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Establishment of a new AAR seminar “Video Gaming and Religion”

Kerstin Radde-Antweiler

Abstract

Report on the establishment of a new AAR seminar “Video Gaming and Religion”.

Keywords: AAR, Video Gaming and Religion Seminar

Whoohoo!

It’s time for a party! We applied successfully for a Video Gaming and Religion Seminar at the American Academy of Religion (<http://www-aarweb.org>). The AAR’s Program Committee has accepted our proposal for a new Program Unit and established the Video Gaming and Religion Seminar (<https://papers.aarweb.org/content/video-gaming-and-religion-seminar>). Our application was even declared a “sterling application, which contained strong letters of support, concrete publishing outputs, and a clear vision of Seminar's purposes. This Seminar will hopefully be a model of international collaboration and engagement.”

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Now, we are authorized for a five-year term (2015-2019) and are allotted one session at each Annual Meeting. If you are interested in joining us at one of the next conferences, please look out for the seminar’s yearly Call for Papers!

The steering committee consists of the following members:

- Gregory Grieve, University of North Carolina (USA), gpgrieve@uncg.edu (chair)
- Kerstin Radde-Antweiler, University of Bremen (Germany), radde@uni-bremen.de

