

Press Start – a student-led game studies journal

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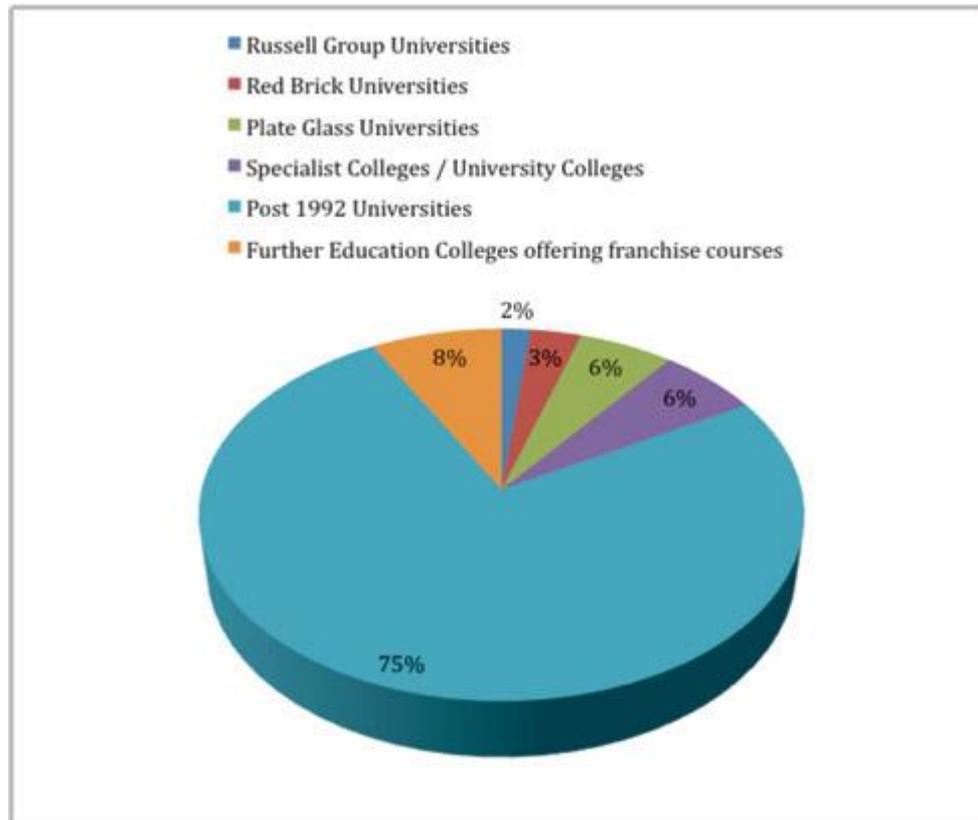
What is Game Studies?

- “...a multidisciplinary field of study and learning with games and related phenomena as its subject matter.” – Mayra, 2008
- Game studies as a whole can be divided into three areas:
 - The Social Science Approach
 - The Humanities Approach
 - The Industry & Engineering Approach

What is Game Studies?

- First academic peer-reviewed journal dedicated to game studies: *Game Studies: The International Journal of Computer Game Research* launched in 2001
- Digital Games Research Association (DiGRA), founded 2003
- Abertay was the first university in the world to offer a "computer games" degree in 1997

What is Game Studies?



Percentages of all games courses offered by type of institution. Source: Leaning, M. The construction of video games studies in British Higher Education. *Issues*, 1(15), 2007-2011.

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Press Start

Press Start is an open access, peer-reviewed student journal that publishes the best undergraduate and postgraduate research, essays and dissertations from across the multidisciplinary subject of Game Studies. The Editorial Board and Reviewers are comprised of students and recent graduates.

If you're an undergraduate or postgraduate student (or a recent graduate) with an academic interest in video games and would like to find out more about publishing your work in Press Start (or are interested in becoming a Reviewer or member of the Editorial Board), please take a look at our [Editorial Policies](#) and [Submissions guidelines](#).

