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?

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/issuea/view/5

Posted: 2016-12-07

Game development students sought for new writing partnership initiative
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?
Diverse reviewer pool
Strong Editorial Board
Facebook group
Online AMA events
An Analysis of Open World PvP in LOTRO's PvPMP as a Case Study for PvP Games
T Weim - 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
Cited by 2   Related articles   All 2 versions   Cite   Save

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 264 comments on the forum were analyzed using the
Cited by 1   Related articles   All 2 versions   Cite   Save

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
Getting an ISSN

- http://www.bl.uk/issn

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Please complete a separate form for each ISSN required.

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Open access

- Open access understood in terms of the Budapest Open Access Initiative
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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