

LIFEPLAY MAGAZINE. Vol 2.

CURRENT ISSUE

VIDEO GAMES: MYTH AND WORLD VIEW.

Dynamics and limits of the archetypal constitution in the video game.

EDITOR (Issue)

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ISSUE BRIEF

This monographic dossier is dedicated to the analysis of the mythical aspect in the video game. This is a phenomenon whose nature must be understood as peculiar, for it is performed by the only way, which permits an interactivity with a game personality in a space susceptible to archetypal connections. Therefore, the aim of this is to reach the draft of a theory of the myth in the video game from the multifaceted diversity of different theoretical approaches. These edition guidelines are based on the directive duality of myth and worldview. These factors are included in a dynamic regime since their cyclic feedback is a necessary condition for their own existence. Thinking of this mutual knowledge, the admitted investigations will be together under the sign of three fundamental theoretical fronts

1.-*The myth limits in the video game*: where investigations that reflect on the environment's ontology and its mythical condition afterwards will take place: the myth's construction and formation in the systemic borders of the video game, cybernetic, semiotic, myth analysis, transmediation, etc.

2.-*Anthropologies of the video game*: after the before-said ontological-structural conditioning of the environment related to the myth, there will be included the investigations about the use of cultural specifics over the video game in the socio-behavioural sense or in the archetypal-mythological sense. Therefore, the studies on culture and genre, narratology, aesthetic, marketing and advertising, studies among others, are susceptible of being incorporated to this block.

3.-*Repercussions and iteration*: coming from the myth generation, the cultural paradigms reformulations from the effective influence of the video game will be the topic of this block, where studies from the psychological perspective, education, pedagogy, sociology, feminist and gender theory, transmediation, etc., will be covered.

FOCUS AND SCOPE (Issue)

In consequence, *LifePlay* accepts investigations which connect the video game with the sections exposed and the next descriptors:

- 1.- Myth analysis of the video game.
- 2.- Cultural nature and anthropology of the video game.
- 3.- Archetypes, prototypes and stereotypes in the video game.
- 4.- Social repercussions of the symbolic constructions of the video game.

SUBMITTING THE MANUSCRIPT FOR REVIEW

You may **send your inquiries** to the MONOGRAPHIC DOSSIER until **October 16, 2013**, start date of the construction of the No. 2 *LifePlay* to be published in December.

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*. Their view period is 21 days.

3.- Once received peer review, the magazine will proceed to send the document to the author to rush the correction indicated by the external referees, in case any. The dead line 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.

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