Dr Souvik Mukherjee

Address: 11/1 Hari Bhusan Moitra Road, Calcutta 700090, West Bengal, India, **email: souvik@cssscal.org**, Website: https://www.cssscal.org/faculty_souvik.php.

Google Scholar: https://shorturl.at/cers6 ORCID: https://orcid.org/0000-0002-5491-1040

PROFILE

I am a pioneering scholar on videogame research in South Asia focusing on the narrative and the literary through the emerging discourse of videogames as storytelling media, particularly through the lens of Postcolonialism and Subaltern Studies. Related expertise includes topics ranging from identity and temporality in videogames to the videogame industries and cultures in South Asia. More recently, I have been working on a monograph on Indian boardgames and colonialism. Other interests include digital humanities**,** literary theory and Early Modern Studies. As a digital humanist, I have completed archives of the Scottish and Dutch cemeteries in colonial Bengal. I have helped set up DiGRA's India chapter and also DHARTI, the Indian digital humanities research network. In 2019, I have been nominated a 'Distinguished Scholar' by the Digital Games Research Association (DiGRA) and as a Higher Education Video Game Alliance (HEVGA) fellow in 2022.

Publications indices - h-index: 17, i10 index: 28.

ACADEMIC QUALIFICATIONS

- PhD in English Literature and Cultural Studies (2009) Nottingham Trent University, United Kingdom

Title: The Zone of 'Becoming': Game, Text and Technicity in Videogame Narratives. Supervised by Dr Philip Leonard and Dr David Woods. Key research areas: game studies, new media, digital humanities, narrative, poststructuralist thinkers.

- Diploma in Research Practice (2008) Nottingham Trent University, United Kingdom
- MPhil in English Literature (2005) Jadavpur University, Calcutta, India.

Topic: Reading Books With Joysticks : An Analysis of Narratives in Computer Games. Supervised by Professor Amlan Dasgupta. Key research areas: Digital narratives, reader-response theory, narratology and videogames.

- MA in English Literature (2002) [First Class] Jadavpur University, Calcutta, India

Areas of specialisation: Classical & Renaissance Literature, History of the Book, John Milton

- BA (Honours) in English Literature (2000) Jadavpur University, Calcutta, India.

ACADEMIC AWARDS AND ACHIEVEMENTS

- Higher Education Video Game Alliance Fellow (HEVGA) 2022.
- Digital Games Research Association (DiGRA) Distinguished Scholar 2019
- Charles Wallace India Trust top-up grant for PhD in 2007
- ORSAS (Overseas Research Students Awards Scheme) scholarship from Nottingham Trent University in 2006
- SARAI Independent Research Fellowship, India in 2002-3.

DIGITAL HUMANITIES RESEARCH PROJECTS AND GRANTS

1. **Principal Investigator** for the '**Digitising Dutch Heritage in Bengal**' project funded by the **Embassy of the Netherlands in India**. This grant amounts to Rs. 45,000. The project has been completed and can be viewed at: http://dutchcemeterybengal.com.
2. **UK - India Research Initiative (UKIERI) funded Research Principal Investigator** for the project 'Narratives of Migration between Scotland and India' in collaboration with the University of St. Andrews, Scotland. My own project involves research on the connections between India and Scotland in the colonial period, through the digitisation of the burial records of the Scottish cemetery in Calcutta. This grant amounts to Rs. 26,00,000 (or 26000 GBP approx.). Website: http://scotscemeteryarchivekolkata.com
3. **Videogames and Gamification in India and Germany**: a project sponsored by the Leuphana University, Lueneburg and supervised by Prof. Dr. Mathias Fuchs. Grant amount: 6000 Euros.
4. **Serampore Research Network:** Participant in a project sponsored by the Danish National Museum on the colonial exchange between Denmark and India.
5. **Mutty Lall Seal Digital Archive:** Principal investigator for a digital archive to commemorate the achievements of the 19th c. Bengali industrialist, Mutty Lall Seal. http://motilalseal.com/. Grant amount: Rs. 1,00,000.

PUBLICATIONS

Books and Special Issues

Monographs

1. *Indian Boardgames, Colonial Avatars: Transculturation, Colonialism and Boardgames.* (under contract with De Gruyter; manuscript submitted)
2. *Videogames in the Indian Subcontinent: Development, Cultures and Representations.* Published by Bloomsbury Academic in September 2022.
3. *Videogames and Storytelling: Reading Games and Playing Books.* Published by Palgrave Macmillan in September 2015.
4. *Videogames and Postcolonialism: The Empire Plays Back.* Published by Springer UK in June 2017.

Edited Journal Special Issues

1. Mukherjee, S. and Emil Hammar (2018) *Special Issue on Videogames and Postcolonialism,* Open Library of Humanities.
   https://olh.openlibhums.org/collections/special/postcolonial-perspectives-in-game-studies/
2. Hammar, E., de Wildt, L., S. Mukherjee and C. Pelletier (2020) *Special Issue on 10 Years after Games of Empire'* in *Games and Culture Online First.*
3. S.Mukherjee and Zahra Rizvi (forthcoming) *CyberOrient* special issue on South Asia.
4. Jaakko Stenros, Rene Glas, Hanna-Riikka Roine (forthcoming) *Journal of Games and Virtual Worlds* Gamebooks special issue.

Book Chapters

1. Mukherjee, S. (forthcoming) 'No Cyclones in Age of Empires: Empire, Ecology and Videogames' in *Ecogames* ed. Joost Raessens (Green Media Series, Amsterdam University Press).
2. Mukherjee, S. (forthcoming) The Videogame Version of the Indian Subcontinent: The Exotic and the Colonized for *Videogames in Asia* eds. Christopher Patterson and Tara Fickle (to be published by Duke University Press)
3. Mukherjee, S. (forthcoming) 'Digital Games and/as Literature' in the DH Textbook Project ed. Dhanashree Thorat. Centre for Digital Humanities, Pune.

4. Mukherjee, S. (forthcoming) 'Playing Indian Literature' *Oxford Handbook of Indian Literature,* eds. Anjali Nerlekar and Ulka Anjaria.

5. Mukherjee, S. (forthcoming) 'On Answering the Phone in The Stanley Parable: The Telephone-in-the-videogame, Technicity and Identity', *Telepoetics* ed. Sarah Jackson (Edinburgh University Press)

6. Mukherjee, S. (2023) 'Postcolonial Videogame Paratexts: Replaying the Minor and the Subaltern from the Fringes' in Companion to Literary Media ed. Astrid Ensslin (Routledge)

7. Mukherjee, S. (2023) 'Ludonarrative Postcolonialism: Re-playing the Colonial Discourse' in Global Perspectives on Digital Literature ed. Torsa Ghoshal (Routledge)

8. Mukherjee, S. (2023) 'Confronting the 'Global', Exploring the 'Local': Digital Apprehensions of Poetics and Indian Literature(s). Jamia Millia Islamia University, New Delhi and Michigan State University. (Routledge India)

9. Mukherjee, S. (2022) 'Teaching Shakespeare in the Indian (Google) Classroom: The Digital Promise and the Digital Divide' in Digital Shakespeares from the Global South ed. Amrita Sen.

