# ABC-CLIO eBook Collection

PRINT

(select citation style below)

## Encyclopedia of Video Games: The Culture, Technology, and Art of Gaming
### By: Mark J. P. Wolf, Editor

---

**Digital Games Research Association (DiGRA)**

DiGRA is short for the Digital Games Research Association. It is an association established in 2002–2003 to bring together academics and professionals who work on digital games research and advance their interests. One of the key activities of the association has been the series of conferences it has organized; starting from "Level Up" in Utrecht, the Netherlands, in 2003, and then moving to North America with "Changing Views" in 2005, which took place in Vancouver, **Canada**. The third conference, "Situated Play," was organized in Asia and took place in Tokyo, **Japan**. The series came back to **Europe** with "Breaking New Ground," which was organized in Brunel, West London, in 2009.

With a **history** spanning less than a decade, DiGRA is a rather young academic community, reflecting a new phase in the development of **video game studies**. The original ideas for DiGRA were born during a series of conferences that took place during the late 1990s and early 2000s, which all appeared to share a common, cultural, and **artistic** approach to video games. Particularly Western Europe, Nordic countries, and North America appeared as a breeding ground for new theoretically, culturally, socially, and artistically oriented game research at that time.

There existed several older associations already, like ISAGA, the International Simulation and Gaming Association, as well as various associations studying **play** and related phenomena (like TASP, The Association for the Study of Play, in the **United States**). The more technical aspects of **computer games** also had been researched and discussed for some time among computer scientists in associations like the ACM (Association of Computing Machinery). Whether they were right or not, the young generation of scholars who formed DiGRA felt their approach had an emphasis different from that of the older academic communities, giving DiGRA a slightly different mandate. The cultural context and character of video and computer games had greatly changed during the earlier years when games first began, and the range and complexity of games had increased, as well as their technological and artistic sophistication. Also, the social and psychological questions surrounding gameplay had grown in significance, as games became increasingly pervasive elements in everyday lives and the participation in virtual game **worlds** started attracting populations in the millions. All this meant that the 21st century games research addressed a sprawling popular cultural phenomenon,

---

167

which presented new kinds of theoretical and practical demands to research and **education**.

*Frans Mäyrä*

**Further Reading**

DiGRA Web site, available at http://www.digra.org.

### MLA

Wolf, Mark J. P. "Digital Games Research Association (DiGRA)." *Encyclopedia of Video Games:*

*The Culture, Technology, and Art of Gaming*. Santa Barbara, CA: Greenwood, 2012. *ABC-CLIO eBook Collection*. Web. 1 Jan 2013.

**Select Citation Style:**  MLA ▼

*The Culture, Technology, and Art of Gaming*. Santa Barbara, CA: Greenwood, 2012. *ABC-CLIO eBook Collection*. Web. 1 Jan 2013.

**Select Citation Style:**  MLA ▼