

FALL 2017
CALL FOR CURATORS
“Videogame Stories”

In recent years video games that center on a complex story have garnered substantial followings within the gaming industry. These narrative driven games, such as the *Bioshock* or *Mass Effect* series, attempt to provide their players cinematic experiences with deeply developed characters and intricate plots. Meanwhile, simulation games that provide no narrative but rather emphasize total ‘real world’ mimesis allow for players to construct their own stories and characters in online communities or otherwise. Other games, such as *This War of Mine* or *Limbo* immerse their players into a created world and allow stories to emerge from the periphery of the gameplay. *In Media Res* seeks proposals for posts that explore the topic of videogame stories and their impact on, among other topics, narrative theory, aesthetics, representation, and game mechanics.

Other topics that might be examined:

- Game objectives and narrative.
- Gamer desire for free choice in a determined space and plot.
- Levels as scenes, games as films.
- Stories in simulations: military, flight, or life simulation games and gamers’ stories.
- PC, Console, or VR, videogame mediums and their role in storytelling.

Proposals may be brief, but do be sure to describe the topic and key question(s) to be explored. Please submit your proposal by **August 31st**. If interested, please contact *In Media Res* (inmediares@gsu.edu) with topic proposals or for more information about the theme. Be sure to include the name of the theme week you would like to be involved with in the subject line of the email.

Academics, journalists, critics, media professionals, and fans are all welcome to submit proposals.

The actual piece will include either a 30-second to 3-minute clip, an image, or slideshow that will be accompanied by a 300 to 350 word response to/contextualization of your clip, image, or slideshow. In addition to your piece, you will be expected to engage the other pieces presented that week to encourage discussion and further flesh out the individual topic in relation to the week’s theme.

About *In Media Res*: <http://mediacommons.futureofthebook.org/imr/about-media-res-0>