

# Call for Chapters

***Immersion, Liveness, and the Qualities of Experience: Having a Larp* (Routledge, under contract)**

## **Targeted Call: Pedagogy, Institutional Contexts, and Wider Applicability of Larp**

We invite expressions of interest for **1–2 additional chapters** to be included in the edited collection *Immersion, Liveness, and the Qualities of Experience: Having a Larp*, currently under contract with Routledge.

This volume examines live action role-play (larp) as a form of lived, participatory storytelling, positioning it as a critical lens through which to rethink immersion, liveness, and experience across contemporary narrative culture. The collection is already at an advanced stage of development, with all core chapters written and undergoing formal peer review.

This targeted call seeks to strengthen the **final section of the book**, which addresses **larp beyond the hobbyist context**, with particular emphasis on:

- pedagogy and learning
- institutional applications
- wider relevance across disciplines and sectors

We are seeking **high-quality, near-complete work** that can respond to a **compressed editorial and review timeline**.

## **Scope of Contributions**

We are particularly interested in chapters that explore how larp—or closely related participatory forms—operate within or inform:

### **Pedagogical Contexts**

- Larp as a teaching method (e.g. edu-larp, experiential learning, role-play in higher education)
- Embodied and immersive approaches to knowledge production
- Managing cognitive load, affect, and accessibility in live learning environments
- Practice-based research and larp as a methodological tool

### **Institutional and Applied Contexts**

- Use of larp or role-play in training, simulation, or professional development
- Applications in museums, heritage, cultural institutions, or public engagement
- Organisational design, facilitation, and governance in structured environments
- Larp as a framework for research, knowledge exchange, or community practice

## Wider Relevance and Transferability

- What larp reveals about immersive storytelling beyond larp itself
- Translation of larp principles into XR, immersive theatre, or participatory media
- Ethical, organisational, and infrastructural implications of live experience design
- Critical reflections on limits, constraints, and non-transferability

## Positioning of Contributions

Submissions should align with the overall conceptual framing of the volume, which treats:

- **liveness** as socially produced and collectively sustained
- **immersion** as partial, negotiated, and processual
- **experience** as shaped by labour, care, and organisational conditions

We welcome contributions grounded in:

- ethnography or autoethnography
- practice-based or practice-informed research
- case studies or applied projects
- theoretically informed analysis

Submissions should engage critically with experience and avoid unqualified claims of transformation or immersion.

## Important Note on Scope

This is a **targeted call**, not a general CFP.

The volume is explicitly **larp-centred**, though contributions may engage adjacent practices where they are clearly relevant. Proposals should demonstrate a strong connection to the themes of **participation, liveness, and lived experience**.

## Timeline (Compressed)

Due to the advanced stage of the manuscript, contributors must be able to work within a tight schedule:

- **Expression of interest (300–500 words):** [Friday 24<sup>th</sup> April – approx. 2–3 weeks from circulation]
- **Full draft submission:** [Friday 5<sup>th</sup> June – approx. 4–6 weeks after acceptance]
- **Peer review and feedback:** rolling, immediately upon submission
- **Revised chapter submission:** [Friday 21<sup>st</sup> August – aligned with final manuscript deadline, September 1]

This opportunity is therefore best suited to authors with **existing or near-complete work**.

## Chapter Requirements

- Length: 6,000–8,000 words
- Original, unpublished work
- Will undergo **double-blind peer review**
- Final inclusion subject to editorial decision

## About the Volume

The collection brings together an established group of international scholars and practitioners working across larp, immersive performance, game studies, and participatory media. It is structured around four thematic sections:

1. Liveness as constructed belief and negotiated reality
2. Care, onboarding, and ethical infrastructure
3. Power, authority, and labour in live storyworlds
4. Larp beyond the hobby: pedagogy and institutional contexts

The present call addresses the expansion of **Section IV**, ensuring it delivers fully on the book's contribution to pedagogy and applied practice.

## Submission Process

Please send:

- a 300–500 word expression of interest
- a short bio (100–150 words)

to: [roy.hanne@nottingham.edu.cn](mailto:roy.hanne@nottingham.edu.cn)

Selected authors will be invited to submit a full chapter.

## Final Note

This is a **selective opportunity to contribute to a contracted Routledge volume** at an advanced stage of development. We are particularly interested in contributions that can **engage directly with the book's conceptual framework** while extending its relevance into pedagogical and institutional domains.