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“Playing Well with Others: The Humanities and Technosciences in Game Studies”

In the first half-decade of this century, scholars launched with great enthusiasm into the study of videogames – yet no established discipline existed to define this stalwart band. Thus, rather than being fully devoted to studying these newer-than-new-media objects, researchers instead largely focused on establishing an academic field *before* productive work could commence. Thus, an “academic turf war” ensued between self-declared “ludologists” studying games as games, as rule-based systems, and “narratologists” (a term brandished by the ludologists) to describe scholars engaging videogames as “texts” using the analytical strategies upon which they had long relied in their own fields (mainly in the humanities). I map the results of this heated debate, arguing that while the foolhardy quest to “win the field” stunted the study of videogames for a time, what has emerged is a thoroughly interdisciplinary field that rests comfortably in the space between the humanities and the technosciences.