researcher

You found your passion for teaching in the first class you taught during grad school, and since then you’ve been passionate about designing and redesigning your courses, honing your skills as a teacher and constantly reinvigorating your lesson plans.

Must have a majority teaching
actions by tenure
Devoted Teacher

It may not be the most glamorous, but through dedicating yourself to service work and carefully selecting which committees you’ll serve on, you’re able to nurture systemic change at your school and shift the campus culture in positive directions.

Must have a majority service
actions by tenure
Service Dedication

You’ve achieved the impossible, splitting your time evenly between your teaching, research, and service work on campus. You’ve managed to cultivate a truly balanced portfolio.

Must have at least 2 action cards of all types

You oversee the first year writing program at your school, and are responsible for everything from overseeing the TA training to conducting assessment. You manage the budget, schedule the classes, handle the issues, and try to find time to get into the classroom.

Must have at least 3 teaching
AND 3 service by tenure
Writing Program Administrator

You’ve got your eyes set up the ladder, and how to slide into a senior administrative position some time after tenure. You’re setting yourself up to take a broad view of the university and its policies.

Must have at least 3 research
AND 3 service by tenure
Dean Aspirant
Advanced Rules

Actions Deck

The Advanced Rules add the action deck. Instead of using the basic combination rules, the action cards have their own costs, and include the use of a standard six-sided die, referred to hereafter as a D6. The following instructions explain how to read the action cards and provide instructions for the advanced version of Cs the Day: The Trading Card Game.

A Title: This describes the action. It has no gameplay function.

B Card Cost: This tells you the minimum number of cards you must play and the type of cards you may use to attempt this action. In this example, Edit a Journal Special Issue, you must play at least 1 journal card AND either 1 keyword card or 1 theorist card (2 cards total) to attempt this action. If you choose to play additional cards, they may be any mix of journal, keyword, or theorist cards. All cards used in an action attempt are discarded at the end of your turn, regardless of success or failure.

C Description: The description simply describes the action you are attempting. It has no gameplay function.

D Requirement: Requirements are only found on some action cards. Those cards are unique, meaning there is only one of each in the deck. In order to attempt cards with a requirement, you must have successfully completed other actions. In this case, you must have already completed any one research action AND any one Service actions. Pay attention to these, as cards with requirements usually have better rewards!

E Roll: The number you must equal or beat on a D6. Every card you spend to attempt the action adds +1 to your roll (including cards required to attempt the roll). In this example, you must spend at least two cards to attempt the roll, meaning you get an automatic +2. You may elect to spend additional cards to increase your odds of success.

F Reward: The reward tells you the number of points the game is worth and gives you a permanent advantage in the game. All successfully completed actions should be laid out in front of you so you may keep track of your rewards. In this example you will get +3 to your final score for editing a journal special issue, and you will also get two on-going rewards: +1 action every turn and the ability to substitute one card type for another in any one roll. Bonuses do stack, meaning if you had two cards granting +1 action you would get a total of 3 actions per turn.

G Type: The action type. This is a research card.
Advanced Rules

1) **Deal 7 resource** cards to all players. Players may look at their cards, but should not show them to opponents.

2) The most senior academic by rank goes first on the first turn only.

3) **Deal 7 action** cards face up in a row.

4) Starting with the most senior academic, each play takes a turn (representing 1 year). Players may attempt 1 action on their turn (unless a reward gives them an additional action). To attempt an action:
   
   A. Name the action card you will attempt.
   B. Play the required cards (the cost listed on the action card).
   C. **Optional:** Play additional cards to give an extra bonus to your roll.
   D. Roll 1 D6
   E. Add the card bonus to the roll
   F. **If Applicable:** Add any rewards from previously completed actions.
   G. Total the roll: If you equal or beat the roll number listed on the card, you succeed.
      
      Place the action card in front of you.
   H. Discard all cards used in the action attempt.

5) At the end of a player’s turn, refill the center row of **action** cards to equal 7.

6) Play continues clockwise until all players have attempted at least one action.

7) At the start of every round after the first, all players may draw two cards, in addition to any bonus cards they receive from successful actions.

8) At the start of every round after the first, the player with the highest research score (the total of all successfully completed actions tagged research) goes first. In the case of a tie, the player with the highest research score AND the most senior academic rank goes first.
Winning the Game

1) The game is over after 7 complete rounds.
2) The person with the highest score (the total score from all cards) wins.
3) In the case of a tie, the person with the highest total score AND the highest research score wins.

