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**SAGE LAUNCHES RESEARCH JOURNAL IN THE FIELD OF GAME STUDIES**

*Thousand Oaks, CA USA (February 3, 2006)* – With the global industry explosion of games studies programs at colleges and universities, SAGE Publications is pleased to launch a new, international journal, [Games and Culture: A Journal of Interactive Media](#). Edited by Douglas Thomas at the Annenberg School for Communication, University of Southern California, this quarterly journal will focus on the social and cultural impacts of electronic gaming. Serving as a premier outlet for ground-breaking work in the field of game studies, [Games and Culture](#) could well form the basis of discussion and debate among professionals and in the classroom.

[Games and Culture](#)'s scope includes the socio-cultural, political, and economic dimensions of gaming from a wide variety of perspectives, including textual analysis, political economy, cultural studies, ethnography, critical race studies, gender studies, media studies, public policy, international relations, and communication studies. Other possible arenas include

- Issues of gaming culture related to race, class, gender, and sexuality
- Issues of game development
- Textual and cultural analysis of games as artifacts
- Issues of political economy and public policy in both US and international arenas

Of primary importance will be the bridging of the gap between games studies scholarship in the United States and Europe. One of the principal goals of the journal will be to foster dialogue among the academic, design, development, and research communities that will influence both game design and research about games within various public contexts. A second goal will be to examine how gaming and interactive media are being used outside of entertainment, including in education, for the purposes of training, for military simulation, and for political action.

Sign up for free online access to volume one of **Games and Culture** at <http://games.sagepub.com>.

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