

LUDIC CULTURES, 1100–1700

Ludic Cultures treats medieval and early modern play in all its innumerable eccentricities. Building on the work of Johan Huizinga, as well as that of Roger Caillois and Bernard Suits, these monographs and essay collections conceive of play as a phenomenon that extends well beyond leisure activities and child's play, finding expression in virtually every facet of cultural production. The series promotes the documentation of complex cultural practices that have thus far eluded traditional disciplinary models. These interdisciplinary works make visible varieties of thought and action that until recently seemed impossible to trace, while contributing to growing interest in what Huizinga once rightly called "the play element of culture."

Geographical Scope

Western Europe and the Americas

Chronological Scope

1100-1700

Proposals Welcome

The series welcomes the submission of both monographs and essay collections that view cultures in Europe and the Americas between 1100 and 1700 through the lens of play.

Further Information

For questions or to submit a proposal, please contact the Acquisitions Editor, Erika Gaffney (Erika.Gaffney@arc-humanities.org) or visit our website: www.mip-archhumanitiespress.org/series/mip/ludic-cultures

Publishing with MIP

MIP's publication series provide a space for exploring what it has meant to be human through the ages, using literary, historical, and material sources and by employing innovative, popular, or interdisciplinary approaches. Our publications explore themes in the late-antique, medieval, and early modern periods on: popular life (mundane, everyday, vernacular, and democratic), definitions of "humanity" (including human emotions, strife and struggle, self-expression, community, and survival in "natural" and engineered environments), and new bodies, forms, networks and (especially digital) media. MIP publications are often "edgy": both as cutting-edge and as straddling disciplinary, geographical, or chronological boundaries.

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The Card Players, after Lucas van Leyden, c. 1550/1599, National Gallery of Art

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Robin O'Bryan, ed., *Games and Game Playing in Early Modern Art and Literature* (forthcoming)

Allison Levy, *Playthings in Early Modernity: Party Games, Word Games, Mind Games*