Sample Game

1) Doug deals 7 cards to Steve, Caitlin, Beth, and himself.
2) As the most senior ranking academic, Doug goes first.
3) Doug spies an *Published Journal Article* and decides to go for it. He plays *Kairos*, a *journal* card, and gamification, a *keyword* card, to meet the card cost. He really wants to get this article out, so he also plays Rebekah Shultz Colby and Carly Finseth, both *theorist* cards, to make his action bonus a +4.
4) He rolls the D6, and only gets a 2. Thankfully, when he adds his card bonus, he has a 6! He successfully completes the action.
5) Doug places the *Published Journal Article* card in front of him and discards the 4 *resource* cards he used in this attempt. He now has only 3 cards in his hand.
6) Since this is the conclusion of his turn, he replaces the empty *action* space with a new card and passes the turn to Steve.
7) Steve, Caitlin, and Beth each take their turns.
8) With one round done, all players draw two cards and count the score from their research cards. Doug has a score of 3 from his *Published Journal Article*, so he gets to go first again!
New Strategic Plan Emphasizes Pedagogy

Internal Grant Approved

Elected to Committee of Your Choice

+1 to ALL Teaching
Rolls this turn

New Campus Leadership

+1 to ALL Research
Rolls this turn

Dean Support

+1 to ALL Service Rolls
this turn

Course Release

Substitute any 1
Card this turn

New Campus Mentoring Program

+1 to ALL
Rolls this turn

Spirit of Cooperation

All players draw
1 extra card this turn

Networking Season

1 additional re-roll
this turn

If the player to your right fails a roll, you may aid them by playing cards of any type until the roll succeeds (you must play the exact number required). The player claims their reward, and you draw two cards for each card you contributed.

This round only you may trade cards with any other player at any time during the round.

You may trade as many cards as you want, as many times as you want, and you may decide how to trade them (one for one or otherwise).
<table>
<thead>
<tr>
<th>Widespread Budget Cuts</th>
<th>Class Doesn’t Make</th>
<th>Too Many Committees</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>All players discard 1 card immediately</strong></td>
<td><strong>-1 to ALL Teaching Rolls this turn</strong></td>
<td><strong>-1 to ALL Service Rolls this turn</strong></td>
</tr>
<tr>
<td>Internal Grant Rejected</td>
<td>Unsupportive Leadership</td>
<td>Colleague Sabbatical</td>
</tr>
<tr>
<td><strong>-1 to ALL Research Rolls this turn</strong></td>
<td><strong>-1 to ALL Rolls this turn</strong></td>
<td>Pass a card to the player on your right</td>
</tr>
<tr>
<td>Spirit of Competition</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

If the player to your right fails a roll, you may steal the action card by playing cards of any type until the roll succeeds (you must play the exact number required). The original player forfeits the reward, and you claim it instead.
Conference on College Composition and Communication

The CCCC is the annual college-focused conference for NCTE. The three day conference typically occurs in March, with proposals being due in early May. More information is available at https://cccc.ncte.org/ccc/conv

Computers & Writing

Computers and Writing is an annual conference focused on rhetoric and technology. The conference occurs between May and June, and is often hosted on a college campus. Proposals are often due in the fall.

Southwest Pop Culture/American Culture

This conference occurs annually in Albuquerque, New Mexico, and has an active and devoted gaming division. More information can be found at swpca.org

Society for Cinema and Media Studies

SCMS is a conference for critical, theory-driven readings of all types of media. The conference moves between US and international locations. More information can be found at www.cmstudies.org

Game Developer’s Conference

GDC is the gaming industry's largest professional conference. The event hosts a variety of sessions, including expos, game postmortems, design thoughts, and networking events. More information can be found at www.gdconf.com

Meaningful Play

The Meaningful Play conference brings together practitioners from industry, academia, and K-12 to discuss issues related to play, learning, and creating meaningful play experiences. The conference occurs in the Fall at Michigan State. More information can be found at http://meaningfulplay.msu.edu/

DiGRA is the international conference for the Digital Games Research Association. The conference aims to bring together industry and academic perspectives. More information can be found at http://www.digra.org/

HASTAC stands for Humanities, Arts, Science and Technology Alliance and Collaboratory. The group hosts a yearly conference along with several other events and programs for scholars and educators exploring technology and learning. More information can be found at www.hastac.org

The annual national conference for the Popular Culture Association, PCA hosts papers and presentations on all manner of popular media. More information can be found at https://pcaaca.org/
Serious Play