10. Mukherjee, S. (2021) 'The Cartography of Virtual Empires: Videogame Maps, Paratexts and Colonialism' for Paratextualizing Videogames ed. Hans Christian Schmidt (Transcript Bielefeld)

11. Mukherjee, S. (2021) '"Unburying" Company History: Reconstructing European Company Narratives of Cultural Travel through Digital Cemetery Archives' in Trading Companies and Travel Knowledge 16th-19th centuries eds. Aske Brock, Guido van Meersbergen and Edmond Smith (London: Routledge)

12. Mukherjee, S. (2020) 'Gamifying Salvation: Gyan Chaupar Variations as Representations of (Re)Births and Lives' in Re-rolling Boardgames edited by Esther MacCallum-Stewart and Douglas Brown (Jefferson: McFarland)

13. Mukherjee, S. (2020) 'Digitising Memories: A Digital Archive of Kolkata's Forgotten Cemeteries' in DigiNaka: Where the Digital Meets the Local in India ed. Anjali Jayashankar and Jayashankar K.P (Hyderabad: Orient Blackswan)

14. Mukherjee, S. (2020) 'Digital Humanities, Or What You Will: Bringing Digital Humanities to the Classroom' in Exploring Digital Humanities in India eds. Maya Dodd and Nidhi Kalra (Routledge India).

15. Mukherjee, S. (2019) 'Replaying the Digital Divide: Video Games in India' in Videogames and the Global South. ed. Phillip Penix-Tadsen (Carnegie Mellon University ETC Press)

16. Mukherjee, S. (2019) ' Videogames as (Non)Places and Any-Space-Whatevers' in Ludotopia: Spaces, Places and Territories in Computer Games eds. Espen Aarseth and Stephan Guenzel (Berlin: Transcript)

17. Mukherjee, S. (2019) 'Age of Empires: Postcolonialism' in How to Play Videogames eds. Nina Huntemann and Matt Payne (New York: NYU Press)

18. Mukherjee, S. (2016) 'An Assassin across Narratives: Reading Assassin's Creed from Videogame to Novel' in New Directions in Popular Fiction ed. Ken Gelder (Basingstoke: Palgrave Macmillan)

19. Mukherjee, S. (2016) 'Videogames as "Minor Literature"'in Videogames and Politics (Munich: Goethe Institut)

20. Mukherjee, S. (2015) 'Videogames in India' in Videogames across the World ed. By Mark J.P. Wolf (Massachussetts: The MIT Press)

21. Mukherjee, S. (2015) 'Sherlock Holmes Reloaded: Holmes, Videogames and Multiplicity' in Conan Doyle and Sherlock Holmes (2012) eds. Catherine Wynne and Sabine Vanacker (Basingstoke: Palgrave Macmillan)

22. Mukherjee, S. (2012) 'EgoShooting in Chernobyl: Identity and Subject(s) in the S.T.A.L.K.E.R Games' in Handbook of Digital Game Cultures eds. Johannes Fromme and Alexander Unger (Berlin: Springer)

23. Mukherjee, S. (2011) 'Ethical Conflict in Videogames' in Contact – Conflict – Combat?: Zur Tradition des Konfliktes in Digitalen Spielen ed. Rudolf Inderst and Peter Just, (Boizenburg: Verlag Werner Huelsbuch)

24. Mukherjee, S. (2009) 'Gameplay in the Zone of Becoming: Locating Action in the Computer Game' in Proceedings of the Philosophy of Computer Games Conference, 2008, ed. by Stephan Guenzel, Michael Liebe and Dieter Mersch (Potsdam: University of Potsdam) Online: opus.kobv.de/ubp/volltexte/2008/2463/pdf/digarec01_13.pdf

25. Mukherjee, S. (2009) 'Poetic Programming: Multimedia in the Romantic Age' in Romanticism and Its Legacies ed. Ralla Guhaniyogi (Kolkata: Basantidevi College and Fine Prints)

Peer-reviewed Journal Articles

1. Mukherjee, S. (forthcoming) 'The Romantic Cemetery', *Romanticism on the Net*
2. Rizvi, Z. and Mukherjee, S. (forthcoming) '"Your Subaltern is not my Subaltern": Intersectionality and the Dangers of a Single Game-story', *GAME: The Italian Journal of Game Studies.*
3. Mukherjee, S. (2023) 'Coded Colonialism and Ludic Empires (Extended): DLCs and Strategy Games', *ROMChip* vol 5.1. https://romchip.org/index.php/romchip-journal/article/view/186
4. Mukherjee, S. (2023) 'Pathfinding Affect: Reading Maps, Bodies and the Affective in Colonial Videogames', *Parallax 28.4:* Gaming with Affect and Trauma. ed. Laurent Milesi
5. Zeiler, X. and Mukherjee, S. (2021) *'Video Game Development in India: A Cultural and Creative Industry Embracing Regional Cultural Heritage(s)'* , Games and Culture (Sage Publications)
6. Mukherjee, S. (2021) *'Crab-Rangoons in Kyrat: (Re)Writing South-Asian History in Far Cry 4',* Games and Culture, https://doi.org/10.1177%2F15554120211005240.
7. Mukherjee, S. (2021) 'Playful Maps of Empire: Colonial Cartography in DIgital Games Representation of Global History' in *Memoria e Ricerca* 29.1, ed. Emanuella Scarpelini.
8. Mukherjee, S. (2020) 'Coming of Age in the Capital Wasteland: The Videogame Narrative as a Space of Possibility' in *Refractory: a Journal of Entertainment Media. Volume 34, 2020 | Refractory: a Journal of Entertainment Media (refractoryjournal.net)*
9. Hammar, E., de Wildt, L., S. Mukherjee and C. Pelletier (2020) 'Politics of Production: Videogames 10 Years after Games of Empire' in *Games and Culture*.
10. de Wildt, L., Apperley, T. H., Clemens, J., Fordyce, R., & **Souvik Mukherjee** (2019). (Re-)Orienting the Video Game Avatar. *Games and Culture.*
11. Mukherjee, S. (2018) 'The Digital Humanities - Game Studies Assemblage: Towards A (Non)Disciplinarity' in *Asian Quarterly*, 15.4.
12. Mukherjee, S. (2017) '"No Country for E-Lit?" – India and Electronic Literature' in *Hyperrhiz* vol. 16. http://hyperrhiz.io/hyperrhiz16/essays/8-mukherjee-absent-presence.html
13. Mukherjee, S. (2017) 'Videogames and Slavery' in *ToDiGRA* (Transactions of the Digital Games Research Association) http://todigra.org/index.php/todigra/article/view/60
14. Mukherjee, S. (2016) 'Videogames and Paratexts' in *Gramma* vol. 23.
15. Mukherjee, S. (2015) 'Playing Subaltern: Videogames and Postcolonialism' in *Games and Culture* (London: SAGE). (http://gac.sagepub.com/content/early/2016/02/09/1555412015627258.abstract)
16. Mukherjee, S. (2015) 'The Playing Fields of Empire: Empire and Spatiality in Video Games' in *The Journal of Gaming and Virtual Worlds*, vol. 7.3, September 2015 (Bristol: Intellect Books)
17. Bhat, A. and **S.Mukherjee** (2012) 'Through the Looking Glass, Darkly: Reading Alice in the Videogame' in *Aligarh Journal of Linguistics*, vol. 2.1-2 (Aligarh: Aligarh University Press)
18. **S. Mukherjee** and Pitchford, J. (2010), '"Shall We Kill the Pixel Soldier?": Perceptions of Trauma and Morality in Combat Videogames' in *The Journal of Gaming and Virtual Worlds*, vol. 2.1, Spring 2010 (Bristol: Intellect Books)
19. Mukherjee, S. (2008) '(Ab)Sense of an Ending: Telos and Time in Digital Game Narratives' in *Writing Technologies*, 2.1 (2008) Online: http://www.ntu.ac.uk/writing_technologies/Current_journal/Mukherjee/index.html

