

Game Crit Club

What?

A weekly discussion group in which we read examples of different critical styles, seminal games criticism works and a dash of critical theory. This is will not teach you how to write about games, but it will expose you to new perspectives on issues such as genre, style, content, intent, culture and art.

Who?

[This guy](#). I'm currently in charge of Haywire Magazine and help out at Critical Distance and a couple of German sites whenever I can.

Where?

[A Google Group](#).

What exactly?

I'm not sure I'll release a complete syllabus, but I'm working on a list of good, openly accessible texts (or at least texts I have *opinions* on). If there's a particular topic you'd like to talk about, let me know and I'll find some source material to base a discussion on.

When?

I'll hopefully find time to kick it off sometime in May.

How?

Signal interest by emailing me at deadpanlunatic at gmail.com with the subject "Game Crit Club" and I'll keep you posted. I'll need an email address from you anyway, so choose one you'd like to use throughout this.