

VIDEO GAMES AND RELIGION: APOCALYPSE AND UTOPIA

Virtual Symposium: Thursday 19 November 2020

Call for Papers: Submission Deadline: Friday 30 October 2020

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With the growth of scholarly interest in the religious and theological tropes encountered in video games, there is a developing awareness of the special valence of apocalypticism, millenarianism, and associated themes in video game narratives and gameplay. This virtual symposium invites academic explorations of the role of apocalypse and utopia in video games. We welcome discussions of a wide-range of approaches to ultimacy and cosmic destiny in video games. Topics might include, but are not limited to, analysis of narratives of apocalypse and utopia, eschatology broadly conceived, themes of final revelation deriving from religious scriptures and traditions, allusion to Edenic origins and Kingdom of God conclusions to history, epochal accounts of cosmic dissolution and regeneration, messiahs, antichrists and their cognates.

Academics working within these themes are invited to propose papers as the basis for discussion within the symposium. We encourage presentation of early-stage and speculative discussion points as well as more developed material. The symposium will take place virtually/online.

The symposium will take place online on Thursday 19 November 2020.

Paper proposals with a 300-word abstract and details of academic affiliation should be submitted to the organizers, Prof. James Crossley (St Mary's University, Twickenham) and Dr. Alastair Lockhart (University of Cambridge), at conference@censamm.org by **Friday 30 October 2020**.

The event is organized by the Centre for the Critical Study of Apocalyptic and Millenarian Movements (CenSAMM) www.censamm.org. There is no charge for participation.