Non peer-reviewed Articles / Conference Proceedings

- Mukherjee, S. (2023), 'The Lila of Snakes and Ladders: Game, Pedagogy and Ritual', *Critical Collective.*
- Jayemanne, Darshana, Cameron Kunzelman, Souvik Mukherjee, and Michael Lutz. "'You can use counterfactuality to challenge empire': Souvik Mukherjee on speculation, postcolonialism and games." *Science Fiction Film and Television 14*, no. 2 (2021): 243-250. muse.jhu.edu/article/795498.
- Reimagining Value Action Lab (2022) The empire plays back: Postcolonial countergaming - With Souvik Mukherjee https://soundcloud.com/reimaginevalue/mukherjee
- Mukherjee, S. (2020) 'eReading Karma in Snakes and Ladders: two South Asian game boards in the British Library collections' in Asia and African Studies Blog, British Library, 11 September 2020.
- Mukherjee, S. and Emil L. Hammar (2018) Introduction to the Special Issue on Postcolonial Perspectives in Games Studies, Special Issue on Videogames and Postcolonialism, Open Library of Humanities.
- Mukherjee, S. (2019) 'Here Be Dragons- Aesthesis, Affect and Ethics in Videogames' in Games and Philosophy Conference Online Proceedings, St. Petersburg.
- Mukherjee, S. (2016) "A 'Minoritarian' Literature: Stories in Videogames" in *Games and Politics,* Munich: Goethe-Institut.
- Mukherjee, S., Rukmini Bhaya Nair & Anjum Rajabali (2015), 'The Scope of Fiction', Syntalk. https://syntalk.wordpress.com/episodes/turn-one/tsof/
- Mukherjee, S. (2012) 'Vishnu and the Videogame: The Videogame Avatar and Hindu Philosophy' in Games and Philosophy Conference Online Proceedings, Madrid.
- Mukherjee, S. (2011) 'Re-membering and Dismembering: Recreation of Identities in Videogames' in Games and Philosophy Conference Online Proceedings, Athens

  Articles translated into/ written in other languages

- 'Waking The Sleeping Giant': Videogame Development And Culture In India' (Probuzení Indického Obra)trans. Pavel Dobrowsky in *Level,* Issue 308. [in Czech]
- Mukherjee S. (2017)*, '*Video games e Escravidão' trans. Thiago Falcao *in Metagame: panoramas dos game studies no Brasil* eds. Thiago Falcao and Daniel Marques. [in Portuguese]
- Mukherjee S. (2022) 'লেখাপড়া আর খেলাপড়া' (Lekha pora ar Khela pora) in the DiGRA India Blog.

Book review essays

1. *Children, Gender and Videogames in Journal of Gender Studies, Volume 19 Issue 3*
2. *The Elegance of the Hedgehog in Biblio, April 2012.*
3. *Ethnographies of Videogames in Journal of Gender Studies, Volume 21, Issue 2, June 2012*
4. *Hybrid Knowledge and the Early East India Company in Journal of Early Modern Cultural Studies Vol. 17, No.3. 127-130.*
5. *Sketches by Hootum in Biblio, March 2013*
6. *The Black Coat in Biblio, November 2013*
7. *No Country in Biblio, October 2014*
8. *Uncertain Light in Biblio Jan – March 2016*
9. *4 3 2 1 in The Telegraph July 2017*
10. *Aadhar: The Story of India's 12-digit Revolution in Biblio. November 2017.*
11. *The Book of Chocolate Saints in The Telegraph March 2018*
12. *Tyll* in *The Telegraph* November 2020
13. *Tom Stoppard: A Life in The Telegraph* 2021
14. *The Island in The Telegraph February 2022*

Memberships and Service to the Academic Community

- Affiliated Senior Researcher, Centre of Excellence, Games Studies, Tampere University, Finland.
- Associate Editor, *Simulation and Gaming.*
- Board Member and website officer, Digital Games Research Association (DiGRA) 2023- present and from 2015-2017; Track Chair, DiGRA 2022; Programme Committee Member DiGRA 2015 Conference; Programme Committee Member (Game criticism and analysis) DiGRA 2016 conference. Member, DiGRA Diversity Group.
- Board Member, Games and Literary Theory Conference (2019 to present).
- Founder-member: DiGRA India Chapter
- Founder-member: DHARTI (The Digital Humanities Alliance for Research and Teaching Innovations)

- Founder-member: NASSCOM game forum , Eastern India.
- Review board member, *Game Studies*
- Editorial board member, *Gamevironments*
- Editorial board member, *Journal of Gaming and Virtual Worlds*
- Editorial board member, *Journal of Simulation/ Gaming for Education and Development*
- Editorial board member, *Games and Play* book series, Amsterdam University Press
- Elected associate member, Centre for Studies in Romantic Literature (2002 - 2017)
- Member, DAS|LAB, University of Regensburg
- Reviewer for *Games and Culture, JGVW* and *Game Studies.* Also reviewer of book proposals from Routledge, Bloomsbury and McFarland.