Announcements

New Issue and Call for Papers

The latest issue of Press Start is now online: <http://press-start.gla.ac.uk/index.php/press-start/issue/view/5>

Posted: 2016-12-07

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Game development students sought for new writing partnership initiative

ISSN 2055-8198

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Press Start

- Launched 2014
- Published biannually
 - Sixth issue due June 2017
- ~350 member Facebook Group
- Indexed by Google Scholar, EBSCO, WorldCat, etc.



Editorial process

- Currently single-blind peer review
- One member of the Editorial Board oversees each submission
- Three reviewers assigned to each
- Editorial Board member collates meta-review and makes final decision in conjunction with the Editor
- Four possible outcomes: Reject, Resubmit for Review, Revisions Required, Accept

Submission types

- Articles
 - Essays, dissertations and reports typically between 3000 and 5000 words in length.
- Commentary
 - Short topical articles, book reviews, event reports, think pieces and accounts of work-in-progress. Up to 2000 words in length. Not typically peer reviewed.
- Critical Insights
 - Analyses of particular games or franchises. Authors may perform a close reading of a game or otherwise examine a game or phenomenon through a particular lens. Up to 3000 words in length.

Challenges

- Diversity of students
- Multidisciplinary nature of game studies
- Visibility and discoverability
- Pipeline of submissions
- Management
- Technical issues

Solutions?

Strong Editorial Board



Facebook group

Online AMA events

Getting indexed

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An Analysis of Open World PvP in LOTRO's PvMP as a Case Study for PvP Games

[T Weimin](#) - **Press Start**, 2014 - [press-start.gla.ac.uk](#)

Abstract This article focuses on the analysis of emergent gameplay, based on a case study of the author's subjective gameplay experience of Player versus Monster Player (PvMP) in The Lord of the Rings Online (LOTRO). The argument presented here is that although there

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Female Fighters: Perceptions of Femininity in the Super Smash Bros. Community

[JL Adams](#) - **Press Start**, 2016 - [press-start.gla.ac.uk](#)

Abstract This study takes on a qualitative analysis of the online forum, SmashBoards, to examine the way gender is perceived and acted upon in the community surrounding the Super Smash Bros. series. A total of 284 comments on the forum were analyzed using the

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A Gatekeeper Final Boss: An Analysis of MOGAI Representation in Video Games