This conference focuses on the design and implementation of serious games, in fields from the military to education and everything in between. More details at www.seriousplayconf.com

Games for Change

Games for Change hosts an annual festival that includes not only sharing ideas, but also resources and workshops to help practitioners create games with the potential to be a source of change. More information can be found at http://www.gamesforchange.org/

Queerness and Games

This conference focuses on LGBTQ issues in gaming, looking for both critical readings and productions to display and document. The conference is hosted annually. More details at https://qgcon.com

SIGDOC

Sigdoc is a subdivision of ACM, the Association of Computing Machinery, that focuses specifically on communication and technology. The annual meeting often explores issues related to UX/UI design, development of technology, and communication. More details at: https://sigdoc.acm.org

Connected Learning

The Connected Learning Summit explores the intersection of technology, learning, and playfulness, with the goal of engaging designers and practitioners alike. More details can be found at https://connectedlearningsummit.org/
<table>
<thead>
<tr>
<th>Journal Name</th>
<th>Description</th>
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| *Gamestudies.org*                  | *Gamestudies.org's mission is* "To explore the rich cultural genre of games; to give scholars a peer-reviewed forum for their ideas and theories; to provide an academic channel for the ongoing discussions on games and gaming."
| *Karios*                           | *Karios aims* "to publish scholarship that examines digital and multimodal composing practices, promoting work that enacts its scholarly argument through rhetorical and innovative uses of new media."
| *Journal of Gaming and Virtual Worlds* | *The Journal of Gaming and Virtual Worlds focuses on theoretical and applied, empirical, critical, rhetorical, creative, economic and professional approaches to the study of electronic games across platforms and genres as well as ludic and serious online environments."
| *Games And Culture*                | "*Games and Culture* is an international journal that promotes innovative theoretical and empirical research about games and culture within interactive media. The journal... includes the socio-cultural, political, and economic dimensions of gaming from a wide variety of perspectives."
| *NYMGamer*                         | *NYMGamer is* "designed as a space that would bring scholarly endeavors in line with personal passion, a space that would combine feminist interrogation of games with the games community... the focus has always been the same — unpacking games from a feminist perspective... and having a good time while we re-at it."
| *One Shot*                         | *OneShot is a platform for games-focused, academic discussion using games not only as subjects of inquiry, but as the means of communication... supporting, promoting, and providing peer-review for scholar-designed games and emphasizing documentation of the game design process."
| *Computers and Composition*        | "*Computers and Composition: An International Journal* is devoted to exploring the use of computers in writing classes, writing programs, and writing research. It provides a forum for discussing issues connected with writing and computer use."
| *Computers and Composition Online* | *C&C Online* publishes "digital scholarship by new and established voices in the field of computers and writing. Our webtexts represent a diverse array of pieces devoted to curricular innovation, theory-building, popular culture, language acquisition, identity politics, and community activism."
| *Present Tense*                    | *Present Tense focuses on contemporary social, cultural, political and economic issues through a rhetorical lens. In addition to examining these subjects as found in written, oral and visual texts, we wish to provide a forum for calls to action in academia, education and national policy."

American Journal of Play is a forum for discussing the history, science, and culture of play. The Journal aims to increase awareness and understanding of the role of play in learning and human development and the ways in which play illuminates cultural history.

Journals

The Journal of Undergraduate Multimedia Projects+ (JUMP+) provides "an outlet for the excellent digital/multimedia projects that are created by undergraduates in undergraduate courses around the globe. In addition to serving as a scholarly outlet, TheJUMP+ also functions as a pedagogical resource."

Journals

"Simulation & Gaming (S&G): An International Journal of Theory, Practice and Research has served as a leading international forum for the exploration and development of simulation/gaming methodologies used in education, training, consultation, and research."

Journals

JITP promotes "open scholarly discourse around critical and creative uses of digital technology in teaching, learning, and research. .. recenter[s] questions of pedagogy in our discussions of technology in higher education."
“Within the magic circle, special meanings accrue and cluster around objects and behaviors. In effect, a new reality is created, defined by the rules of the game and inhabited by its players.”
Salen and Zimmerman, *Rules of Play*

“Paidia [covers] the spontaneous manifestations of the play instinct: a cat entangled in a ball of wool, a dog sniffing, and an infant laughing at his rattle represent the first identifiable examples of this type of activity.”
Caillois, *Man, Play, and Games*

“The early years of video game studies were often conceived as a discussion between narratology (games as stories) and ludology (games as something unique). This discussion tended to alternate between being a superficial battle of words and an earnest exploration of meaningful issues.”
Juul, *Half-Real*

