August 7, 2021

Call for Proceedings Submission: Generation Analog 2021

We are pleased to announce that Generation Analog will publish its proceedings both online as a PDF and print-on-demand book, indexed for library search. As a presenter at the conference, you are invited to submit a **conference paper of up to 4000 words** in length that covers content you dealt with in both your accepted abstract and recorded presentation. We'd love for these proceedings to serve as a snapshot of this particular scholarly moment, so let your submission please reflect your presentation. It is entirely optional for you to submit, and the content of the final proceedings is also subject to editorial discretion.

We intend a rapid turnaround: the receipt and clean-up of the essays this fall, and the PDF/POD publication of the proceedings in the first half of 2022.

In order to be considered as part of the proceedings, please send the following with the subject line **"Generation Analog Proceedings"** to analoggamestudiesjournal@gmail.com by **October 1, 2021**
• The work's **final title**
• A revised **abstract** of 300 words or less
• 5-7 **keywords** that describe the content of your article, especially to search engines
• Your text of up to **4000 words** in length, using **Chicago Style** for citations
• A **Bibliography**, again in Chicago Style (please include games as well!)
• Your **bio** of less than 200 words as well as your current institution (or game company)

We look forward to reading and publishing your fantastic work, and don't hesitate to reach out to us beforehand should you have follow-up questions or seek feedback.

Warm regards,
The Analog Game Studies Editorial Team