

# Call for papers

## First Ludosemiotics Conference

### “The Gathering”



We are happy to announce the first-ever Ludosemiotics conference, which will take place from the 17<sup>th</sup> to the 19<sup>th</sup> of June 2025 in Tampere, Finland.

Ludosemiotics includes all approaches to play, games and gamification that focus on the meaning-making, interpretative and cultural processes that arise from playing. It is conceived as a gathering for all research rooted in Semiotics or Semiology, regardless of the specific schools or theories adopted.

While classical Semiotics has addressed games, toys and playfulness since its early days, a stronger focus on games from a semiotic perspective started to emerge in the 2000s. Now, almost two decades later, the researchers engaging with ludosemiotics have reached a critical mass, and the approach has achieved a good level of credibility with the publication of several recent books on the topic (Hawreliak 2019, Thibault 2020, Aroni 2022, Giuliana 2024).

The time has come, then, to bring together the different researchers working on ludosemiotics, both established scholars and young researchers moving the first steps along this path, in order to share our perspectives, establish collaborations, cooperate, and start to build a community around our work.

The First Ludosemiotics Conference, hence, aims to be both a moment to gather together, and a starting point to establish the basis of the future of the field.

#### **Practicalities**

Dates: 17-19th June 2025.

Venue: Tampere University, City Centre Campus, Finland.

Participation Fee: 40€ (student fee) / 100€ (standard fee)

[Includes access to all panels, lectures, workshops, seminars, coffee breaks, and social dinner.]

#### **Submissions**

The conference welcomes abstract submissions for brief presentations dedicated to all kinds of intersections between the sphere of play (games, play, gamification, toys, carnivalesque, etc.) and Semiotics (from all schools or traditions).

In particular, we encourage participants to present research work with a strong analytical approach, such as case studies or even demos. While we can always discuss the theoretical basis of our research, we especially want to see *what can be done* with Semiotics in this field.

The possible topics include, but are not limited to:

- Analog games vs digital games: dialogue, influences and transformations.
- Animal and human forms of playing
- Arts and games
- Artificial intelligence in games and automated forms of play
- Boundaries of games and play between texts and practices
- Child play and adult play: shapes and shades of ludic meaning
- Commonalities and differences of playing among cultures
- Common sense and rules
- Communities of players
- Embodiment and prostheses in VR, AR and computer games
- Experience's construction and discourse in games and playing
- Game studies and semiotic studies on games
- Game genres and play types
- Gamification of contemporary culture in our everyday life
- Ideologies and stereotypes of games and on games
- Indeterminacy in games between linguistics and philosophy
- Internet culture and gaming: from memes to streaming
- Learning and playing: relations and dialogues between edusemiotics and ludosemiotics
- Lies and truth in games and play
- Methodologies of Semiotics for analysing games and players
- Multimodality of meaning-making in games
- Narratives as games and games as narratives
- Nostalgia and memories of playing: from retrogaming to remakes
- Presence and influence of games in classic authors and general theory of semiotics
- Scopic regimes and pleasure of watching in videogame: from cutscenes to game movies
- Sports and esports
- Rhetorics in and of games
- Role-playing between subjective interpretation and impersonal enunciation
- Toys and toying between analog and digital games
- Transmedial logic and translations of games in movies, series, anime and literature

Please submit your abstract, a maximum 300 words, to this form:

[\[https://forms.office.com/e/YDU2JSGhKq\]](https://forms.office.com/e/YDU2JSGhKq)

The deadline for abstracts is the **15th of March 2025**

### Organising committee:

Mattia Thibault, Vincenzo Idone Cassone, Gianmarco Giuliana, Everardo Reyes, Kristian Bankov.

### Supporting Institutions



### Acknowledgements

This even is supported by NEXR – Next Extended Reality (funded by NextGenerationEU and Business Finland, co-research project number 5703/31/2023), Mobility Mindshift (EU NetZeroCities) and by InterReal (ERC Starting Grant, funded by the European Union Grant agreement ID: 101163472).



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