



**LIFEPLAY JOURNAL. Vol 4.**

**CURRENT ISSUE**  
**VIDEOGAMES AND TIME.**

**EDITOR (Issue)**

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**ISSUE BRIEF**

This current monographic aspires to promote reflection about the relationship between videogames and time. Several study perspectives will be provided in order to accept a wide range of heterogeneous papers.

1.- *Videogame's lenght and contents.* Within this topic the papers that would analyse the relationship between the contents of a videogame and the lenght of his sessions will be considered. This front lead us to a crucial problem in the contemporary production context: the never-ending debate about the artificial extention of videogames' lenght (in order to justify the retail price) opposed to titles that promote density in narrative or gameplay therms. Can a videogame be long and at the same time avoid a hollow reiteration of gameplay mechanics or a sterile extension of the second narrative act? On the other hand, is there room for more ephemeral titles that encourage re-examination and new interpretations in a frame of saturated audiovisual production that sentences cultural products to a disposable status?

2.- *Representating the time flow in videogames.* In a setting of cyclical deaths and resurrections, of saved and loaded games, of quantum universes that can be restored, how can or how should contemporary videoludic speeches represent the unstoppable time flow? From this perspective will be promoted the study of exclusive expressive forms of the videoludic media, therefore the papers that would deal with the ability or disability of the medium to represent this condition inherent to human being and History will be appointed.

3.- *The pace of a speech based in the estimation of his parts.* Taking narratology and progression through space videogames as the grounds, from this theoretical section will be promoted the analysis of pace in videoludic texts, whose segments leght in time are condicionated by players interaction. Those papers that analyse pace in videogames based on progression will be included, understanding them as texts that make converge alternation and diversity of game mechanics with narrative information dosage.

## FOCUS AND SCOPE (Issue)

Consequently, the next *Lifeplay* volume will accept to oversee the papers related to previous theme sections and to the following descriptors:

- 1.- Ontology of time in the videogame.
- 2.- Narrative, time and videoludic speech.
- 3.- The pressure of the market dynamics over videogames contents and lenght.

## SUBMITTING THE MANUSCRIPT FOR REVIEW

You may send your inquiries to the MONOGRAPHIC DOSSIER until January, 16 2015, start date of the construction of the No. 4 *LifePlay* to be published in March

1. Counting from that date, you will receive over the next 15 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*. There 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 sindicated 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. In any case, see Publication RULES: [[http://lifeplay.es/LifePlay/LP\\_normativa.pdf](http://lifeplay.es/LifePlay/LP_normativa.pdf)].

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