Editorial

Sarah Stang, Erin Maclean, Samuel Poirier-Poulin, Gabe Cohen, Azul Romo Flores, Alexandra Catá, Holly Blockley, Ashley P. Jones, Madeleine Antonellos, K.T. Wong, Bertan Buyukozturk, Rhys Jones

Press Start 2020 Editorial Board

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Over the past year, we have experienced a wonderful demonstration of how warm, supportive, and helpful junior scholars are towards one another, not just in terms of our friendly double-open peer review process, but also in how much our former board members welcomed and mentored our incoming members. Our former members, graduating or moving on to other things, helped guide and encourage a new group of editors, and several board members took on new positions and new responsibilities: Mahli-Ann Butt passed the Editor-in-Chief torch on to Sarah Stang, and Erin Maclean became Vice Editor. Our board members have demonstrated incredible enthusiasm, dedication, and willingness to learn and share new ideas. Editorial work requires considerable time and energy, but we are excited to play a part in sharing knowledge with our communities and highlighting the work of students.

2020 has certainly been a difficult year so far, and as members of the *Press Start* editorial board, we want to thank our authors and reviewers for their continued patience, kindness, and generosity. Even with board turnover, inevitable delays, technical issues, and a global pandemic, we have put together an impressive issue full of excellent game scholarship which we are excited to share with you.

This issue begins with Rainforest Scully-Blaker's article "Stasis and Stillness: Moments of Inaction in Games," which explores how mechanics or aesthetics might require, encourage, or allow for moments of inaction in games. Scully-Blaker argues that these moments of stasis or stillness can be highly affective design choices or subversive play practices that demonstrate ways that play can function as a form of critique.

Vasileios Galanos' article, entitled "*Tekken*'s Mokujin and the Disjunctive Synthesis of Gender Performativity," dives into the ways that Mokujin

can be read as a gender fluid character and used as a model to understand how performative transitioning from one gender to another might occur. Using Deleuze's notion of disjunctive synthesis, Galanos provides a theoretical framework for understanding gender performance and transition through the metaphor of a video game character, thereby demonstrating that Gender Studies might have something to learn from Game Studies.

In "Ludic Cyborgism: Game Studies, Cyborgization, and the Legacy of Military Simulation in Videogames," Dennis Jansen critiques the concept of "ludic cyborgism," often used as a neutral descriptor, by examining the historical and political implications of video games' entanglement within the military-entertainment complex of the late 20th century. Jansen's analysis identifies a gap in the critical discourse surrounding the theory and considers its use beyond the "cyborg-utopianism" mindset by which it has most often been applied. The article examines the idea of video game play as a posthuman phenomenon, engaging with critics such as N. Katherine Hayles, Donna Haraway, and Martin Lister.

Jessica "jynnie" Tang's article "Illuminating the Spectre: Challenging the Assumed Power of the Controller-Holder" presents findings from the development of a software overlay designed to shift power to the non-controller-holding parties. Through her software, Tang disrupts the privileges of the player, challenges the assumption that spectators are passive, and makes visible the labour of spectating.

Tamara Verheij, Daniëlle Bleize, and Christine Cook investigate the impact of video games with both cooperative and competitive elements on in-game and offline prosocial behaviour in their article "Friendly Fire Off: Does Cooperative Gaming in a Competitive Setting Lead to Prosocial Behaviour?" Through an analysis of survey responses, the authors highlight that playing video games may lead to positive social effects and challenge the assumption that gamers are antisocial and violent.

Lastly, Hershall Cook, John Slocum Jr., and Elizabeth Stringer's article, entitled "The Relationship Between Power Distance, Trust, and Performance in Video Games Development Teams," explores the effect of trust and power distance on performance in small video game development teams. Building on Tuckman and Jensen's (2010) group development sequence, the authors ultimately show that team trust plays a crucial role in team performance and that the importance of this relationship grows over time.

We believe that this engaging and enlightening collection of essays, with its wide array of approaches, methodologies, and frameworks, constitutes an important contribution to existing game scholarship and will provide excellent foundations for future research. We would like to once again thank our authors and reviewers for their hard work,

dedication, and attention to detail, and remind our readers that we are always accepting submissions on a rolling basis and looking for peer reviewers. Please keep an eye out for updates, calls for papers, and review requests on our website and social media pages.

Best wishes from the *Press Start* editorial board,

Sarah Stang, Erin Maclean, Samuel Poirier-Poulin, Gabe Cohen, Azul Romo Flores, Alexandra Catá, Ashley P. Jones, Madeleine Antonellos, Holly Blockley, K.T. Wong, Bertan Buyukozturk, Rhys Jones