“Emphasizing playtesting and prototyping, iterative design is a method in which design decisions are made based on the experience of playing a game while it is in development.”
Salen and Zimmerman, *Rules of Play*

“The paradox of failure in games...: 1) We generally avoid failure 2) We experience failure when playing games 3) We seek out games, although we will experience something we normally avoid.”
Juul, *The Art of Failure*

“Those who attain [flow] develop a stronger, more confident self, because more of their psychic energy has been invested successfully in goals they themselves had chosen to pursue.”
Csikszentmihalyi, *Flow*

“The rules of a game also set up potential actions, actions that are meaningful inside the game but meaningless outside... Rules specify limitations and affordances... rules give games structure.”
Juul, *Half-Real*

“When players talk of challenge in games, they’re speaking of tasks that are satisfying to complete, that require just the right amount of work to create a sense of accomplishment and enjoyment.”
Fullerton, *Game Design Workshop*
“Meaningful play in a game emerges from the relationship between player action and system outcome; it is the process by which a player takes action within the designed system of a game and the system response to the action. The meaning of an action resides in the relationship between action and outcome”
Salen and Zimmerman, Rules of Play

“Emergence is when simple mechanics interact to create complex situations. Leveraging emergence means crafting mechanics that don’t just add together, but multiply into a rich universe of possibility”
Sylvester, Designing Games

“Two unique qualities, choice and flow, set games apart from other media in terms of potential for emotional impact. Layering techniques for evoking social emotions onto this foundation gives games their unique power to create empathy”
Isbister, How Games Move Us

“Gamification, or the use of game-like mechanics in non-gaming contexts... Gamification can be a powerful form of teaching, especially if the gamification design is what Jane McGonigal (2011) terms ‘gameful’. ”
Shultz Colby, “Game Based Pedagogy in the Writing Classroom”

“A type of gamification in which the only game mechanic added to a non-game activity is the addition of points, which exist only to create extrinsic motivation”
Shultz Colby, “Game Based Pedagogy in the Writing Classroom”

“Video games are potentially particularly good places where people can learn to situate meanings through embodied experiences in a complex semiotic domain and meditate on the process”
Gee, What Video Games Have to Teach Us
“Genres, then, are arbitrary. They are analytical constructs imposed on a group of objects in order to discuss the complexity of their individual differences in a meaningful way... the conventions of each genre create expectations.”

Engenfeldt-Nielsen, Smith, and Tosca, *Understanding Video Games*

“Play is used in so many contexts and in so many different ways that it’s going to be a real struggle to make it play nice... We play games. We play with toys. We play musical instruments and we play the radio”

Zimmerman, “Narrative, Interactivity, Play, and Games”

“Interactivity is one of those words that can mean everything and nothing at once... Four modes of interactivity are presented: Cognitive, Functional, Explicit, and Meta-interactivity”

Zimmerman, “Narrative, Interactivity, Play, and Games”
Douglas Eyman

Colby studies the intersections between composition theory and computer games. His collection, *Rhetoric/Composition/Play through Video Games*, co-edited with Rebekah Shultz Colby and Matthew S.S. Johnson, explores games as rhetorical objects and as foundations on which classroom curricula can be built.

Steve Holmes

Holmes’ work explores material rhetorics and conversations related to vitalism, media ecology, assemblage theory, new materialism, and actor-network theory. His book, *Procedural Habits: The Rhetoric of Videogames as Embodied Practice*, uses habit as a lens to analyze the increasing alignment of habit and rhetoric in videogames, gamification, and algorithmic cultures.

Rebekah Shultz Colby

Shultz Colby’s research interests include the intersections between rhetoric, composition theory and pedagogy, and new media, particularly games. Her article, “Game Base Pedagogy in the Writing Classroom,” addresses the strategies and challenges writing teachers encounter incorporating games into their college classrooms.

Richard Colby

Theorist

Theorist

Theorist

Matthew S.S. Johnson

Theorist

Theorist

Theorist

Jennifer deWinter

Theorist

Theorist

Theorist

Carly Kocurek

Theorist

Theorist

Theorist

Kishonna Gray

Theorist

Theorist

Theorist

Stephanie Vie

Theorist

Theorist

Theorist

Vie’s current work centers on the construction of digital identities in social media spaces as well as critical approaches to composing technologies such as plagiarism detection services. In 2016 she co-edited a special issue of *Technical Communication Quarterly* on games and technical communication.

