Zh:

Comparisons between play and ritual have been drawn since at least 1938, when Dutch historian and cultural theorist Johan Huizinga published *Homo Ludens: A Study of the Play-Element in Culture*. In play as in ritual, for Huizinga, we create order out of chaos by imposing arbitrary rules. We carve out a space in the world where these rules apply, enter it voluntarily, and seem to gain nothing—materially—when we leave again. These aspects of both play and ritual are all open to challenge, but there remains a powerful connection. In this seminar, we will explore the connection between ritual and play in digital games. We will consider 'real-world' rituals that are conducted within gameworlds (like weddings or funerals in *World of Warcraft*), how rituals of various kinds are represented within games, and how games might form their own rituals or ritualistic behaviour. Both theoretically and methodologically, how do we deal with ritual in a digital environment like a game?

Lt:

To be announced in the seminar.