# Video Game Studies in the Academy

**Session 7**
**Saturday, October 11**
**12:45-2:45**
**Texas Governor's Room**

Computer games--teaching with them, building them, studying them—are all the rage in the academy. Indeed, interest in these sorts of theoretical, practical, and historical pursuits has been steadily growing for nearly forty years. Why then are most educational institutions still so reluctant to invest in game studies in any but the most cursory way? How do we shape game studies into a more respected and institutionalized discipline? Should we?