VGA Reader SUBMISSION GUIDELINES:

The VGA Reader is a scholarly electronic and print journal. It is blind peer-reviewed, invitational, and open to submissions in the form of theoretical papers, interviews, practitioner statements, and reviews on video games and video game-related events. The journal is published annually as a singular summer edition. The electronic and print versions differ in format but are similar in content.

There are four types of articles the VGA Reader publishes. Each have a distinct focus and designated word count:

1) Essays
2,500 to 5,000 words

The VGA Reader welcomes essays pertaining to any investigation of video games, be they historical, theoretical, instructional (dealing with the hardware or software involved in creating games), or experimental in nature (manifestos, essays proposing new kinds of games, equipment, or approach to gaming in general, etc.). We welcome writers of all kinds, be they practitioners (game designers, writers, etc.), academics, or enthusiastic gamers with novel ideas and information to share. Manuscripts must be under the 5,000-word count limit (including references and figure captions) before it will be considered for review. Because of the length of these essays, they must be accompanied by a 100-word abstract.

2) Practitioner (Artist/Designer/Writer) Statements
fewer than 2,000 words

The VGA Reader welcomes practitioner statements, constituting articles detailing the video game-related work of the author, be it a video game, video game-themed artwork/performance, multimedia work/event, etc. These essays can take the form of longer artist statements about conceptual and narrative-driven concerns, but we also encourage details regarding issues of game play, troubleshooting during production, user testing, and anecdotes about the creative production process.

3) Reviews of video game-related events (gallery shows, multimedia events, etc.)
fewer than 2,000 words

The VGA Reader welcomes reviews, selected by the VGA Reader's Editor and Editorial staff. This section of the journal offers opportunities for authors to report on a variety of video game-related events in brief, exploratory essays detailing the experience. These essays must be accompanied by media (images, video) of the event as illustration, provided by the author.

4) The VGA Reader will also publish selected interviews; however, these submissions will be by invitation only.

FORMATTING FOR SUBMISSION:

All submissions must be formatted as follows:

- In Microsoft Word .doc or .docx
- Font: Times New Roman
- Size: 12
- Styles: Normal
- Alignment and Spacing: Horizontal, Left aligned, Single space
- Endnotes: Do not use automatic formatting. Place any endnotes after the main text of your essay but before your Reference/Bibliography list. Place the endnote number reference in parentheses in the left margin, using the same number as in the text of the paper. All references/citations are written in the format of the Chicago Manual of Style. For more information, see: http://www.chicagomanualofstyle.org/home.html.
- Media (images, video, and/or sound files) should be submitted as attachments via email. DO NOT embed images onto your Word doc. After acceptance, the editor will send copyright permissions documents.

Submissions should contain the following information, in this particular order:

1. Essay title
2. Author's name
3. Author's affiliation/academic position/affiliation/ etc.: (e.g.: Collective/company name, independent designer/artist, researcher / Assistant Professor / Professor)
4. The body of the essay
5. References (in Chicago Manual of Style format)
6. Author's Bio – 50-word count. Email and/or www. can be included at the end of the bio.

SUBMISSION FOR ACCESSIBILITY:

Keeping articles accessible to a large, but interested audience is a primary goal of the VGA Reader. While general "good-writing" practices demand attention in your use of language, style, and organization, writing video game scholarship and practitioner statements should also avoid too-specific jargon, acronyms, and other specialized language, unless defined specifically in the article. Include subheadings and bullet points along with section introductions when necessary for organization purposes.

Paying attention to these tenets will ensure a fair critique of the work, and will greatly improve your chances of publication.