



FIRST PERSON SCHOLAR: CALL FOR SUBMISSIONS

First Person Scholar (firstpersonscholar.com) is seeking submissions for our weekly games studies periodical. As a publication, it is our aim to occupy the niche between academic blogs and scholarly journals in establishing an informed, sustained conversation. Our articles, read by thousands per month, are relatively short, thought-provoking pieces that are intended to stimulate debate on games and games scholarship. In that respect, our contributors are encouraged to take *calculated risks* with their submissions; we want to hear scholars think out loud about gaming in a way that challenges accepted definitions and practices. If journals document where games studies has gone, we are interested in where games studies is going.

GENERAL ARTICLE GUIDELINES

We invite submissions from graduate students, as well as established and emerging scholars, on games and new media. All documents are reviewed by the editorial staff prior to publication. We may request revisions prior to accepting your article. All submissions must meet the following criteria:

- **500-2000 words.** Include your name, as well as a fifty-word bio.
- **Scholarly but informal in tone.**
- **Articles must be submitted by Sunday in advance of a Wednesday publication.**
- **Essays and Commentaries require at least three (3) academic sources** (including texts, journal articles, researched blog posts, etc.)

Please direct general inquiries to Steve Wilcox (steve.wilcox@firstpersonscholar.com).

BOARD OF DISCUSSANTS

As a weekly online publication First Person Scholar has always embraced timeliness in respect to publishing articles. Now we can add timeliness in respect to feedback as well. With our newly established Board of Discussants, contributors can expect a response from a discussant versed in the subject matter of their article. The Board itself is comprised of over twenty game studies scholars from Canada, U.S., U.K., and New Zealand that will provide thoughtful, constructive feedback on the essays and commentaries we publish. This is part of our larger commitment to middle-state publishing that seeks to seize the affordances of online media. Whereas traditional publishing incurs lengthy delays and protracted responses that ultimately discourage collaboration and critical discussion, Discussants will initiate the generation of feedback immediately after publication. This results in an increase in opportunities: an opportunity for our contributors to have their ideas engaged with by some of the most prominent scholars in our discipline, an opportunity for our readers to join a scholarly conversation, and an opportunity for us to create a hub where the study of games is sustained, collaborative, and generative.

CATEGORIES

COMMENTARIES EDITOR: KENT AARDSE (kent.aardse@firstpersonscholar.com)

The commentary section exists as a venue for writers to tackle ideas still being worked through in their minds. Commentaries begin with the discussion of a game, and from there work outwards to include theory and criticism that may be particularly relevant in such discussion. We encourage authors to be

daring and experimental in their discussion. Commentaries should attempt to tackle issues in game scholarship which are not all too common.

ESSAYS EDITOR: JASON HAWRELIAK (JASON.HAWRELIAK@FIRSTPERSONSCHOLAR.COM)

Essay submissions for FPS are meant to address critical, theoretical, and methodological considerations as they pertain to game studies. Although essays should be theoretically grounded, theory should be discussed in the context of particular games or play experiences. If “Commentaries” are inductive, moving from the particular to the general, then “Essays” are deductive, moving from the general to the particular.

BOOK REVIEWS EDITOR: MICHAEL HANCOCK (MICHAEL.HANCOCK@FIRSTPERSONSCHOLAR.COM)

The purpose of the book reviews is two-fold: to act as a resource for game scholars and to critique and comment on the book’s arguments. As such, the book reviews are divisible into summary and commentary sections. We are also interested in publishing Second Takes, wherein a writer presents an alternate take on an existing review, and Comparative Studies, wherein a writer compares two or more game-related books.