Playing Camelots Special Issue

The So What welcomes proposals for short (1500-3000 words), public-facing pieces engaging with Arthurian medievalisms and various game genres, with a planned online publication of mid 2027.

We are interested in pieces that are critical, creative, or pedagogical on topics that engage with representations of King Arthur and the knights of the Round Table in various game genres and types from the tabletop to virtual reality, from single-player to cooperative games, from RPGs to LARP adaptations. Games offer a way for consumers also to inhabit particular stories, to participate performatively in adaptations and/or to create new iterations of familiar older narratives. Fundamentally, in this issue, we want to explore how the dual materiality of game-play, as artifact and as performance, adapts aspects of Arthurian narratives and Arthurian discourse to engage modern audiences.

By examining Arthuriana through the lens of play, this project seeks to illuminate how Camelot continues to evolve—not only as text and myth, but as system, strategy, and shared experience.

Please send us your proposals by **August 31, 2026**. Style and submission guides are available on our site. Proposals and questions can be emailed to both issue editors, Tirumular (Drew) Narayanan (narayanantc@appstate.edu) and Alexandra Sterling-Hellenbrand (hellenbranda@appstate.edu)

- Game mechanics as reinterpretation of Arthurian ethics (honor, loyalty, betrayal)
- Adaptations of Arthurian characters such as Merlin, Morgana, and Lancelot in digital and tabletop games
- Arthurian board games and card games: design, aesthetics, and pedagogy
- Role-playing the Grail quest: narrative agency and spiritual gamification
- Gender, race, and inclusivity in playable Camelots
- Arthurian themes in strategy games, MMOs, and fantasy franchises
- Indie game design and experimental Arthurian retelling
- Modding communities and fan-created Arthurian content
- Arthurian “spectacles” as game or play