



International Academy for the Study
of Gaming and Religion

DIGITAL GAMING AND VALUES

Call for Applications for the
3rd IASGAR Research Day,
September 28th 2024

Hybrid:
University of Bremen, Germany / online

The [International Academy for the Study of Gaming and Religion \(IASGAR\)](#) and the Research Area [Digital Gaming](#) at the ZeMKI – Centre for Media, Communication and Information Research is hosting its third **IASGAR Research Day**. Exclusively for early-stage researchers, graduate students and doctoral students, the workshop welcomes research on media-centered approaches, perspectives of game developers and publishers, and viewpoints of gamers. The workshop provides a unique opportunity for participants to engage in discussions and debates about theoretical approaches for studying the intersection of religion, culture, and video gaming.

The **IASGAR Research Day 2024** offers a chance to engage in a critical exchange about practical methods and theoretical approaches for the scientific handling of video gaming and culture. It will provide a collaborative learning environment for scholars and will give graduate students, PhD students and other early-stage researchers the opportunity to discuss their work and receive feedback from renowned international scholars from the field.

Send a brief CV and a letter expressing your interest to iasgar@uni-bremen.de, including your field of study and interest in religion/culture and video gaming research. Participants will be chosen based on their interest letters. The selected participants will be requested to submit a detailed project description (approximately 2000 words), which will be presented and discussed during the workshop. Invited scholars and selected peers will provide feedback and comments on the participants' projects.

EXPERTS

John W. Borchert University of North Carolina Greensboro

Gregory Grieve University of North Carolina Greensboro

Christopher Helland Dalhousie University

Lissa Holloway-Attaway University of Skövde

Zhange Ni Virginia Tech

Kerstin Radde-Antweiler University of Bremen

Gia Coturri Sorenson University of North Carolina Greensboro

Lars de Wildt University of Groningen

Karsten Wolf University of Bremen

Xenia Zeiler University of Helsinki



The best papers get the opportunity to get published as reports in the international peer-reviewed journal [gamevironments](#). Further information will be provided at the workshop.

The **IASGAR Research Day 2024** will be held in a hybrid form – at site at the University of Bremen, Germany and online. It is a pre-workshop to the international conference "Beyond Play: The Transformative Power of Digital Gaming in a Deeply Mediatized Society", which will be held from September 30 to October 2 2024 at the University of Bremen. All workshop participants are welcome to also participate in the conference.

There is no attendance fee for the **IASGAR Research Day 2024**. If participating on site boarding and lodging must be organized individually.

TIMELINE

Juli 1st Deadline for applications

Juli 5th Decision of abstract acceptance

Juli 15th Registration for the workshop

September 6th Deadline submission full papers

September 28th IASGAR Research Day 2024

Download the [IASGAR CFP](#)