INVITED LECTURES

Keynotes

1. October 2023, DiGRA Mexico 2023, Keynote lecture. Title TBA.
2. April 2023, Midnapore College, West Bengal. Keynote: 'The Wasteland in Videogames'
3. January 2023, E-Literature: Explorations in Literary Creativity, Dept. of English, Jamia Millia Islamia University. Keynote: 'Unelited: Electronic Literature in India'
4. October 2022, Keynote Lecture 'Game Atlas: The Archeology of a World not Far-away' Goethe-Institut, Hong Kong.
5. May 2022, Keynote at the GameBooks Spring Seminar, Tampere University, Finland. Title: 'Reading Games and Playing Books: The Indic and the Ludic'
6. April 2019, Dept. of Comparative Literature, Jadavpur University. Debrupa Bal Memorial National Students' Seminar. Keynote Lecture.
7. July 2017, Digital Games Research Association Conference 2017, Melbourne. Keynote lecture.
8. November 2016, Jagiellonian University, Cracow, Keynote lecture at the Games and Literary Theory Conference.
9. June 2021, International Conference on Games and Narratives (ICGaN), University of Waterloo, Canada. Keynote lecture.

Other Invited Lectures

10. September 2023, University of Delaware, Videogames around the World lectures: 'The Sleeping Giant Plays: The Journey of Indian Videogames from the 'Nineties to Present Times'
11. Loreto College, Kolkata: 'Digital Tools in Research', Seminar on Digital Empowerment.
12. September 2023, Kiran Nadar Museum of Art, New Delhi: 'Reading Games and Playing Books: Conversation with Afrah Shafiq'
13. August 2023 CSSSC -WCC Workshop , 'Digital Tools for Research'.
14. August 2023 Army Management Institute, Kolkata. Invited lecture: 'Teaching Ethics through Videogames'.
15. May 2023 Christ University Lavasa. ' Digital Tools for Humanities Research'.
16. February 2023, Institute of Engineering and Management, Kolkata. Panel on 'Media Storytelling in a Digital World'.
17. December 2022, Lecture 'Indian Art, Ludic Surfaces: From Cloth 'Boards' to Videogame Screens', Macromedia University, Germany.
18. May 2022, Talk at the University of Jyvaskyla, Finland. Title: 'Videogames and Postcolonialism'
19. May 2022, Talk at the University of Oslo, Norway. Title: 'No Cyclones in Age of Empires: Videogames, Colonialism and the Environment'.
20. April 2022, Joint discussion with Xenia Zeiler at the University of Helsinki on Indian videogames.
21. March 2022, Calcutta University Refresher Course for English
22. March 2022, SNDT University and Calcutta Comparatists 1919, 'Comparative Literature: Frames, Methods and Practice Conference.
23. March 2022, University of Burdwan, 'Transnational Circulations: Scotland in the World, The World in Scotland Conference
24. August 2021, UILAH Induction Programme, University of Chandigarh, 'Introduction to the Digital Humanities'
25. May 2021. Sheshadripuram Evening Day College. International Webinar on Digital Humanities.
26. April 2021 Dept. of English, St. Xavier's University, Kolkata. Lecture on Digital Humanities.

27. March 2021, Department of Indian and World Literatures, The English and Foreign Languages University. Plenary Address.
28. February 2021, UPLINK conference, Panel: 'Gaming's Path in India' with Jaison Lewis, Rishi Alwani and Khumail Thakur.
29. January 2021 Mount Carmel College Bangalore, 'Introduction to Digital Humanities'. Invited lecture.
30. December 2020 Jamia Millia Islamia University, Confronting the 'Global', Exploring the 'Local': Digital Apprehensions of Poetics and Indian Literature(s). 'Speaking to the "Missing" Player': Subaltern Poetics in Videogames.
31. December 2020 Jamia Millia Islamia University, Digital Humanities: Theory and Praxis Workshop.
32. December 2020 University of Skovde, on Gamer User Xperience Research & Development Course. Lecture on Postcolonialism and Videogames.
33. November 2020 DiGRA Italia, Roma Tre University and LUDUS Histories in/at Play: Debates on Historical Game Studies. 'Truly an Age of Empires?' : Coded Colonialism and Subaltern Histories in Videogames
34. October 2020 Jagiellonian Games Studies Institute. Not a 'Race' Game: Tracing a Boardgame from the Colony to the Metropole.
35. August 2020. British Council, Kolkata. Book Launch of The Mortal God by Dr Milinda Banerjee and Panel Discussion of 'Indian Democracy: A Global Intellectual History'.
36. June 2020. Open Library of Humanities. Live Chat on Postcolonial Perspectives on Videogames.
37. February 2020. Dept. of Political Science, Calcutta University. Videogames and Violence.
38. January 2020, Dept. of English, St. Xavier's University, Kolkata. Lecture on Digital Humanities.
39. February 2019, Tata Institute of Social Sciences, Mumbai. UGC-UKIERI Node Network Master Class in Critical Research Methods. 'Reloading Pedagogy: Teaching Digital Culture in the Indian Classroom.'
40. November 2018, Rama Devi Women's University, Bhubaneswar, Odisha. Workshop on Digital Humanities. Keynote Lecture.
41. June 2018, School of Oriental and Asian Studies (SOAS), London, Workshop on Research Methods. Topic: 'Digital Humanities and Digital Games Studies in India'.
42. April 2018, INTACH New Delhi and University of Lancaster, Workshop on Mapping and the Digital Humanities.
43. February 2018, University of Tromso, Norway. 'Boardgames in Ancient India', 'Videogames and Post-colonial History'.
44. February 2018, Centre for Studies in Romantic Literature, Kolkata. 'Negative Capability in Videogames'.
45. December 2017, Indian Institute of Management, Calcutta. 'Crossing the Line: Teaching Ethics through Videogames'.
46. December 2016, Winter School in Digital Humanities, University of Pune, talk on videogames and storytelling.
47. November 2016, NASSCOM Game Development Conference, Hyderabad, Videogames and Narratives.
48. October 2016, University of Skovde, Sweden, 'Videogames in India'.
49. April 2016, Rochester Institute of Technology, 'Boardgames in India'
50. February 2016, Oklahoma City University, 'Reading Games and Playing Books: Videogames and Storytelling.'
51. June 2015, Synthesis Talks, Mumbai: 'The Scope of Fiction'
52. April 2015, Indo-British Scholars' Association: 'Introducing the Renaissance through Assassin's Creed'
53. February 2015, Discussion with the author Will Buckingham at the British Council Pavilion, Kolkata Book Fair
54. December 2014, Lectures on storytelling in videogames and gamification at the Indian Institute of Management, Calcutta
55. September 2014, Khoj Artist's Workshop, New Delhi: 'Videogames in India'
56. January 2014, Jawaharlal Nehru University, keynote address at the 'Gaming across Cultures' Conference: 'Where in the World Is Indian Videogaming?'
57. August 2013, Khoj Artist's Workshop, New Delhi: 'Videogames and Storytelling'
58. July 2013, Indian Institute of Sciences, Bangalore: 'The (Non) Boundaries of Digital Humanities'
59. May 2013, Indian Museum, Calcutta: 'The Roman Empire in Videogames'
60. April 2013, Presidency University Department of History: 'Videogames and Empire'
61. October 2012, NASSCOM Game Development Conference, Pune
62. April 2012, Lecture on videogames and mythology at Oklahoma City University, USA.

