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NEW PERSPECTIVES ON GAME STUDIES

Victorian and American Frames of Reference for Digital Games

Preface

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Executive Editor

One of the most inspiring texts about our craft is George Steiner's *Lessons of the Masters*, in which he declares that "there is no craft more privileged [than the calling of the teacher]. To awaken in another human being powers, dreams beyond one's own; to induce in others a love for that which one loves; to make of one's inward present their future; that is a threefold adventure like no other". I have been fortunate to have had inspiring teachers such as these throughout my student years. Today, as a teacher and the executive editor of VIA PANORAMICA, I have the opportunity to reciprocate in sharing my love of literature with other researchers.

By creating a platform for young scholars to experiment, publish and engage in dialogue with other researchers, and by participating in their own initiatives to share my own ideas, I aim to promote learning and curiosity among students and early-career academics. This is, I believe, a purpose as personal as it is professional, and nothing gives me a greater sense of accomplishment and joy than witnessing their passion for literature and learning grow. It was with this in mind that I presented VIA PANORAMICA at the beginning of July in the Utopian Studies Society / Europe International Conference. Sharing with Junior and Senior researchers from many countries the amazing work that our guest-editors and early-career researchers have been doing to promote VIA PANORAMICA, and trusting us with their work, is something our editorial team has been very proud of and grateful for.

It is also with a great sense of responsibility that we witness the activities of our CETAPS' junior and early-career researchers from Lisbon and promote them by publishing the continuation of the enriching outputs coming from the conference on Victorian myths and video games, and the report of the Winter Doctoral Symposium. It is in safe and

10 enriching spaces like this that they find the tools and the company to test their ideas and evolve as scholars. These are the types of initiatives that VIA PANORAMICA is eager to promote.

THE THEMATIC SECTION

As was the case with the previous one on “From the Victorian Era to the American Experiment: Mythic Foundation Narratives in Video Games”, Teresa Pereira and Jéssica Bispo curated this new thematic section, offering new perspectives on Video Games Studies. Due to their enthusiasm and passion for the power of video games, we have a diverse range of publications (multiple articles on different topics, a review, and an interview) that offer a broad and deeper understanding of this medium, which, as I mentioned in the previous issue, has become a vehicle for social and cultural analysis.

THE VARIA SECTION

Our VARIA section comprises three contributions that will appeal to all Anglo-American researchers. Ricardo Namora’s analysis of genre-bending narratives, Truman Capote’s *In Cold Blood* and Norman Mailer’s *The Armies of the Night*, focuses on the golden era of the so-called “non-fiction novel”, “seeking to describe the difficulties in defining the sub-genre within the context of an overarching theoretical quest which aspires to determine the exact terms of a notion of “fiction” in a literary framework”. “Meet me at ringside: ‘non-fiction’ novel as a one-punch literary phenomenon” is, indeed, a voyage through the intricacies of this sub-genre that, surprisingly, starts with Muhammad Ali and Joe Frazier.

From the ringside to a completely different arena, in “Buckingham Palace and the (re)invention of tradition(s): the flag, the gate, and the balcony”, Miguel Alarcão takes us to the imagery of the English Royal Family and to a realm of perceptions, nuance, and subtext. Through a decoding of heavily marked historical symbols of the monarchy, Alarcão treads the sinuous path of “what seems to be” and “what (really) is”.

To close this issue, we are pleased to publish the report of the third edition of CETAPS’ Winter Doctoral Symposium. This is but a sample of the incredible work junior researchers have been doing in promoting cooperation and scholarship. Ana Brígida Paiva

and Beatriz de Almeida Santos report that another successful meeting brought together junior researchers from different countries and cemented networks of young scholars. We hope to publish their articles in a forthcoming issue.

11

ACKNOWLEDGEMENTS

This issue would not have been possible without the dedication and tireless efforts of the guest editors, Teresa Pereira and Jéssica Bispo, whose enthusiasm and unwavering commitment to the study of video games and their potential as a pedagogical medium have been instrumental throughout the last two issues.

I would also like to express my sincere gratitude to the team of reviewers, whose expertise, generosity, and thoughtful feedback have significantly contributed to maintaining the quality and rigour of the contributions published in this issue. My heartfelt thanks also go to the authors, whose trust in the journal and commitment to advancing knowledge have made this publication possible. It is a privilege to share your research with our readers.

Finally, I wish to extend my deepest appreciation to Professor Gualter Cunha for his constant support, encouragement, and generous guidance throughout the preparation of this issue.

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