

International Conference

on

Digitalization, New Media and Video Game Culture

Organized By

Department of Economics,

Maulana Azad National Urdu University, Hyderabad,

&

Adhoc Group-01: Digital Sociology,

Indian Sociological Society

Date: 29-30 November, 2023



In Collaboration with

IEEE Task Force in
Gamification Research and
Education, Argentina

TG 10-Digital Sociology,
International Sociological
Association



FLAIR, New Delhi



Forum for Learning
and Action with
Innovation and
Rigour

Venue: Maulana Azad National Urdu University, Hyderabad

About MANUU, Hyderabad

Maulana Azad National Urdu University (MANUU) is a Central University established by an Act of Parliament in 1998. The headquarter MANUU is located in Gachibowli, Hyderabad, Telangana State, over an area of 200 acres. The University is named after Maulana Abul Kalam Azad, the freedom fighter and outstanding scholar, who as the first Education Minister of Independent India envisioned and laid the foundation of technical, scientific and higher education in India.

About Digital Sociology Adhoc Group, Indian Sociological Society

The Adhoc Group-01: "Digital Sociology," is one of the academic groups (Research Committee) in the Indian Sociological Society. It has got the approval of the Indian Sociological Society during the meeting of the Managing Committee in December 2022. It has the objective of making serious efforts to carry out research in this growing field of Digital Sociology to support the growth of Indian Sociology. The group has been working on research, publication and organizing academic events like conferences, seminars, workshops, lecture series, and so on.

About TG 10 Digital Sociology, International Sociological Association

Digital Sociology is one of the Thematic Groups of International Sociological Association, which established in 2020. The aim of the Thematic Group 10 is to encourage research of high quality on the intersection between Digital Technologies and Society. It has the objectives of establishing a network of sociologists working in the 'Digital' in order to advance the theoretical, empirical, methodological, and socio-ethical knowledge produced in the field; allow fruitful interactions across various ISA groups that are working on connected issues and so on.

About IEEE Task Force in Gamification Research and Education, Argentina

Task Force on Gamification Research and Education (GRE) is for promoting research on Gamification and games, and collecting and sharing educational material in the field. It has objective of Organizing related events, creating a bilingual library of research papers on games and Gamification (from the Oratorium activity), establishing a vlog (blog of videos) on editorial reviews for educational material in the field (from editorial seminars). Its vision is to focus on Gamification research, implementation of educational gamified experiences, and academic articulation of findings.

About FLAIR, New Delhi

FLAIR works to ensure Online Safety and Well-Being of Children, Adolescents and Young People. FLAIR works with all the stakeholders - (a) Children and Young People, (b) Parents and Guardians, (c) Teachers and School/College Administration, (d) Law Enforcement, (e) Judicial Systems, (f) Internet Service Providers, (g) Social Media and Online Gaming Companies, (h) Psychologists, Psychiatrists and Sociologist to ensure SAFETY and WELL-BEING of Children and Young People.

Concept Note

The digital revolution (or digitalization) , as the new phase of industrialization, has had a tremendous impact on society, economy, polity and power dynamics. This has led to the development of network society or digital society. The new political economy's ideological hegemony, technocratic rationality's commercialization of knowledge, and the consumer society's emphasis on consumerism are invisible conditioning that uses social media to persuade and inspire the netizens rather than use force to exert repressive control. Digital technologies today have power over human privacy, which has accelerated the legal commercialization of information or big data. It has put people's personal security at risk and encouraged online fraud, criminality, internet addiction, etc.

New media like social media, digital media, popular culture, etc. have emerged as a powerful force in the economy, polity, and culture. The global world today is revolutionized by new media in terms of data exchange, information politics, market economy, activism, privacy and so on.

Video game culture is one such trend in a digital society that has a huge impact on youths. A major section of youths today is involved in it. It's not simply a game rather an industry, which connects technology, youths' motivation for earning money, freetime consumption and digital market.

Goal of the Conference

- To explore and frame policy recommendations on trend of global digitalization in the context of Industry 4.0, Industry 5.0, Digital Society and Digital Culture.
- To investigate and analyse the role of new media on global trend of societal and digital inclusion.
- To detect and analyse new social culture derived from Gamification and videogame culture at global level.

Theme: The papers are called on themes (but not limited to) are:

Digital Economy
Impact of videogames on human rights
Art as social expression in video games
Gamification in academy
Videogames in academy
Gamification and new trends in learning platforms
Health and Gamification
Videogames, Algorithms, Artificial Intelligence and Ethics
Therapeutic uses of Gamification and games
Ethnography of the games
Language and games

Sub-Theme

Game economy
Games as cultural expression
Effects of games in people socialization
Legislation and ethics in games
Digitalization and digital literacy
Digital activism
Digitalization and popular culture/culture industry
New media and Youth Culture
Digitalization and Industry 4.0/Industry 5.0
Digital Economy and poverty
Foreign Exchange Regulations and digital culture and game industry
Any other

Who Can Participate?