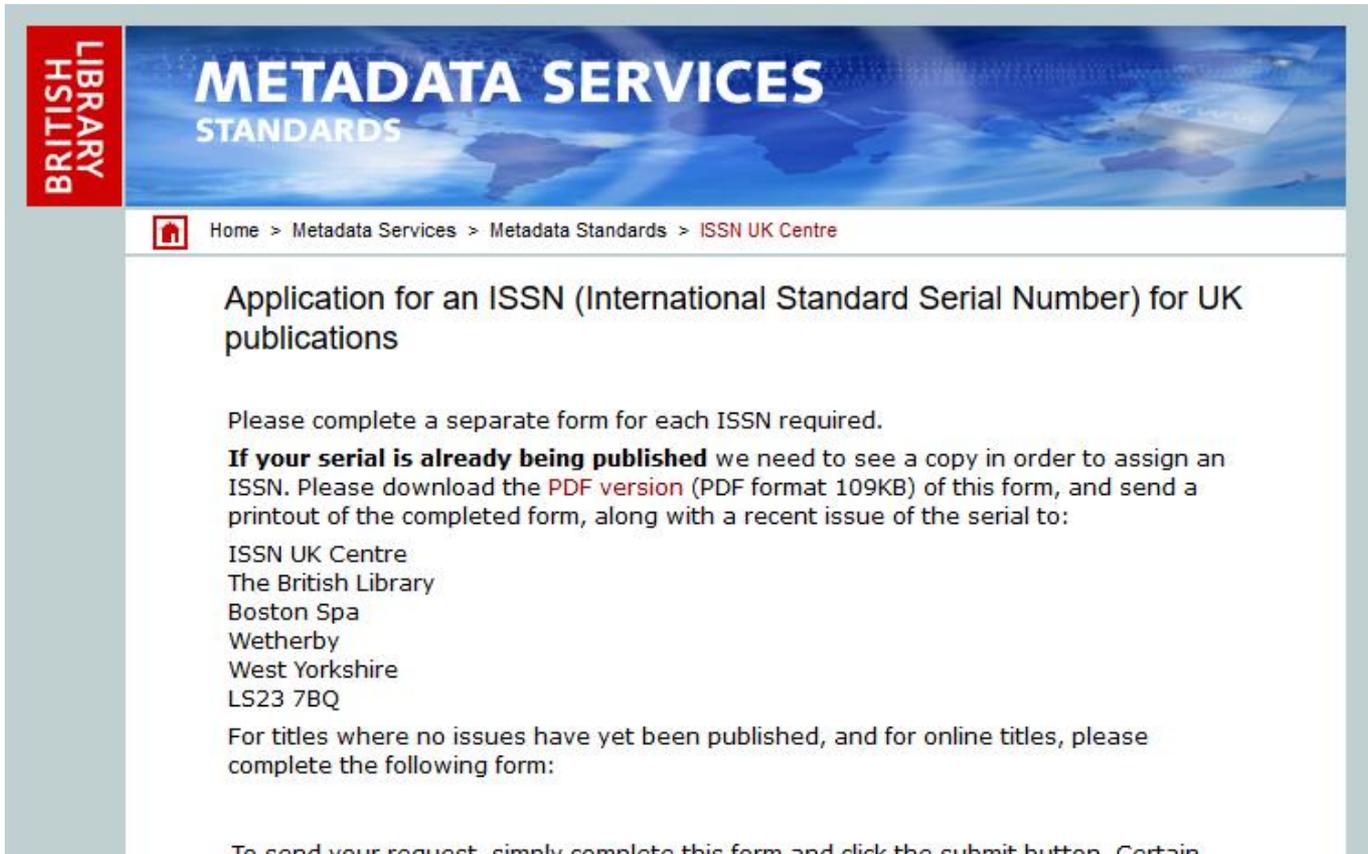
[J Talbert](#) - **Press Start**, 2016 - [press-start.gla.ac.uk](#)

Abstract There have been MOGAI characters since near the beginning of video games, but their representation has been something of debate and controversy. This paper looks at not only the history of representing MOGAI characters, but the dynamics of how these

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Compassionate Play in the Ludic Century

Compassionate Play in the Ludic Century

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Media Literacy: Using a Game to Prompt Self-Reflection on Political Truth Biases



Article in *Press Start* 2(2):20-34 · November 2015
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1st **Ralph Vacca**
2.89 · New York University

Abstract

In this paper we examine how games can both capture player biases around truthfulness and facilitate self-reflection on such patterns of biases as a pedagogical approach to media literacy. Our focus is on the s of a game called Fibber, conducted with 344 participants online. The gameplay entails guessing whether statements made by presidential candidates are mostly factual and receiving aggregate feedback on...

Technical issues

“I am so thankful for having been able to publish and all the help and suggestions I got through peer review and the Facebook group.”

What students value about Press Start

“I love that it is a journal for game studies where students can publish or participate as a reviewer. It helps students get involved with the area they love and learn a lot through peer review.”

“inclusivity,
positive
attitude”

“knowing that there are actually people out there studying this sort of thing!”

“excellent and supportive bottom-up academic community”

“this journal gives voice to those who are just getting to the conversation”

“inclusiveness and willingness to work across the wide variety of scholarship in games studies.”

“From my perspective, it's an opportunity to fine tune research skills that could be applied in further study and in a professional environment.”

“allows like-minded individuals to network and share ideas”

Thanks!

<http://press-start.gla.ac.uk>

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