63. March 2012, Lecture on player responses and game design for Open Class, SKJ group, New Delhi.
64. February 2012, Keynote address on 'Videogames and Digital Humanities' at Venkateshwara College, Delhi University
65. November 2011, Invited lecture on Videogames and Digital Humanities at Indraprastha Institute of Information Technology, Delhi
66. March 2011, Invited lecture on videogames as literary texts at University of Bangor, UK.
67. November 2008, Guest lecture on videogames in South East Asia for Media and Cultural Studies postgraduate students at Nottingham Trent University.
68. Guest lecture on videogames in the creative industries for Media and Cultural Studies postgraduate students at Nottingham Trent University.

CONFERENCE PRESENTATIONS

1. June 2023 Marbach International Conference Games & Literature 'Storyplaying India: The Ludic Literary in Non-Western Narrative Traditions'.
2. June 2023 Leiden 'Playing Politics' Workshop 'Worlding the Colonial Gamescape: The (non)/sense of worldness in Game Studies' (with Zahra Rizvi).
3. June 2023, DiGRA 2023, University of Seville
   - *Huizinga's Lila*
   - *Revisiting Games (with Rene Glas)*
   - *'Your Subaltern is Not My Subaltern' (with Zahra Rizvi)*
4. July 2022, DiGRA 2022, Jagiellonian University, Krakow.
   - Imperialism and Reverse Colonization in Mass Effect: Andromeda: A Reappraisal
   - Blue Avatars, White Avatars: Decolonizing the Avatar Concept in Videogames in the 'State of the Avatar' workshop chaired by Daniel Vella and Ea Christina Willumsen
   - Remediating Orientalism and Patriarchy in Games from the Global South: The Case of Raji: An Ancient Epic (with Poonam Chowdhury)
   - Tales of a Sleeping Giant: Early History of Videogames in India (1990s to 2015) in the 'Gaming the Sleeping Giant' panel organised by DiGRA India
5. May 2022, MeVi conference, Finland, 'No Cyclone in Age of Empires' (panel with Marko Siitonen, Tero Pasonen and Jaakko Suominen)
6. November 2021, American Academy of Religions, 'Worshipping Banashur: Far Cry 4 and the Ubisoft Version of Hinduism and Buddhism'. Panel discussion: 'Blinded by the White'.
7. March 2021, University of Lancaster, Digital Heritage Workshops, 'Archiving Colonial Cemeteries with Postcolonial DH Methodologies.'
8. October 2020, History of Games Conference. Transnational Game Histories. Transculturating Snakes and Ladders: The Game as a Contact Zone between Colony and Metropole.
9. November 2019, Games and Literary Theory Conference, Presidency University, Kolkata.
10. November 2019, Philosophy of Computer Games (PoCG), State University of St. Petersburg.
11. July 2018, Digital Games Research Association (DiGRA), University of Turin. ''Missing is the Message': Addressing India's Girl-Trafficking Problem through a Videogame'.
12. September 2017, Hakluyt Society Symposium 2017: Trading Companies and Travel Literature, University of Kent, '"Unburying" Company History: Reconstructing European Company Narratives through Digital Archives'.
13. October 2016, Extending Play, Rutgers University, 'Playing Games with Karma: Indian Board Games as a Commentary on Time'
14. September 2016, History and Heritage Conference, School of South Asian and Oriental Studies (SOAS), London, 'Of Swimming Doctors, Scotch Dissenters and Susanna's Seven Husbands': Digitally Archiving Kolkata's Forgotten Cemeteries.

15. August 2016, DiGRA-FDG 2016, Abertay University. 'The SEGA and Microsoft History of India: The British Raj in Videogames' AND 'Videogames, Religion and Karma'.
16. July 2016, Urban Future, Urban Utopias, Institute of Development Studies, Kolkata, 'Gamifying Kolkata: A Ludic Approach to Viewing the City'.
17. June 2016, Serampore Research Network, National Museum of Denmark, 'Revisiting Fredericksnagore on the Web: A Digital Archive of Danish Colonial Bengal'.
18. April 2016, Philip K. Dick Conference, Birmingham City University, 'Videogames and PKD'.
19. January 2016, DigiNaka Conference, Tata Institute of Social Sciences, 'Colonial Cemeteries and Digital Archives.'
20. October 2015, UKIERI presentation at St. Andrews University, Scotland. Title: 'Swimming Doctors, Native Catechists and Scotch Dissenters: The Scottish Cemetery in Calcutta'.
21. August 2015, International Workshop on Digital Archiving, Jadavpur University, Calcutta. Title: 'Digitising Colonial Cemeteries'.
22. May 2015, Digital Games Research Association (DiGRA) Conference, Leuphana University, Lueneberg, Germany.
    - *'Videogames around the World: India' - panel presentation*
    - *'Videogames and Slavery' - conference paper*
    - *'Videogames as Minor Literature: Reading Videogame-Stories through Paratexts' - conference paper*
23. April 2015, UK-India Research Initiative 'Narratives of Migration' Conference, University of St. Andrews, Scotland. Title: 'The Scottish Cemeteries in Bengal Database: Phase Two'.
24. January 2015, UK-India Research Initiative 'Narratives of Migration' Conference, Presidency University, Kolkata. Title: 'Digitising Memories: The Scottish Cemeteries in Bengal Database'.
25. December 2014, Global Shakespeares Conference, Presidency University, Kolkata. Title: 'What's in a Game: Shakespeare in Videogames.'
26. October 2014, Meaningful Play Conference, Michigan State University, East Lansing, Michigan. Title: 'Playing Subaltern: Videogames and Post-colonialism'.
27. February 2014, 'The Dutch in Bengal' Conference, Presidency University, Kolkata. Topic: 'Digitising Memories and Digital Monuments: A Digital Humanities Approach to Heritage Preservation'
28. October 2013, Philosophy of Computer Games Conference, Bergen. Topic: 'Videogames and Empire'.
29. November 2012, NASSCOM Game Developer Conferece. Topic: 'Videogames and Storytelling'.
30. September 2012, Digital Humanities in India Conference, Kolkata.
31. August 2012, MARG Humanities Conference, New Delhi. Topic: 'Digital Humanities or What You Will'
32. June 2012, SHARP Conference, Trinity College, Dublin. Topic : 'Videogames and Player Responses'.
33. January 2012, Philosophy of Computer Games Conference, Madrid. Topic: 'The avatar in videogames and in Hindu philosophy'.
34. January 2012, Singularities National Seminar, Jawaharlal Nehru University, New Delhi. Topic: Singularities, Deleuze and Videogames.
35. June 2011, Presentation on the impact of social media on Leicestershire business communities, De Montfort University, Leicester, UK.
36. 'Under the Mask' Conference, University of Bedfordshire. Topic: 'Exploring videogame paratexts'.
37. April 2011, 'Spaces of Alterity Conference', University of Nottingham, UK. Topic: 'Videogames as dystopias of possibility'.
38. Philosophy of Computer Games Conference, Panteion University, Athens. Topic: 'Re-membering and dismembering: memory and the (re)creation of identities in videogames'
39. March 2011, Participated in the Ludotopia 2 workshop on videogames, University of Salford, Manchester, UK.
40. September 2010, CEDAR Workshop on Web 2.0 technologies, University of Bangor. Topic: 'Walkthrough and wikis in videogames'
41. June 2010, Paper presented at the Ludotopia workshop in IT University, Copenhagen. Topic: Videogames and spatiality.
42. September 2009,Conference paper at Digital Game Research Association (DIGRA) conference, Brunel University, London. Topic: Telos, Time and Karma in Videogames

