

## **Announcing *Proceedings of the VGHVI*: Call for Papers**

The senior fellows of the Video Games and Human Values Initiative are pleased to announce that we are now accepting submissions for publication as *Proceedings of the Video Games and Human Values Initiative*. We invite anyone working in areas that touch on the relationship between video games and human values to submit papers for non-exclusive publication in the peer-reviewed setting of our proceedings, which will be published online at the initiative (<http://vghvnet.ning.com>).

Submissions and inquiries may be sent in .doc, .docx, or .rtf format to Roger Travis, editor, at [roger.travis@uconn.edu](mailto:roger.travis@uconn.edu). Our proceedings will have no set editorial calendar; we will publish submissions when editor and author agree that a piece is ready, and submissions will be grouped later into volumes by publication date; citations will be indexed according to url on our wiki.

Because VGHVI is fundamentally interdisciplinary and seeks to bridge gaps both among fields and among the academic and non-academic participants in the conversation about games and values we seek to foster, our proceedings will accept a wide variety of different kinds of submission. These include but are not limited to both traditional scholarly articles and essays about games, gaming, and gaming culture, particularly including elaborated and contextualized versions of material published on blogs and in gaming magazines.

We will employ an editorial and peer-review process that adheres to the fundamental strength of the traditional model for discerning in each submission the quality of its contribution both to its field(s) and to our conversation. Our process, however, will also develop that model in significant ways, in order to strengthen it for the new potentialities and challenges of an online format. In particular, the peer-review process will include, in any case of rejection of a submission whose content is deemed basically appropriate to our proceedings, the offer of assistance in revising the submission. If a submission's author wishes to accept that offer, he or she will be placed in contact with the referee to help him or her through the revision process. We hope that this innovation will not only foster a healthy critical community for our proceedings, but, by developing dialogues among participants, also continually broaden VGHVI's ongoing conversation about video games, culture, and cultural values.

Topics for submissions include but are not limited to the fields of the humanities and social sciences, education, business, fine arts, and game studies. We believe that there are very few matters in video games that do not have a relation to human values, and so we strongly encourage inquiries from anyone curious about the suitability of an individual piece.