

DIACRONIE

Studi di Storia Contemporanea

ClioLudica

We can think of games as artifacts, texts, or processes that we take part in: history can therefore be narrativized, reinterpreted, transmitted through games but, most importantly, it can become through games a playground. For Gregory Bateson, anthropologist, what is learned through games is not merely a system of rules but the coexistence of roles, or rather models of behavior: it is precisely by providing a shift of perspectives that games allow us to step into different subjectivities, identifying with others. This may prove useful for educational purposes too.

Towards the interdisciplinary framework that characterizes its approach, *Diacronie. Studi di storia contemporanea* would like to encourage reflection on these and further themes by providing an open space for discussion and analysis of history in games: **ClioLudica**.

ClioLudica is aimed at discussing how history can be interpreted as well as transmitted through playful practices: from play/playful to game/gaming/game design, and by way of different supports (being those material, environmental, digital). Playful interactions provide us with the chance to deal with fields of action that were not conceivable until a few years ago. Our will is to focus on how these interactions can involve professional historians, called upon to transmit the complexity of history and its processes to the appreciators.



AWESOME by Marie Kare (CC BY-NC-ND 2.0)

ClioLudica welcomes different kinds of submission (essays, reviews, written as well as video-recorded interviews) dedicated to game design processes entailed in different playful media (board games, urban games, LARP, digital games, card games, party games) and that look especially at how historical skills can be used for design (from historical research to the use of sources and their interpretation). We welcome papers that focus on the link between history and games as public history, as it provides practices like that of shared authority, of co-production of historical knowledge, of historical re-enactment and gamification.

For this second year, **ClioLudica** welcomes especially contributions that focus on modern history (to be intended in its broadest sense, from 1453 to 1848). Such choice is aimed at favoring a debate on a historical context that tends to be less explored through play, especially if compared to other ones such as Medieval history or the contemporary period.

We welcome whoever is interested to submit proposals by sending an abstract of max 1500 characters (spaces included, references excluded) at [redazione.diacronie\[at\]studistorici.com](mailto:redazione.diacronie@studistorici.com) by **April 30th, 2022**.

The final submissions will be 35000-50000 characters long including spaces and footnotes. We welcome submissions in Italian, English, French and Spanish.

Scientific Committe:

Stefano Caselli
Deborah Paci
Giorgio Uberti

In collaboration with:

AIPH - Associazione Italiana di Public History

