Generation Analog 2022
People, Materialities, and Analog Game Culture
A Tabletop Games Scholarship Virtual Conference

Educators, scholars, and designers of all backgrounds are invited to submit their research to a virtual summit on people and physical materials in analog games. Based on the success of GENeration Analog 2021, **Analog Game Studies** and **Game in Lab** will be offering a second GENeration Analog event. This one will take place online on **Wednesday July 27 and Thursday July 28, 2022**, the week before Gen Con. A highly selective review process will afford us a day of thoughtful presentations, which will be recorded and made available to the public. Last year's sessions can be found here:
 https://youtube.com/playlist?list=PLIYAgBDoVabyV5uyhNOCiJztR8kZTHnF_
The event will be free and open to the public.

Keynote speakers include game maker and theorist **AM Darke**, Free League event manager and writer **Anna Westerling**, and writer, actor, and producer **Jennifer Kretchmer**.

The theme of the conference is **people and materialities in analog game culture**. People and materials are fundamental to analog games experiences, whether they be live-action role-play (larp), tabletop board games or role-playing games (RPGs), or even collectible card games. Board game sales have grown 20% or more during the COVID-19 pandemic, in part due to players avoiding digital screens and/or choosing co-present gaming during lockdowns and quarantines. Meanwhile, supply chain logistics have experienced a cascading series of complications, making it more difficult than ever to be a board games publisher. Collectible card game logics helped lay the foundations of cryptocurrency speculation (Murray 2021), with digital card games such as *Hearthstone* and *Slay the Spire* relying on the physical memory of "cards" to motivate play. Analog games such as *Dungeons and Dragons* or *Wanderhome* now draw thousands, if not millions of fans to digital streams, which themselves are governed by specific constraints concerning actors, lighting, make-up, and technical set-ups. Platforms such as itch.io, DriveThruRPG, The Game Crafter, and Twitch all govern the

physical and virtual distribution of goods and attention. Given the expansion of hobbyist gaming, it also stands to reason that the discourse around the physical accessibility and ableism of games has expanded as well, with real questions raised about which people are represented or included (Jones 2018; Sjunneson 2019). Just because games often ask us to forget about our own physicality, does not mean they are not there. As Avery Gordon (1997) advocates, we must explore the murky absences of the body and their implications, for such work "[leads] to that dense site where history and subjectivity make social life" (8).

By focusing not only on the lived experiences of players at the table, but also on how these experiences are mediated, we hope to engage in a dialogue that helps to better understand the importance of analog games in our everyday lives. Our games would be empty if not for the rich experiences brought to bear by other people at the table. Additionally, we encourage our presenters to engage with the materialities that constitute power within our communities and the industry.

We invite scholars, teachers, graduate students, and the intellectually curious to submit proposals for Generation Analog 2022, a two-day virtual conference held the week prior to Gen Con 2022. Designers, educators, and researchers in all stages of their career are encouraged to apply. We seek thoughtful work from authors at any stage of their academic careers.

Proposals for papers will include an abstract no longer than 300 words.

Papers could potentially cover (but are not limited to):
—Teaching with physical analog games
—COVID-19 pandemic materialities in games
—Disability, accessibility, and ableism in games
—Actual plays, rules videos, and streaming of analog games
—Queer sexuality in analog games
—Digital and analog game experiences
—People, places, and things as texts in analog games
—Race and racialization processes in games
—Material production of game components
—Physical and virtual spaces where play happens
—Game economics and supply chains
—Games and sexed / gendered people
—(Im)materiality of the digital
—The material world's influence on the narrative and mechanics
—Tabletop gaming and representation

Submit materials to analoggamestudiesjournal@gmail.com with "Generation Analog 2022" somewhere in the subject line.

Tentative Timeline:
Abstracts due: May 30, 2022
Acceptance by June 10, 2022
Actual Workshop Dates: July 27-28, 2022 - online

Note: This summit is jointly sponsored by Game in Lab, and the *Analog Game Studies* Editorial Board.

Game in Lab, the board games research supporting program, is the result of a collaboration between Asmodee Research and the Innovation Factory.
Asmodee Research is a department of Asmodee Group, promoting the development and valorization of gaming as a source of societal value.