

[Appel à contributions "Gaming disability : disability perspectives on contemporary video games"](#) [1]

Date limite de candidature : **15 février 2017**

[Call For Papers](#) [2]: Gaming Disability: "Disability perspectives on contemporary video games". Video games are a significant and still rapidly expanding area of popular culture. Media Access Australia estimated that in 2012 some twenty percent of gamers were people with a disability, yet, the relationship between video gaming, online gaming and disability is an area that until now has been largely under explored. The collection *Internet Studies* at Curtin University seeks to fill that gap.

Liens

[1] <https://www.inshea.fr/fr/content/appel-%C3%A0-contributions-gaming-disability-disability-perspectives-on-contemporary-video-games>

[2] <http://www.tamaleaver.net/2016/11/14/cfp-gaming-disability-disability-perspectives-on-contemporary-video-games/>