

CFP CEEGS 2025

CEEGS 2025: Landscapes, Cities, Localities

September 8-10th, 2025, Wrocław, Poland

Submission deadline: April 14th, 2025

ABOUT THE CONFERENCE

CEEGS, the Central and Eastern European Games Studies Conference, is the annual conference of the DiGRA Central and Eastern Europe chapter dedicated to exploring various aspects of games, including digital, analog, and hybrid formats, as well as the cultural and social contexts in which they exist. CEEGS aims to promote and advance game research, particularly in Central and Eastern Europe. With a decade-long presence in game studies, CEEGS has established itself as an inclusive and internationally-minded platform, welcoming researchers, academics, and professionals from Europe, North America, and Asia.

This year's conference will take place in Wrocław, "the City of one Hundred Bridges," also dubbed *the meeting place*. It has long been a place on or near the border, linking multiple countries, cultures, communities, and languages. Historically influenced by Slavic, Roman, Jewish, and Germanic inhabitants, today the city continues to witness various kinds of international, intercultural, and interspecies meetings, which makes it a particularly matching scenery for the conference topic: Landscapes, Cities, Localities.

THEME AND SCOPE

Thinking in terms of space and environment is an experience shared by game designers, players, and scholars. Explorable, strategic, symbolic, imaginary, open or claustrophobic, game spaces can be essential genre markers, narrative devices, mechanical tools, political platforms, critical resources and more. The three spatial categories that co-create the topic of this year's CEEGS conference – landscapes, cities, and localities – bring out the qualities that seem particularly in tune with the multifaceted and complex ways in which space may be relevant for

games, game cultures, and game industries. On the one hand, they are, by definition, constructed, delineated and, more often than not, anthropocentric – locality defined from a situated point of view and usually signifying the mutual infiltration of the spatial and the social (Duncan, 1989); city as a trademark example of human-shaped habitat; and landscape implying the presence of not only an observer and their aesthetic lens, but sometimes also traveling technology (Urry, 2007). All those features resonate with controlled and pragmatic design as games' fundamental attribute. On the other hand, each of those categories offers a different kind of flexibility, openness and porosity – local and global contexts in an ongoing negotiation within game cultures and industry; in-game urban settings frequently functioning as patchwork, heterotopian, or hybrid environments; landscapes reconciling the inevitable omnipresence of the player's eye with various ways and not always anthropocentric goals of visualizing the gameworld space.

The three categories are also in line with the fact that many game scholars around the world are now interested in local aspects of games. The local, conceived broadly as a counterweight to the global (Swalwell, 2021), can manifest itself on different scales. In-game, this could mean a very specific area (*S.T.A.L.K.E.R.*), a large stretch of land that now belongs to a single nation-state (*Kingdom Come: Deliverance*), or a region containing multiple countries (*Reign: Conflict of Nations*). In terms of game cultures and game production, “the local” could refer to a few friends making small games in the same city of the Eastern Bloc in the 1980s, to the contemporary indie game industry in a particular country, or to the decades-long unauthorized game distribution across Central and Eastern Europe.

The conference embraces all these scales, and also acknowledges the importance of the global scale. This year's edition, however, puts emphasis on relatively small places and spaces, which we term as localities. The other two categories, landscapes and cities, are not meant to limit the discussion scope or oppose each other, but rather to signal the variety of approaches to space in and around the game medium: from flat to three-dimensional, from decorative to interactive, from carefully arranged to chaotic, from uninhabited to populated, from places to non-places (Augé, 1995).

We welcome academic contributions related to Landscapes, Cities, and Localities from any relevant disciplinary perspective, including the following topics:

- in-game cities as heterotopias, melting pots, transcultural or multicultural environments, and more;

- simulacra, mimesis, and parody: real cities and environments mirrored in game worlds;
- game production: culturally important cities and regions, game dev's impact on local environments;
- architectural ideals, theories, and developments as they are mirrored in digital cities;
- urban ludic traditions and spaces;
- ARGs and pervasive games;
- aesthetic functions of places in games;
- non-places and liminal places;
- soundscapes;
- game localization and regional game studies;
- local games and local game histories;
- games and cultural heritage, games and the politics of memory;
- green gaming, game ecologies, and ecosystems.

References

Augé, M. (1995). *Non-places: Introduction to an anthropology of supermodernity*. John Howe (trans.). Verso.

Duncan S. (1989). What is locality? In R. Peet and N. Thrift (Eds.), *New models in geography* (vol. 2, pp. 221–252). Routledge.

Swalwell, M. (2021). Introduction: Game history and the local. In M. Swalwell (Ed.), *Game history and the local* (pp. 1–15). Palgrave Macmillan.

Urry, J. (2007). *Mobilities*. Polity.

IMPORTANT DATES

Paper submission deadline: 14 April 2025 (submissions will be open soon)

Notification to authors: 30 May 2025

Deadline for workshop proposals: 16 June 2025

Workshop acceptance/rejection notification: 22 June 2025

Early bird registration deadline: to be announced soon

Registration deadline: to be announced soon

Conference: 8–10 September 2025

SUBMISSIONS

All CEEGS 2025 papers in the main program must contain original research work and should be submitted as abstracts of approximately 500 words (400 words minimum and 600 words maximum), preferably in doc format. Each submission needs to be accompanied by a list of references cited within the abstract, which do not count towards the word limit.

All papers will undergo a peer review process by at least two expert reviewers to ensure a high standard of quality, considering originality, soundness of method and/or argument, clarity of exposition, and relevance to the conference's thematic areas.

A single author may submit multiple abstracts, but will only be allowed to present a maximum of one single-authored and one co-authored paper (or two co-authored papers). The Young Researchers Consortium and workshops do not count into this limit.

If you have questions about the review process, please contact the Program Chair: Agata Waszkiewicz, agata.waszkiewicz@kul.pl

WORKSHOPS

CEEGS has a long tradition of inspiring workshops, meant mainly to present and discuss work-in-progress research. Workshops will take place on the first day of the conference. If you want to propose a workshop, please contact Sylwia Jankowska, sylwia.jankowska@uwr.edu.pl. Workshops can be proposed by June 16.

CONFERENCE FEE

To be announced soon.

PROGRAM CHAIR

Agata Waszkiewicz, agata.waszkiewicz@kul.pl

HEAD OF LOCAL ORGANIZING COMMITTEE

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For information and updates, please refer to the conference website <https://ceegs.fsv.cuni.cz/> or join the CEEGS Discord server (link on the website).