

Call for Papers: The Games of Medievalism

International Society for the Study of Medievalism Annual Conference

Montclair and South Orange, NJ, July 9-11, 2024

Abstracts are welcomed for the thirty-seventh annual conference of the International Society for the Study of Medievalism Annual Conference, co-sponsored by Montclair State and Seton Hall Universities, located in northern New Jersey, 14 miles from New York City (accessible by public transit). Abstracts for in-person and virtual papers and panels are welcome. To propose a panel, please include all abstracts in a single file submitted by the organizer. This file should also include the names and contact information for all participants.

Celebrating games and sport in this Olympic summer and considering the various kinds of play inherent in Medievalism, the conference will consider the discipline's many layers. We will arrange local visits (as interest permits) for those participating in person: to the New Jersey branch of Medieval Times, the Yogi Berra Museum, the Montclair Art Museum, and/or The Cloisters branch of the Metropolitan Museum of Art.

Housing options will include low-cost single or double accommodations on the campus of Montclair State University (circa \$50-60/night) and room blocks in local hotels.

We welcome papers and presentations on all topics of Medievalism, not limited to the conference theme. We enthusiastically welcome proposals from presenters in (or addressing topics related to) regions outside North American, Western Europe, and the Anglophone World.

<https://sites.google.com/view/thegamesofmedievalism/home>

Keynote

"A 'Carnival of Architecture': Race, Place, and Play in *Oblivion* and the *Elder Scrolls* Franchise," Brent and Keven Moberly, Indiana University and Old Dominion University

Suggested Topics

Medievalism in Video Games
Gaming the System (Medievalism in Geo-Politics, Economics)
Medievalism in Sports and Sports Culture
Games in Medieval Film
The Interplay of Medieval and Modern
Games in Medievalist Narratives
Jousts, Tournaments, Bohorts
Disguise, Cosplay, and Cross-Dressing
Games of Chance, Gambling, and Tavern Pursuits
Medievalism in Tabletop Games
Poetry Competitions or Challenges
The Play(s) of Medievalism
Playing with Medieval Medicine and other Techniques in the Modern World
Medievalist Musicals: *Spamalot*, *Six*, *Pippin*, *Camelot*, etc.
Games in the Construction of Medievalism
Medieval games in medievalist art or generative AI
Medievalism as Game
Chivalry, Courtesy, and other codes in Medievalism

Submission Instructions

Please submit your 200 to 250-word abstracts on the following Google Form by February 20:

<https://forms.gle/KCmquR8VungYzEoz9>

Questions

Please contact conference organizers Elizabeth Emery and Angela Weisl:

gamesissm@gmail.com