Theorist

Theorist

Theorist

Carly Kocurek

Kocurek is a cultural historian specializing in the study of new media technologies and video gaming. Her book, *Coin-Operated Americans: Rebooting Boyhood at the Video Game Arcade*, covers the early rise of video game arcades in the U.S. She is the co-editor of the Influential Game Designers series.

Theorist

Theorist

Theorist

Kishonna Gray

Gray’s work broadly intersects identity and new media, although she has a particular focus on gaming. Her book, *Race, Gender, & Deviance in Xbox Live*, provides a much-needed theoretical framework for examining deviant behavior and deviant bodies within that virtual gaming community.
Blackmon’s interest lays in critique of identity and identity formation in game studies. She is the co-founder, along with Alex Layne, of NYMGamer, which began as a feminist game studies blog and has transitioned to be a peer-reviewed middle state publication for scholarly articles, videos, and games on feminist issues in gaming.

Jenkins was one of the first media scholars to chart the changing role of the audience in an environment of increasingly pervasive digital content. He has been at the forefront of understanding the effects of participatory culture. His important works include *Convergence Culture* and *Textual Poachers*.

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Finseth researches technical communication, with a focus on user experience and instructional documentation. Her book, *Teach Like a Gamer: Adapting the Instructional Design of Digital Role-Playing Games* explores the use and analysis of role-playing games (RPGs) as instructional design artifacts.

Bogost is an author and an award-winning game designer. Bogost’s video-games about social and political issues cover topics as varied as airport security, consumer debt, disaffected workers, the petroleum industry, suburban errands, pandemic flu, and tort reform.

Moeller’s research is focused on the effects of technical discourse on human agency, especially within the consumer electronics and computer gaming industries. His collection, *Computer Games and Technical Communication*, co-edited with Jennifer deWinter, examines the intersection of game studies and technical/professional communication.

Juul’s work explores some of the foundational elements of game design and theory, from his extended examination of failure in *The Art of Failure*, to a deep read of the interaction between rules and fiction in *Half-Real*.

Aarseth’s research concerns ideological, narrative, semiotic and ontological aspects of games and game communication, as well as topics such as game addiction, games and meaning, and also digital literature culture and aesthetics (what some people used to call “new media” 15-20 years ago).

Huzinga’s extended analysis of play and its role in culture and society introduced many important concepts to game studies, including the magic circle and the distinction between paidia and ludus. Huzinga argues that play is older than culture, and an important impulse for humans and animals alike.

Callois builds off Huzinga’s earlier work, attempting to build some consensus via a six part definition of play, and 4 distinct categories of game, based on the mode of play they employ.
McGonigal’s *Reality is Broken* extolls the value of alternate and augmented reality games to both improve players’ everyday lives and offer potential solutions to real problems.

Flanagan’s work, both in *Critical Play* and in *Values at Play in Digital Games*, examines how games become systems for modeling cultural values and beliefs. This modeling has the potential to be either transformative or hegemonic, and can be either intentional or unintentional.

Salen’s *Rules of Play: Game Design Fundamentals* and its companion volume *The Game Design Reader*, co-authored/edited with Eric Zimmerman, are some of the most widely respected primers on game design.

Zimmermans’s *Rules of Play: Game Design Fundamentals* and its companion volume *The Game Design Reader*, co-authored/edited with Katie Salen, are some of the most widely respected primers on game design.

Ruggill’s *Inside the Video Game Industry*, co-authored with McAllister, Nichols, and Kaufman, offers an industry perspective on play. He co-directs the Learning Games Initiative, an inter-institutional research group to study, teach with, build, and archive computer games.

McAllister specializes in the early history of Western rhetorics, rhetorics of technology, and computer game studies. His book, *Game Work*, explores how ideology is conveyed through games.

Salter’s work includes both historical perspectives on designers and technologies and critical analysis of gaming culture. Her books include *Toxic Geek Masculinity in Media* (co-authored with Blodgett), *Jensen: Gabriel Knight, Adventure Games, Hidden Objects and Flash: Building the Interactive Web*.

Sicart identifies himself as a “play scholar”. His work explores the philosophical elements of play and game design, and in particular the ethical dimension of play. His books include *The Ethics of Computer Games, Beyond Choices: The Design of Ethical Gameplay, and Play Matters*.

Wolf’s work in game studies is expansive, included edited collections like *The Video Game Theory Reader 1 & 2* (co-edited with Perron), historical takes including *Myst & Riven: The World of the D’ni* and *The Video Game Explosion*, and analysis of world building in *Building Imaginary Worlds*.