43. July 2009, Conference paper on 'Sherlock Holmes in Videogames' in the 'Afterlives of Sherlock Holmes' conference, University of Hull, UK.

44. June 2009, 'Under the Mask 2' Conference in University of Bedfordshire, UK. Co-presented paper on 'Perceptions of trauma, morality and violence in Videogames'.

45. 'Philip K. Dick, alternative history and computer games': paper presented at PKD-Day 3, third annual conference in celebration of the life and works of Philip K. Dick hosted in Nottingham Trent University.

46. March 2009. Conference paper presented at the Otto von Guericke University, Magdeburg, Germany. Topic: Identity and Subject(s) in the S.T.A.L.K.E.R Games

47. 'Egoshooting', conference paper on videogames and identity in the LINK Conference at Nottingham Trent University.

48. June 2008, 'I Am a Paddle, I Am a STALKER, I Am a Game': paper presented at the 'Under the Mask' conference at the University of Bedfordshire, Luton.

49. May 2008, 'Gameplay in the Zone of Becoming': paper presented at the Games and Philosophy Conference in the University of Potsdam. Participation partially funded by Nottingham Trent University.

50. September 2007, Paper on endings in computer games at the Computer Games Conference, Brunel University, West London.

51. June 2007, Paper on videogames, empathy and the novels of Philip K. Dick, presented at PKD-Day, Nottingham Trent University.

52. May 2006, Computer games and Lewis Carroll's Through the Looking-Glass, presented at the Brown Bag Seminar, Nottingham Trent University.

53. Research Practice Course presentation at Nottingham Trent University

54. February 2003, Poetic Programming to Computers in the Romantic Age', paper on multimedia in the Romantic period at the Centre for Studies in Romantic Literature conference, Calcutta

55. May 2001, 'And Alice Played a Videogame', paper on videogames and narratives, UGC Research Seminar at Jadavpur University, Calcutta.

56. May 2000, 'Prufrock and the Outsider', paper on T.S. Eliot and Albert Camus, T.S. Eliot Conference at Jadavpur University, Calcutta.

CONFERENCES ORGANISED / CHAIRED / PARTICIPATED IN

Conferences

- Organised DiGRA India 2021 and 2022.
- Track chair at DiGRA 2022.
- Co-organised the Games and Literary Theory Conference (GamesLit 2019) at Presidency University, Kolkata.
- Co-organised the Global Game Jam Kolkata in December 2016, January 2017, January 2018, January 2019 and February 2023.
- Organiser of the 'Narratives of Migration' conference (January 2015) at Presidency University, Kolkata in collaboration with the University of St. Andrews, Scotland.
- Organised the Centre for Romantic Literature 2014 Conference at Presidency University.
- Jury member for the Indie games panel at the NASSCOM Game Developers Conference, 2013.
- Co- organised the Centre for Studies in Romantic Literature Conference, 2013.
- Organised the Presidency English Winter Lectures, featuring both international and Indian scholars.
- Organised the 'Digital Humanities in India' Conference at Presidency University, Kolkata in September 2012.
- Chaired the session on gaming at the 'Cybercultures' conference, Jamia Millia University, New Delhi.
- Organised 'PKD-Day 4' in June 2011 at Nottingham Trent University. This is a conference celebrating the life and work of Science Fiction writer Philip K. Dick in its fourth annual session.
- Organised 'PKD-Day 3', a conference on the life and works of Philip K. Dick, in June 2009 at Nottingham Trent University.

- Organised 'PKD-Day 2' a conference on Philip K. Dick, in June 2008 with Professor John Goodridge at Nottingham Trent University.
- Organised 'Dialogue', a postgraduate research conference at Nottingham Trent University in June 2008.

     Workshops

- Organised the 'Games and Politics: Teaching History and Politics via Videogames' workshop for Goethe-Institut Max Mueller Bhavan Kolkata in February 2019.
- Co-organiser of the 'Dutch in Bengal' workshop (November 2014) with the Embassy of the Netherlands, West Bengal Tourism and Presidency University
- Organised the 'Digital Humanities in India 2013' workshop.
- Participated in the 'Keywords' workshop, on designing a lexicon of Indian keywords, in the Indian Institute of Advanced Studies, Shimla.

