

Editorial

Matthew Barr

University of Glasgow

Right now, video games are being discussed, dissected and developed by students from a huge range of disciplines. With some notable exceptions, the overwhelming majority of higher education institutions lack a dedicated game studies department. As evidenced by the continued success of respected institutions such as [DiGRA](#) and ground-breaking publications such as [Game Studies](#), however, our discipline is thriving. It just happens to be thriving in some unlikely places.

The study of games is a truly multidisciplinary endeavour. Students the world over are producing work that draws on their passion for video games, regardless of whether their essay, dissertation or thesis is – administratively speaking – grounded in another discipline. Increasingly, students studying subjects as diverse as psychology, art history, education, literature, philosophy, and computer science opt to explore or document some game-related phenomenon within the context of their chosen subject.

The current state of play may be characterised, then, not by the study of games being colonised by more established disciplines, but by game studies infiltrating other subjects from within. Indeed, this grassroots growth is encouraging evidence of the discipline's excellent health, and *Press Start* exists to encourage these multifarious beginnings in game studies. The journal is intended to provide students from any discipline with an outlet for their games-related work, as well as offering a peer-driven environment in which students and recent graduates may develop confidence in their writing. Our authors, reviewers and Editorial Board are comprised entirely of students and recent graduates: there are opportunities here for anyone with a burgeoning academic interest in video games.

In this first issue, the range and complexity of the work being carried out by game studies students – regardless of their ascribed discipline – is revealed. We offer our congratulations to the authors whose work is featured here: [Lars de Wildt](#), [James Dyer](#), [Toh Weimin](#), [Adam Duell](#), and [Daniel Dunne](#). Ranging from Brechtian alienation in video games to the militarisation of gameplay, a great deal of ground is covered in these

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five papers. I must also extend a personal thanks to our reviewers and Editorial Board for the tremendous effort they have poured into *Press Start*. It has been a learning experience for us all, and I am grateful for their patience and hard work.

This is only the beginning: as sure as the subterranean brickwork of World 1-2 follows the blue skies and fluffy clouds of World 1-1 in *Super Mario Bros.*, there will be a second issue of *Press Start*. If you have an idea for a paper, or have been working on an essay or other piece of work that relates to video games, we warmly invite you to consider publishing your work with us.