Roll 3d20:	DISCIPLINES & APPROACHES	GAME TYPES, PLAY SPACES	SUBJECTS & TOPICS
1	Close readings & cultural analysis	Videogames	Play as performance
2	Sociological studies of game communities	Board games & Analog games	Procedurality
3	(Auto)ethnography	(Trading) Card games	Materiality & Embodiment
4	Intermediality	Historical games	Affect & Emotion
5	Gender Studies	LARP	Immersion
6	Post/anti/decolonial Studies	TTRPGs	Identity & Community
7	Industry criticism	VR and AR experiences	Representation & Politics
8	Applied gaming	Interactive Narrative	Playful creations of (un)realities
9	Human-computer Interaction	(E-)Sports	Games and/in crisis
10	Serious gaming	Metaverse	Thinking with games
11	Media archaeology	Games in (other) media	Beyond postmodernism in games
12	Archaeogaming	Paratexts	Playful infrastructures
13	Legal theories & frameworks	Escape rooms	Games and play in art
14	Political economy	(Board) game cafes	Games and education
15	Historical research	Arcades	Dutchness/regional identity in games
16	Anthropology of play	Mobile games	(Big) Data and games
17	Games and performance	Streaming and fandom	Casual & cozy gameplay
18	Psychology & Cognitive science	Conspiracy theory-crafting	Play, games, & the alt-right
19	Artistic research	Pervasive games	Games culture & masculinity
20	Infrastructural analysis	Theme parks	Authorship & ownership in games