EMPLOYMENT HISTORY

Research and teaching

*December 2020 to present: **Assistant Professor in Cultural Studies, Centre for Studies in Social Sciences.***

- *Courses taught: 'Modernity and the Making of the Social' (course coordinator) and 'Introduction to Modern Social Thought'. (As joint course coordinator); 'Introduction to Research Methods'; 'Visual and Performance Cultures'.*
- *Committee work: Convener, IT and Website Committee; Convener, Digital Outreach Committee ; Member, COGSASH; member, ICC (Internal Complaints Committee)*
- *PhD supervision: Currently supervising 4 PhD theses on topics related to videogame studies, digital humanities and modernism.*
- *MPhil supervision: 2 MPhil theses supervised.*

*August 2012 to December 2020: **Assistant Professor**, **Department of English, Presidency University.** Responsibilities include teaching undergraduates and postgraduates a wide-range of topics in Digital Humanities, Classical Literature, Early Modern Literature, Romanticism, Modern Literature, Games and Literature and Literary Theory.Started the first Digital Humanities gen-ed course for undergraduates (from all disciplines) in the region. Course blog: http://dhgenedpresi.blogspot.in/. Also conducted workshops for faculty on Virtual Learning Environments and MIT Open-Courseware.*

- ***Head of Department, English** (November 2018 to September 2020): As head of department, I was responsible for the smooth functioning of the department and the liaison with the administration, students and other departments.*
- *Coordinator of Postgraduate Studies, Dept. of English, Presidency University.*
- *Convener of the Presidency University Website Committee: involved in the re-development and maintenance of the Presidency University website. (2012 - 2015)*
- *Member, Presidency University IT Committee.*
- *Member, English Department Board of Studies.*
- *Member, English Department Examination Moderation Committee. (2012-2014 and 2016 onwards).*
- *Member, Presidency University Committee for International Collaborations. (2017 onwards)*
- *Teacher-in-charge, Presidency University Literary Society. (2012 to 2015, 2017 to 2018)*

*January 2016 to November 2016: **Lecturer, Oklahoma City University.** Courses taught:*

- *HUAC3163 – Videogames and Storytelling*
- *ENGL 1113 – Composition / Multicultural Composition*

April 2012 to August 2012: **Assistant Professor of English Literature, Shiv Nadar University,** *Greater Noida, Uttar Pradesh. Responsibilities included full undergraduate and postgraduate course design, setting up the new English department and designing the departmental website.*

October 2011 to April 2012: **Research Associate** *in the 'Language, Emotion and Culture' project at* **Indian Institute of Technology (IIT), Delhi**

March 2011 to June 2011: **Sessional Lecturer in English Literary Studies, Nottingham Trent University**, *UK. Teaching critical theory to first-year undergraduate students of English Literature. This module involved a wide range of introductory discussions of liberal humanism, Marxism, psychoanalysis, structuralism, post-structuralism, post-colonialism and ecocriticism.*

February 2011 to July 2011: **Impact Research Fellow, De Montfort University, Leicester, UK**. *Postdoctoral research position involving the analysis of the impact of digital media (particularly social networking tools such as Facebook, Twitter etc) and transliteracy in enhancing business opportunities in the city of Leicester, UK.*

November 2009 to June 2010: *'Champion of Academic Enterprise', Nottingham Trent University. Responsibilities involved* **designing an interdisciplinary Master's degree course on videogame design and digital humanities** *that would connect with the local game design industry and generate third-stream income.*

October 2006 to June 2008: **Sessional Lecturer in English Literary Studies**, *Nottingham Trent University, UK: Teaching on the 'Introduction to English Literature' module. This involved introducing students to a wide range of key texts, from Beowulf to modern English prose and poetry. The second half of the module involved teaching literary theory.*

December 2005 to July 2006: **Level 2 scheme and AimHigher scheme, Progression Partnerships, Nottingham Trent University**: *Working with Year Eight to Year Eleven school students assisting them in their lessons and with special projects. This involved assisting the English departments of Fairham Community College, Clifton and Elliot Durham School, Nottingham.*

December 2002 to September 2004: **Faculty at George Edcare Institute**: *Specialized in coaching and counselling students for international competitive examinations like GRE , GMAT, SAT . TOEFL and IELTS. Taught mainly verbal , grammatical and lexical skills in English as well as critical reasoning for GMAT.*

January 2004 to March 2004: **Faculty member** *at* **American Institute for Indian Studies, Calcutta**: *Taught Bengali to research students from the USA. Also led sponsored excursions to familiarise US students with Indian culture and heritage.*

Other academic employment

- June 2009 to March 2011: **Technology Learning Development Adviser**, Nottingham Trent University. Advising and training academic staff on e-learning best practices, on the use of the university's virtual learning environment (powered by Desire2Learn) and in using web 2.0 software for learning and teaching.
- January 2008 to August 2012: **Project manager for Theory, Culture & Society journal's website** and online presence. The TCS website carries articles, podcasts and interviews that supplement the printed journal.
- April 2008 to December 2008: Learning Technology Assistant for the Educational Development Unit, Nottingham Trent University. Experienced in **maintenance and administration of the university's virtual learning environment** and also in **advising academic staff on e-learning.**
- January 2007 to January 2009: **Editorial assistant**, Writing Technologies, online peer-reviewed journal on Digital Humanities.

- October 2006 to December 2006: **Research assistant**, developing Nottingham Trent University's English department's use of e-learning and web 2.0 tools.
- August 2006 to September 2006: **Editorial assistant**, Ronald Blythe's A Writer's Day-Book project under the supervision of Professor John Goodridge of Nottingham Trent University.
- August 2006 to August 2007: Research assistant, **designing the Robert Bloomfield and Thomas Chatterton research websites** for the English Subject Centre, London. This project was supervised by Professor John Goodridge of Nottingham Trent University.India.
- July 2006 to August 2006: Research assistant in the **digitalisation of the Robert Southey Archive**, Nottingham Trent University. Responsibilities involved digitisation of Southey's letters using OCR software.
- January 2006 to June 2006: Research assistant in the **Ray Gosling Archive**, Nottingham Trent University. Listing and sorting archival material belonging to one of England's important documentary makers from the '60s with a view to creating an online archive.
- March 2006 to April 2006: Part-time employment as **Bengali translator** for Hispana Language Services, Nottingham.
- December 2003 to March 2004: **Project Assistant researching the reach of videogames** in Indian cybercafes, UGC Centre for Excellence Programme, Jadavpur University, Calcutta.
- July 2002 to September 2004: **Librarian at Centre for Studies in Romantic Literature**, Calcutta.

Non-academic employment

- June 2007 to October 2007: Part-time employment as administrative assistant for the **International Development Office, Nottingham Trent University, UK**
- May 2005 to September 2005: **Content writer for e-learning software** at Tata Interactive Systems,
- September 2004 to May 2005: Senior Officer, **Corporate Communications** in Exide Industries Limited, India.

