LUDIC CULTURES, 1100-1700

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**Geographical Scope**
Global

**Chronological Scope**
Late antique, medieval, and early modern

**Keywords:** ludic, cultural history, social history, history of games and play, board games studies, cultural production, medieval and early modern games

**Proposals Welcome**
We welcome monographs from established and early career researchers, collections of thematic essays, scholarly editions, and translations with substantial introductions and apparatus.

**Further Information**
For questions or to submit a proposal, please contact the Acquisitions Editor, Tyler Cloherty (tylercloherty44@gmail.com), or the series editor, Michael A. Conrad (michael.conrad@khist.uzh.ch) or visit our website: wmich.edu/medievalpublications/books/ludic-cultures

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