

Eludamos Style Guide

Text

- is single-spaced;
- uses a 12-point ARIAL font;
- uses endnotes rather than footnotes
- employs italics, rather than underlining (except with URL addresses)
- all illustrations, figures, and tables are placed within the text at the appropriate points, rather than at the end
- chapters are separated by an empty line and the chapter heading of the next chapter
- paragraphs are not separated by an empty line (in layout editing the stylesheet will add an additional empty line to every paragraph)

References

- Citations follow the Harvard system as described in this document or, if not specified here, as described on http://lrs.tvu.ac.uk/find/guides/general/harvard_reference.html
- Cited publications are referred to in the text by giving the author's surname and the year of publication
- Cited games are listed in a "Games Cited"-section
- References are listed in the "References"-section at the end of the text

Examples

In-text:

... (Consalvo and Dutton 2006)
... Consalvo and Dutton (2006)
... (Dietz 1998, p.425-429)
... Dietz (1998, p.425-429)
... (Call of Duty: World at War Headquarters 2009)
... *Grand Theft Auto IV* (Rockstar North 2008)

In "Games Cited":

Developer (Year) *Game Title*. Publisher (Platform).

Rockstar North (2008) *Grand Theft Auto IV*. Take Two (Playstation 3).

In "References":

Author (Year) *Title*. Place of publication: Publisher.

Consalvo, M. and Dutton, N. (2006) Game analysis: Developing a methodological toolkit for the qualitative study of games. *Game Studies*, Vol. 6 (1). Available at: http://gamestudies.org/0601/articles/consalvo_dutton [Accessed: 2 December 2007].

Call of Duty: World at War Headquarters (2009) CoD:WaW Surpasses 11 Million Units! [Online]. Available at: <http://www.callofduty.com/CoDWW/intel/230> [Accessed: 12 October 2010].

Dietz, T. L. (1998) An Examination of Violence and Gender Role Portrayals in Video Games: Implications for Gender Socialization and Aggressive Behavior. *Sex Roles*, Vol. 38 (516), p.425-442.

Filiciak, M. (2003) Hyperidentities: Postmodern Identity Patterns in Massively Multiplayer Online Role-Playing Games. In Wolf, M. J. P. and Perron, B. (eds.) *The video game theory reader*. New York, London: Routledge, p.87-102.