PROFESSIONAL DEVELOPMENT

1. **Refresher Course on Research Methodology** conducted by the UGC-HRDC, Calcutta University (September 2019). This is a compulsory training course for assistant professors stipulated by the University Grants Commission, India.
2. **Faculty Orientation Programme** conducted by the UGC-HRDC cell, **Jadavpur University, Kolkata** (Nov-Dec 2017)**.** This is a compulsory training course for assistant professors comprising sessions on pedagogy, administration and other topics as stipulated by the University Grants Commission, India.
3. **Certificate in 'Introduction to Learning and Teaching in Higher Education'**, **Nottingham Trent University**. This course covered higher education teaching techniques and was geared towards early-career lecturers. Some of the key areas focused on were classroom teaching, assessment design and lecture planning.
4. **Diploma in Research Practice**, **Nottingham Trent University**: This course entailed training in writing research work, engaging with and developing research methodologies, conference organisation and examined coursework on reviewing texts and presenting original research.
5. **Course on Documentation and Bibliography, Jadavpur University**: This course involved an introduction to the processes of editing manuscripts and printed texts, preparing databases, bibliographies, concordances, indexes and other reference tools for cultural and textual studies.
6. **Conducted workshop on Qualitative Data Analysis using MaxQDA at the Indian Institute of Technology, Delhi.** The workshop was aimed at teaching researchers how to use software for qualitative data analysis.

IT Skills : Versatile knowledge of software. Expert user of Microsoft Windows and Office. Proficient in using photo-editing (Photoshop, GIMP etc.), web-designing, video-editing (Openshot videoeditor) and audio software (Audacity, SoundForge). Experience in using data-analysis and statistical packages such as SPSS and qualitative data analysis programs such as Max QDA 10. Expert user and administrator of VLE software (such as Desire2Learn and Moodle), Microsoft SQL Studio and Web 2.0 applications for learning and teaching. Preliminary knowledge of game design software.

Languages: English (Fluent), Bengali (Fluent), German (Fluent, Mittelstufe from Goethe-Institut), Hindi (Fluent) and Latin (Basic).

Other Administrative Responsibilities/ academic evaluation and supervision.

MPhils supervised

1. Abhirup Maity, topic: Gandhi And Games: A Study Of M.K.Gandhi's Experiment(S) With Games/Sports
2. Priyank Thacker., topic: social media campaigns

PhDs under supervision

1. Atanu Sarkar (submitted): 'Beckett Per Forms: Language, Visuals, Pause and Performance'
2. Arkabrata Chaudhuri 'Play at the Margins: Exploring Digital Spaces in Select Digital Games'
3. Piuli Basu, TBD

External supervision and evaluation

- Mentor for Masters' dissertation of Jessica Renfro, ARTEZ University, Netherlands.
- External evaluator, PhD presubmission, Emil Lundedal Hammar, University of Tromso
- External examiner, PhD thesis, Sudeshna Dutta Choudhuri, Jadavpur University
- Syllabus vetting of 'Digital Literature and Literatures in the Digital' for Aligarh Muslim University.
- External examiner, PhD dissertation, Andrej Zanescu, Concordia University
- External examiner, PhD dissertation, Abhik Maiti, University of Exeter
- External examiner, PhD dissertation, Eoin Murray, Bangor University.
- External examiner, PhD dissertation, Jacqueline Moran, Swinburne University.
- External examiner, MPhil dissertation, Suryanshu Guha, Jawaharlal Nehru University.
- External research advisory committee member, Artitrik Choudhuri, St. Xavier's University

Related Professional Experience

- International Student Ambassador, Nottingham Trent University (2006-07)
- Student Representative for the Arts, Humanities and Education research students in Nottingham Trent University (2006-2008)
- Elected journal representative by the Jadavpur University Student's Union.
- Regular columnist on videogames for *The Times of India – Kolkata edition* from 2015 to 2019. Worked as a freelance journalist in the Indian English dailies such as *The Indian Express, The Statesman* and *The Hindustan Times.* Also published poetry in leading English journals in India
- Reviewer for international journals such as *Games and Culture, Game Studies* and *Journal of Games and Virtual Worlds.*
- Jury member for NASSCOM Game Development Conference (2013, 2017)
- Jury member for India Foundation of Arts (IFA)
- Teaching Digital Humanities Introduction course in IIT Jodhpur (10 lectures). (September 2022)

Media Appearances

- Bhattacharya, Chandrima. "Games People Have Played Forever." *The Telegraph*, 12 June 2023, https://www.telegraphindia.com/my-kolkata/news/games-people-have-played-forever/cid/1944299.
- Chen, Brian X. "Final Fantasy XVI Takes on Its 'Star Wars' Problem." *The New York Times*, 20 June 2023. *NYTimes.com*, https://www.nytimes.com/2023/06/20/arts/final-fantasy-xvi-square-enix.html.
- Das, Soumik. "Board Game Museum: Where Board Games Teach History - GetBengal Story." *Get Bengal*, https://www.getbengal.com/details/board-game-museum-where-board-games-teach-history-getbengal-story. Accessed 17 Sept. 2023.
- Guha, Aditi. 'Game Studies research opportunities opening up in India', *The Telegraph.* 4 January 2022.
- Mukherjee, Sujaan. "Souvik Mukherjee." *Envisioning the Indian City*, 8 Nov. 2014, https://eticproject.wordpress.com/tag/souvik-mukherjee/.
- *#StoriesofWorldCultures: #29 :Topic: In & Out of the Magic Circle: Dr Souvik Mukherjee : Indian Museum*. Directed by Indian Museum, Youtube Video, 2020. *YouTube*, https://www.youtube.com/watch?v=dXYEULbACbg.
- TV9 'Videogames and Culture' [Bengali]
- Madhumita Dutta. 'English Vinglish' [Bengali] in *Ebela,* 7 September 2013
- Kounteya Sinha. 'Lost history unearthed in Scot Cemetery'. *The Times of India,* 9 April 2015.

REFERENCES

Professor Mia Consalvo
Professor and Canada Research Chair In Game Studies & Design, Communication Studies.
Concordia University, Canada.
Email: Mia.Consalvo@concordia.ca

Professor Mathias Fuchs
Senior Fellow, Leuphana University Lüneburg
Institute of Advanced Study on Media Cultures of Computer Simulation (MECS) Email:
mathias.fuchs@inkubator.leuphana.de

Professor John Goodridge
Professor of English Literature (Retd.)
Department of English, Nottingham Trent University.
Email: johnagoodridge@googlemail.com

Professor Philip Leonard

Professor of English Literature (PhD supervisor)
Department of English, Nottingham Trent University
Email: philip.leonard@ntu.ac.uk

Professor Amlan Dasgupta
Professor and Director of the School of Cultural Texts and Records (Retd.)
Jadavpur University, Kolkata, India
Email: amlan04@gmail.com