

## PUBLICATIONS

### Books and Special Issues

*Videogames in the Indian Subcontinent* (under contract with Bloomsbury India)

*Videogames and Storytelling: Reading Games and Playing Books*. Published by Palgrave Macmillan in September 2015.

*Videogames and Postcolonialism: The Empire Plays Back*. Published by Springer UK in June 2017.

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/>

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.

### Book Chapters

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)

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)

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).

Mukherjee, S. (forthcoming) "'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)

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)

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)

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

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)

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

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

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)

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)

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)

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](https://opus.kobv.de/ubp/volltexte/2008/2463/pdf/digarec01_13.pdf)

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

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*.

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* Online First.

de Wildt, L., Apperley, T. H., Clemens, J., Fordyce, R., & Souvik Mukherjee (2019). (Re-)Orienting the Video Game Avatar. *Games and Culture*.

Mukherjee, S. (2018) 'The Digital Humanities - Game Studies Assemblage: Towards A (Non)Disciplinarity' in *Asian Quarterly*, 15.4.

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>

Mukherjee, S. (2017) 'Videogames and Slavery' in *ToDiGRA (Transactions of the Digital Games Research Association)* <http://todigra.org/index.php/todigra/article/view/60>

Mukherjee, S. (2016) 'Videogames and Paratexts' in *Gramma* vol. 23.

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>)

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)

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)

**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)

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](http://www.ntu.ac.uk/writing_technologies/Current_journal/Mukherjee/index.html)

### **Non peer-reviewed Articles / Conference Proceedings**

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- Aesthetics, Affect and Ethics in Videogames' in Games and Philosophy Conference Online Proceedings, St. Petersburg.

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