This edited collection brings in multiple scholarly perspectives to examine the impact of the pandemic and resulting government policies, especially lockdowns, on one particular cultural sphere: games.

The COVID-19 pandemic has impacted virtually every aspect of our lives, regardless of where we live. In the initial months, many industry reports noted the unexpected positive impact on online digital game sales. Games were not just lockdown-proof but boosted by lockdowns. Stay-at-home orders triggered a rush toward games as an alternative form of entertainment, and the ubiquity of mobile phones allowed wider than ever participation.

Gaming and Gamers in Times of Pandemic studies how the COVID-19 pandemic affected game players, game developers, game journalists and game scholars alike in many other ways, starting with the most direct—illness, and sometimes death. Some effects are temporary, others are here to stay.

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GAMING AND GAMERS IN TIMES OF PANDEMIC
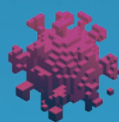
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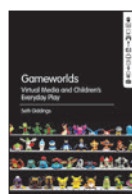Piotr Siuda, Jakub Majewski
& Krzysztof Chmielewski

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