

Call for Papers: Edited Collection on the Cultural Influences of Role-Playing Games

Since its initial publication in 1974, the iconic role-playing game (RPG) Dungeons & Dragons (D&D) has spawned hundreds of other analog and digital RPGs, as well as an entirely new industry and subculture. In the last decade, scholars from across the disciplinary spectrum have explored the origins, characteristics, cultures, and player experiences of RPGs. Yet, little scholarly attention has been devoted to the meaningful ways RPGs have shaped and transformed society at large over the past forty years. We are seeking chapters for an upcoming collection of essays that addresses the broader cultural impact, influence, and significance of RPGs (analog or digital). Topics may include, but are not limited to:

- The social and cultural influences of and responses to RPGs from the 1970s through the present
- The influence of RPGs on other types of games and entertainment, including videogames, massively multiplayer online role-playing games (MMORPGs), live-action role-playing games (LARPs), collectible card games, and the like
- Representations or adaptations of RPGs in literature, film, or other media
- Educational or pedagogical uses of RPGs or RPG elements
- Role-playing approaches to counseling and therapy
- RPGs in military and corporate worlds

We also welcome other topics that show a clear connection with these themes.

Please send proposed abstracts of 250-500 words, along with a brief (250 word) biography and C.V., in either *.rtf (rich text format) or *.doc (MS Word document format), to editors Andrew Byers and Francesco Crocco at rpgbook2014@gmail.com by June 1, 2014. If accepted for the collection, completed essays of 8,000 to 10,000 words will be due by January 1, 2015.