



Call for Papers: The Middle Ages in Modern Games

THE PUBLIC MEDIEVALIST AND THE CENTRE FOR MEDIEVAL AND RENAISSANCE RESEARCH AT THE UNIVERSITY OF WINCHESTER ARE PLEASED TO SPONSOR A SERIES OF SESSIONS AROUND THE THEME 'THE MIDDLE AGES IN MODERN GAMES' AT THE MIDDLE AGES IN THE MODERN WORLD (MAMO) FROM 2 TO 4 JULY 2020 IN LONDON.

Games present new ways to explore the Middle Ages. Digital and physical games allow interaction with the past in a manner no other media can provide. Their mechanics and rules can present complex models of society for their players to explore, test, and debate. As a media, games have substantial potential as learning, impact and research tools. However, these games can also promote negative stereotypes and misunderstandings about the period through their content and broader culture.

This strand considers the Medieval and Medievalism in Modern Games. Building on the success of the strand at the International Medieval Congress in 2019, it will address the ways in which games present the Middle Ages and why this is important to our work and society more broadly. We invite papers that address any aspects of the expression of the medieval period or medievalism in any and all forms of modern games.

Topics may include (but are not restricted to):

- Mythical and fantasy influences in games
- Concepts and mechanics of morality
- Playing social and political structures
- Violence in and around games
- Religious and racial outsiders and 'others'
- Gender and sexuality
- The place of the Middle Ages in games
- Games for education, outreach and impact
- Designing and modding games
- Gaming communities and culture
- Controversies and negative aspects of games

We encourage submissions from medievalists or games and media scholars at any point in their career. We also welcome pieces dealing with any region of the globe, and within a very broad definition of 'medieval'—including the pseudo-medieval fantasy genre.

Participants will be invited to adapt their papers for publication on The Public Medievalist.

Abstracts should not exceed 300 words and should be sent, as attachments in Word, to Robert.Houghton@Winchester.ac.uk by Friday 13 December.

The Public Medievalist (<https://www.publicmedievalist.com/>) is a web publication with a simple purpose: to present thoughtful, nuanced, and cutting-edge scholarship on medieval studies freely to the public in an accessible and engaging format. The articles on the site run the gamut from medievalist film and video game commentaries to explorations of lesser-known pieces of medieval history and literature, to work that shows how the Middle Ages remains present in contemporary politics and culture. Even more than a publication, *The Public Medievalist* strives to be a platform where medievalists of any level can promote their work to, and practice their skills at writing for, a wider audience.