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CURRENT ISSUE

RESEARCH AND VIDEOGAMES. Theoretical foundations of the videogame.

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ISSUE BRIEF

This monographic item aims to reflect about theoretical processes arising around the videogame world. The works that will define its theoretical framework will be accepted, as well as research focused on revealing the key itself and its various cultural implications, whether social, educational or industrial. The monographic want to draft a regulation about game theory by developing a taxonomy of the different knowledges around this studie. The functionality of this one will help to clarify the different and multiple perspectives adopted by researchers to approach the videogame concept. Accordingly, in this first volume will be grouped the received research under three different theoretical paradigms that can be defined by the following questions:

1. – What are videogames and what defines them? Research focused on settling the specific nature of the games, its purpose is to discuss and clarify its essence as an object of study.

2 - From what point of view should observe the videogame and how it captures from that particular perspective? Under this question, the magazine aims to developing a multidisciplinary approach where traditional methods are contrasted: semiotics, advertising, psychology, psychoanalysis, marketing, education, philosophy, etc..

3 - What problems can improve or solve the videogame? Under this paradigm concurs various studies and objetives: the implementation of the videogame to health matters, feminist theory, gender studies, the ability of the game to simulate future scenarios, videogame application to education, politics, media capacity to generate aesthetic experiences, the study of natural resources and their calibration through the videogame, etc.

FOCUS AND SCOPE (Issue)

Consequently, *LifePlay* accepts research linking to the videogame with the questions presented and the following descriptors:

- 1.- Research and videogames, specialization and interdisciplinary theoretical studies on videogames.
- 2.- Nature and essence of the videogame.
- 3.- Research methodologies applied to the study of the videogame: sociological perspectives, psychoanalytic, semiotic, philosophical, etc.
- 4.- Videogame applications to solve everyday problems in any environment.

SUBMITTING THE MANUSCRIPT FOR REVIEW

You may **send your inquiries** to the monographic dossier **until May 1, 2013**, start date of the construction of the No. 1 *LifePlay* to be published in August.

1.- Counting from that date, you will receive over the next 30 days an email stating that your work has been accepted by *LifePlay*, so will start the evaluation process. If the work does not meet publication standards required by the magazine, the paper will be refunded.

2.- After receiving our approval, the evaluation process begins. Your paper will be sent to two external referees to assess their relevance for publication in *LifePlay*. The review period is 21 days.

3.-Once received peer review, the magazine will proceed to send the document to the author to rush the corrections indicated by the external referees, in case any. The deadline to return the paper corrected will be 7 days. In the absence of such corrections, the author will receive an email indicating the imminent publication of his/her academic paper.

Research for DOSSIER be sent to the address below.

Remember that the other sections are open to your feedback at any time and they are not subject to call for papers.

In any case, see Publication RULES:[http://lifeplay.es/LifePlay/LP_normativa.pdf].

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