



August 8, 2021

***Analog Game Studies* – Assistant Editor**

This call is for an Assistant Editor for *Analog Game Studies*. *Analog Game Studies* is a game studies journal that caters to a combined academic and popular audience, with stakeholders in both higher education and the games industry. This is a volunteer position as *Analog Game Studies* is a not-for-profit journal that produces no revenue. If you are interested in applying, please send your CV along with a letter of interest and a writing sample (published or unpublished) to analoggamestudiesjournal@gmail.com by August 23, 2021. Applications received after this date will be considered but may encounter a processing delay.

The position's responsibilities include:

- Assisting on the Copy Editing of our annual print volume;
- Attending monthly editorial board meetings;
- Helping us to develop and procure authors to publish; and
- Managing the editorial work necessary to bring between one and four articles to press.

In addition to these required tasks, we will work with you on any initiatives that you may be interested in spearheading including.

- Development of a permanent Book Review Editor position; and
- Assistance with our forthcoming academic conference *Generation Analog* to be held annually (and for now, virtually) in Indianapolis, IN.

Desired qualifications

- Background in critical cultural studies, e.g. critical race studies, women's and gender studies, critical media studies;
- Familiarity with game studies and some key journals within the field; and
- A Ph.D. in a related field.