





FORMAL REQUIREMENTS

-  Length of essay: 600-800 words (references excluded).
-  Submit your essay as a Word document.
-  Choose a title for your essay that encapsulates your main argument.
-  Please do spellchecking before you submit (i.e. [grammarly](#)). Essays with too many grammar and spelling mistakes will not be considered.

ACADEMIC STANDARD

First and foremost, the PLAY/WRITE STUDENT JOURNAL is a publication provided by and for students. However, our aim is to publish while upholding academic standards.

We expect all submissions to comply with these standards, which includes the respect for other people's works, thoughts & ideas. We therefore expect you to not plagiarize in your submissions.

When referencing other works, please use the CMOs17 referencing style. You can find more information about it [here](#). If you include an illustration in support of your arguments, pay attention to the copyrights of your illustration.

WHAT TO WRITE ABOUT

In line with the overarching topic of each issue of the PLAY/WRITE STUDENT JOURNAL, you still have a lot of freedom to decide on what exactly to write about. The following tips can help you get a more precise idea.

CHOOSE A GAME.

Feel free to write about digital games as well as board games. You can also write about any cultural phenomenon that shares characteristics with games, as long as you can argue why it is relevant to do so.

CHOOSE A THEORETICAL APPROACH.

This can include established theories in Game Studies as well as theories and concepts stemming from other fields. After all, what matters is your own argumentation of why it is worthwhile to approach your game from this perspective. For inspiration & advice on what theory to pick, you can also contact our [KCGL team](#).

ADD YOUR OWN THOUGHTS & IDEAS.

Your analysis can for instance focus on the game's aesthetics, mechanics, narrative, or ethics. However, feel free to focus on any element of the game that attracts your attention in regards to the main topic of the current issue of the PLAY/WRITE STUDENT JOURNAL.

STRUCTURE & ARGUMENTATION OF YOUR ESSAY

Here you find an example of how we expect your essay to be structured. It is not necessary to copy this structure 1:1, but we highly recommend to orientate yourself on this structure while writing. Doing so will improve the quality of your text and make it more digestible for your readers.

INTRODUCTION

Specify the game you will write about as well as the theoretical perspective you will approach it from. Briefly describe the main characteristics of the game.

“THIS ESSAY DISCUSSES THE GAME ON BASIS OF THE XYZ THEORY/METHOD/NOTION BY XYZ (...)
XYZ IS A GAME PUBLISHED BY XYZ AND CAN BE CATEGORIZED AS A XYZ GAME (...)”

ANALYSIS

Elaborate on how the game interacts with the given topic. Support this with examples from the game.

“THE GAME DISPLAYS VARIOUS ASPECTS OF XYZ IN ITS NARRATIVE/MECHANICS/AESTHETICS/ETC.
EXAMPLES FOR THIS ARE (...)”

INTERPRETATION & CONCLUSION

Connect the findings of your analysis to your theoretical approach and come to a final conclusion.

“THE DESCRIBED PHENOMENON CAN BE BETTER UNDERSTOOD THROUGH XYZ’S THEORY/METHOD/
NOTION OF XYZ (...)

IF WE REGARD THE DISCUSSED PHENOMENON IN LIGHT OF XYZ’S THEORY/METHOD/NOTION, IT
APPEARS THAT (...)”

LEADING TO THE CONCLUSION THAT (...)”

