

Gaming Scholarship, Gaming Grants
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CUNY Games Network Final Friday
Friday, March 26, 3-6pm, Grad Center Rm 7209

(PR = peer-reviewed; OA = open access)

Journals that Publish on Games in General

Games and Culture (PR) <http://gac.sagepub.com/>

Games and Culture: A Journal of Interactive Media is a quarterly international journal that publishes innovative theoretical and empirical research about games and culture within interactive media.

Simulation and Gaming: An Interdisciplinary Journal of Theory, Practice and Research (PR) <http://sag.sagepub.com/>

Simulation & Gaming: An International Journal of Theory, Practice and Research appraises academic and applied issues in the expanding fields of simulation, computer- and internet-mediated simulation, virtual reality, educational games, video games, industrial simulators, active and experiential learning, case studies, and related methodologies.

International Journal of Games-Based Learning

<http://www.igi-global.com/bookstore/titledetails.aspx?titleid=41019>

IJGBL is devoted to the theoretical and empirical understanding of game-based learning. The journal publishes multidisciplinary research from fields that explore the cognitive and psychological aspects that underpin successful educational video games.

Transformative Works and Cultures (PR, OA)

<http://journal.transformativeworks.org/index.php/twc>

TWC publishes articles about transformative works, broadly conceived; articles about media studies; and articles about the fan community. We invite papers in all areas, including fan fiction, fan vids, film, TV, anime, comic books, fan community, video games, and machinima.

Refractory: A Journal of Entertainment Media (PR, OA)

<http://blogs.arts.unimelb.edu.au/refractory/>

A refereed, peer-reviewed, e-journal that explores the diverging and intersecting aspects of current and past entertainment media.

American Journal of Play (PR)

<http://www.americanjournalofplay.org/>

A journal that publishes articles discussing the history, culture, and psychology of play.

Journals that Publish on Computer-based or Digital Games

Journal of Virtual Worlds Research (PR, OA)

<http://www.jvwresearch.org/>

A transdisciplinary journal that engages a wide spectrum of scholarship and welcomes contributions from the many disciplines and approaches that intersect virtual worlds research.

We consider virtual worlds to be computer-based simulated environment where users interact with other users through graphic or textual representations of themselves utilizing textual chat, voice, video or other forms of communication.

Game Studies: The International Journal of Computer Game Research (PR, OA)

<http://gamestudies.org/>

Our primary focus is aesthetic, cultural and communicative aspects of computer games, but any previously unpublished article focused on games and gaming is welcome.

Eludamos: Journal for Computer Game Culture (PR, OA)

<http://www.eludamos.org/>

An international, multi-disciplined, biannual e-journal that publishes peer-reviewed articles that theoretically and/or empirically deal with digital games in their manifold appearances and their sociocultural-historical contexts.

Journal of Computer-Mediated Communication (PR, OA)

<http://jcmc.indiana.edu/>

Its focus is social science research on computer-mediated communication via the Internet, the World Wide Web, and wireless technologies.

Computers in Human Behavior (PR)

http://www.elsevier.com/wps/find/journaldescription.cws_home/759/description#description

A scholarly journal dedicated to examining the use of computers from a psychological perspective.

Journals that Publish on Pedagogy in the Disciplines

Currents in Electronic Literacy (PR, OA)

<http://currents.cwrl.utexas.edu/>

Advances digital literacies by critiquing and assessing the present state of the field. We construe electronic literacy widely to include literature, rhetoric and composition, languages (English, foreign, and ESL), communication studies, education, and pedagogy.

Writing on the Edge (PR)

<http://woe.ucdavis.edu/>

An interdisciplinary journal focusing on writing and the teaching of writing, emphasizing new approaches to composition such as cross-disciplinary writing, computers in the classroom, and collaborative writing.

Kairos: A Journal of Rhetoric, Technology and Pedagogy (PR, OA)

<http://kairos.technorhetoric.net/>

Kairos seeks to publish articles both on the theory and practice of the convergence of rhetoric, pedagogy and technology: technology in the writing classroom.

Journals that Publish on Educational Research

Curriculum Inquiry (PR)

<http://www.wiley.com/bw/journal.asp?ref=0362-6784>

Dedicated to the study of educational research, development, evaluation, and theory

Educational Researcher (PR)

http://www.aera.net/publications/Default.aspx?menu_id=38&id=504

Publishes scholarly articles that are of general significance to the education research community and that come from a wide range of areas of education research and related disciplines.

Grant Possibilities for Game-related Research

CUNY:

<http://cuny.edu/research/faculty-resources/internal-funding-programs.html>

- PSC-CUNY (\$3,000/\$6,000/\$12,000 grants)
- Collaborative Incentive Research Grant (\$30,000 max for 2 yrs each)
- Community College Collaborative Incentive Research Grant (\$30,000 max for 1 year)

NEH Digital Humanities Start-up Grants:

<http://www.neh.gov/grants/guidelines/digitalhumanitiesstartup.html>

The NEH offers grants to encourage innovation in the humanities. They use interesting language, encouraging a "high-risk, high-reward" model: successful projects will use/develop/import some aspect of technology into delivery of humanities-related knowledge and/or materials. For this grant, any game, toy, or simulation would need to be digital, but barring that limitation, I (Carlos) can say from experience that the NEH is interested in gaming projects and, though they have funded relatively few of them, they are actively seeking and considering them.

The first grant anyone applying for the first time would aim to receive is a "Level I" grant. The Level I is a planning and design grant aimed at creating what amounts to a think tank and a team for further development. Applicants can request up to \$25,000; only up to a quarter of that amount can be used for equipment-related purchases. The money is meant mostly for salaries, released time, and personnel costs.

Other interesting info:

Digital Games Research Association

<http://www.digra.org/>

DiGRA is the association for academics and professionals who research digital games and associated phenomena. The site has a nice list of conferences and other events.

Digital Media and Learning Competition

A grant funding competition sponsored by HASTAC and the MacArthur Foundation, among others; one portion of the competition was specifically focused on games:

http://www.dmlcompetition.net/game_changers.php

Directory of Open Access Journals

<http://www.doaj.org/>

Organized by subject, or search by keyword. A great place to look for new journals in any field. Since games in learning is such a broad topic that involves many researchers/interested parties from within and outside of academia, publishing in open access journals can give our work a wide audience and encourage connections across disciplines.