



Meetings on Sciences and Cultures
Fernando Pessoa University

V MEETING ON SCIENCES AND CULTURES

Literature & Games – narratives, discourses, representations and myths

Ponte de Lima, Portugal, 17 and 18 May 2012

[<http://encontroestudoscienciascultura.ufp.edu.pt/>]

“However ridiculous it may seem to you that I was expecting to win at roulette, I look upon the generally accepted opinion concerning the folly and the grossness of hoping to win at gambling as a thing even more absurd. (...) True, out of a hundred persons, only one can win; yet what business is that of yours or of mine?”

Dostoyevski, *The Gambler*

INTRODUCTION

Approached, not only as object of study of course programs, in languages and cultures or in area studies, but also as tool for studies in other disciplines such as Natural Sciences, Health Sciences, Social and Human, or Political Sciences, Literature has sustained the spirit of the *Meetings in Ponte de Lima*. On the other hand, the *Meetings* have also pondered the importance of Literature beyond academic and disciplinary frames, calling together multiple areas of knowledge, multiple ways of questioning, from multiple perspectives. In this *Meeting*, Literature is also framed in its relation with society, in a dialogue with games, through the concomitant production of narratives, discourses, representations and myths.

The notion of game does not only include the fictional actions that occur in a specific space and time, according to the rules freely accepted by the players, though commanding for them, situating those rules beyond current life and dismissed from material interests and practical means. Fundamental element of the diversified expressions of culture, the game underlies not only entertainment, but also language, economics, law, the several forms of art and even at the level of belief and myth as original narrative. It is thus legitimate to consider the wholeness of the notion of game and its generative dimension as reason enough to raise the debate on its pluridimensionality, as well as its range and limitations.

This *V Meeting* aims at promoting the framing of diversified areas, such as Literature, Semiotics, Linguistics, Advertising, Architecture, Anthropology, Sociology, Psychology, Pedagogy, Economics, History, Politics and International Relations, in their relation to games and the specificities of the production of narratives, discourses, representations and myths that come about.

GENERAL OBJECTIVES

- To promote inter and intradisciplinary dialogues.
- To explore the relations between literary knowledge and the multiple dimensions of the notion of game.
- To study the formation of cultural attitudes in those domains.

SPECIFIC OBJECTIVES

The aim is to study the several ways in which games, both in the leisure and competitive dimensions, are interrelated with the themes of literature, linguistics, sociology, philosophy, history, politics, international relations, economics, psychology, architecture, health and sports sciences, or information and communication sciences.

Some topics are suggested:

- literature and games in the educational context;
- literature and games: constructing platforms;
- traditional and digital games;
- literature at play, games in literature and literature as game;
- games and the issues of gender or gender games and literature;
- games as elements shaping culture and their contemporary cultural expression;
- sport as art/aesthetics in art;
- socialization through sport;
- the commercial dimension of games;
- the political dimension of games and sports and their role in international relations;
- the social and cultural dimension of games;
- game as an element of power;
- sports and leisure as a topic of the relations between the local and the global;
- the role of the media in sports values;
- the game of outdoors as instrument of transcultural communication;
- advertising and marketing in sports;
- urban spaces and architectural representations of sports events;
- games as therapy and the pathological gambling.

CONFERENCE LANGUAGES

Portuguese, English, French and Spanish.

CALL FOR CONFERENCE PAPERS

Deadline for applications to present a paper: **3rd April 2012**, by e-mail, to isabelp@ufp.edu.pt. Pls. send the following:

1. Author(s) of the paper, Institutional affiliation, Address, Phone, E-mail;
2. Title of the paper, Abstract (max. 250 words), key-words (up to 5);
3. Brief biographical note (max. 150 words).

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The papers will be peer reviewed prior to acceptance for publication. The deadline for submission of the final version of the paper is **30th June 2012**. The paper should be sent by e-mail to isabelp@ufp.edu.pt, as described below:

1. One separate page with Author(s) of the paper, Institutional affiliation and E-mail;
2. Paper with Title, Abstract (max. 250 words), key-words (up to 5);
3. General publication guidelines: max. of 15 pages, word-processed, margins 2.5, font Times New Roman, 12pt; titles and subtitles with TNR 14pt and bold. Citations: 'author-date' or 'Harvard System' with page number; citations with more than two lines are indented and with font TNR 9pt. For detailed information please consider sections 07. Format of texts and 08. Format – tables, graphics, images and illustrations of UFP's editorial guidelines (*Normas de Publicação das Edições Universidade Fernando Pessoa*).

ORGANIZATION

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CONFERENCE WEBSITE [<http://encontroestudoscienciascultura.ufp.edu.pt/>]

ORGANIZING COMMITTEE | Isabel Nena Patim | Daniel Seabra | Rui Estrada | Fernando Hilário

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