

# The Public Medievalist Games Column

Edited by Drs. Victoria Cooper and Robert Houghton

## Call for Contributors

The Public Medievalist is a volunteer, scholar-run online publication ([www.publicmedievalist.com](http://www.publicmedievalist.com)) that publishes articles from scholars at all levels. *Yes, that includes you.*

*The Public Medievalist* is launching a new series looking at medievalism in all forms of games. To this end, we're looking for editorials and essays that explore how the medieval past is represented in games, and that explore the impact and significance of portraying the Middle Ages in popular culture.

Importantly, these pieces will think about how why game medievalisms are made, why they're interesting, what they achieve, and why they matter. We will be accepting submissions on a rolling basis from medievalists at all points in their careers.

We are happy to consider adaptations of your existing work or a piece exploring new ideas. Fundamentally, your article *should be geared towards a public—rather than an academic—audience*, both in terms of subject matter and in terms of tone and vocabulary choice. Appropriate topics may include (but are not limited to):

- Comparisons between games and other media
- Tensions between popular and academic medievalism in games
- Historical roleplay driven by national identity
- Games as historical models or simulations
- Exploration of religion and society through play
- Representations of medieval race, gender, or sexuality in games
- Violence in medieval games
- Games and play in history education
- Principles of game design and their relevance to history

Send submissions and queries to [editor@publicmedievalist.com](mailto:editor@publicmedievalist.com)

Find out more at: <https://www.publicmedievalist.com/cfp-games/>