Academics, Scientists, Policy makers, Legal Experts
Research Scholars and Students
Video Game and Gamification community
Any people interested in cultural and social perspectives of VG and Gamification
Independent researcher working on Digitalization, new media or any other issues

Important Dates

- Last date for submission of Abstract: **September, 10th, 2023**
- Intimation of acceptance of abstract: **September 15th, 2023**
- Last date for submission of full-length paper: **November 15th, 2023**
- Last date for Conference Registration (with accommodation) : **October 31st, 2023**
- Last date for intimation of **Travel Plan for accommodation & travel assistance**: **November 15th, 2023**
- **On Spot Registration (Without Accommodation)**: **November 29th, 2023**

Publication

Selected papers will go through peer review process. These papers will be published in the Special Issue of Springer Nature Journal /Routledge Journal. Papers will also be published in the edited book to be published by Publisher of international repute.

Guidelines of Abstract and Paper Submission

Abstract and paper should be sent through Email to: conference.digitalsociology@gmail.com

- **Subject** of the Email must be mentioned as "**Abstract of Paper for the Conference**".
- In case of full paper, **subject** must be "**Full Length Paper for the Conference**".
- **Length of abstract** should be of maximum **300 words**.
- The abstract should include:
 - Title of the Paper,
 - Author's Name, Designation & Institutional affiliation,
 - E-mail address and mobile number.
- For both abstract and full paper, front Style must be **Times New Roman**, Line Spacing must be 1.5 and 12 font size for text.
- Front size of title of the paper and headings must be 14.
- Front size of sub-headings must be 12 in Italic.
- **Full Paper should be within 6000-8000 words limit.**

Registration and Accommodation

- i) Due to severe paucity of Funds, no TA/DA will be paid to the participants/delegates by the organizers of the Conference.
- ii) The participants/delegates are requested to arrange their travel expenses from their respective universities/institutions.
- iii) However, providing local hospitality will be our privilege.
- iv) No accommodation will be provided to local delegates/ participants. Further, it may not be possible to provide accommodation to outside delegates who come for on spot registration.
- v) Registration Fee covers food and seminar kit for all registered delegates and also accommodation for outside delegates provided it is confirmed prior to arrival. (Outside participants will be provided breakfast, lunch and dinner, but local participants only lunch besides tea, etc.).
- vi) The delegates who want more comfortable accommodation and outside delegates who register on spot may stay in nearby hotels on payment basis for which the local Organizing Committee may extend co-operation.

Registration fees

International Participants:

| | |
|-------------------------------------|---------|
| Registration with Accommodation: | 100 USD |
| Registration without Accommodation: | 50 USD |

Participants from India:

| | |
|--|------------|
| Faculty Members with Accommodation | Rs. 4000/- |
| Accompanying person | Rs. 2500/- |
| Faculty Members without Accommodation | Rs. 2000/- |
| Research Scholars/ Students with accommodation | Rs. 3000/- |
| Research Scholar/ Students without accommodation | Rs. 1500/- |
| Local Faculty Members (without accommodation) | Rs. 1500/- |
| Local Research Scholars / Students (without accommodation) | Rs. 1000/- |

Payment of Registration fee shall be made in the following account:

Account Name: FLAIR
Account No. 923010041797823IFSC
code: UTIB0003176
Axis Bank, Hinoo Branch, Ranchi

Registration Link:

<https://forms.gle/8NHaeto4EhumW2V6A>

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Taimoor Alam, Department of Economics, MANUU, Hyderabad



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conference.digitalsociology@gmail.com

For urgency Please contact:

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Secretary- Mobile: +91-9966255073

Air/Railways/Bus connectivity to MANUU

- Nearest Metro Station to MANUU:
- Raidurgam Metro Station connects major railway stations (4 km)
- Nearest Railway stations to MANUU:
 1. Secundrabad 21km
 2. Hyderabad Deccan (Nampally)- 14 km
 3. Lingampally 11 km
- Airports:
 - Rajiv Gandhi International Airport (Shamshabad) is 33 km
- Bus Stations:
- Mahatma Gandhi Bus Station (Imlibun Bus Stand)

Note: All nearby cities are well connected by road, with regular and luxury buses every day.

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Maulana Azad National Urdu University, Hyderabad: <https://www.manuu.edu.in/>

Digital Sociology, Indian Sociological Society: <https://insoso.org/>

TG 10 digital Sociology, International Sociological Association: <https://www.isa-sociology.org/en/research-networks/thematic-groups/tg10-digital-sociology>

IEEE Task Force in Gamification Research and Education,

Argentina: <https://r9.ieee.org/argentina-cis/inicio/redeindevj/>

FLAIR, New Delhi

<https://www.flairindia.org>

