

GENERATION ANALOG 2025 PRESENTS

PUNK

Drum roll, we're back, five years, f*ck yeah! [Analog Game Studies](#) and [Game in Lab](#) are proud to announce **Generation Analog 2025**. This year's online conference will take place **July 16 and July 17, 2025**. The **online** event is **free** and **open** to the public with registration. All presentations will be recorded and made available after the event. Check out the presentations from previous years via [AGS's YouTube channel](#) (like and subscribe!): <https://shorturl.at/asKQ9>

PUNK will be this year's conference theme. We will explore games and punk attitude, punk rock, punk style, punk spaces, punk fashion, punk art, pop punk, and punk play. We will address and interrogate games, mechanics, genres, platforms, performances, narratives, and worlds that embrace punk histories, philosophies, aesthetics, and politics. We hope to shake things up, to rattle a few cages, to disrupt the normal, naturalized, and official, and most importantly, to find and foster care, healing, empathy, and joy. We refuse to be resigned; we refuse to stay quiet; we refuse to stop dreaming. In "Guilty of Not Being White: On the Visibility and Othering of Black Punk," writer, scholar, and poet Marcus Clayton agrees, "This is the very ethos of punk rock: being loud during a time when those abusing power demand quiet. The conversion of sorrow into anger, into an energy that can be maintained and used to create social upheaval in the name of equality is exactly what punk wants to do and why it breathes." Moreover, we strive to recover, remember, and reinvigorate the stories, voices, bodies, places, practices, and play of those forgotten and marginalized, whitewashed and straightwashed. Clayton continues, "Punk inherently celebrates equality and inclusivity with its brash sea of noise, yet punks of color are continually left drowning in those waters. At the forefront of the genre is the push against the establishment and its many forms—governmental interference in community lives, capitalistic greed, gender and sexual inequality, and racism—but when viewed through the lens of a punk of color, those pushes do not register any physical progression." Therefore, we invite everyone to put the punk into games, to play like a punk, to design punkly, to punk intersectionally, and to DIY alternative materialities, performativities, economies, and possibilities of play.

We invite scholars, teachers, artists, graduate students, and the intellectually curious to submit proposals for Generation Analog 2025. Designers, educators, and researchers in all stages of their career are encouraged to apply. We seek thoughtful work from authors and speakers at any stage of their academic or professional careers.

Abstracts should articulate a clear analytical, theoretical, philosophical, or artistic perspective and address how the presentation engages the conference theme. Integrating 2-3 scholarly or supporting sources is recommended. Presentations might engage (but are not limited to):

- *punk (i.e. cyberpunk, steampunk, Afropunk, gothpunk, solarpunk, biopunk, silkpunk, hopepunk)
- subcultures, countercultures, alternative spaces and games
- punk histories and communities, anti-racism, anti-fascism, anti-authoritarianism

- race & punk, gender & punk, sex & punk, disability & punk, punk of color, games of color
- anti-establishment, anti-capitalism, anti-consumerism, anti-conformity & games
- punk and the urban, suburban, and/or rural
- punk stories, zines, posters, pamphlets, manifestos, & games
- resistance, rebellion, and political disruption & violence & games
- music, sound, noise, sonic norms
- shows, stages, performances, dances, bars, sweaty and smelly bathrooms, mosh pits, & backrooms
- indie games, DIY design, play, organizing, ethics
- feminist punk, riot grrls, queercore, ACT UP, Queer Nation, crip punk, anti-normativity, queer experimentation
- adaptations, commodification, co-optation, "selling out," of "not punk enough," or the fantasies of "keeping it real"

Proposals for presentations must include (ideally, 1-page Word or PDF document):

1. Title
2. Presenter Name(s) and Pronouns
3. Presenter Email(s)
4. Presenter Institution(s) or Affiliation(s) (if available)
5. Presenter(s) Location/Time Zone
6. Abstract of 250-350 words, single spaced
7. A short list of 5-7 keywords (e.g. genre, TTRPG, agency, mechanics, LARP, actual play, education)

Presentations should be around 15 minutes in length. Preformed panels will be considered and should include four presenters; submit a panel proposal that includes an overall title, brief panel abstract, and the above information for each panelist. Submit materials to GenerationAnalogConference@gmail.com with "Generation Analog 2025 Submission" in the subject line. (See AGS for [examples](#).)

Abstracts due: **March 31, 2025**

Acceptance by: **May 1, 2025**

Conference Dates: **July 16-17, 2025**

Presentations and abstracts are anonymized and read, ranked, and selected by AGS board members. Depending on year and overall submissions, acceptance rates have been between 30 to 50 percent. We strongly encourage people from underrepresented groups to apply.

Note: This conference is volunteer run and 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.

