

ECPR general conference 2023
4-8 September
Prague

Panel: Gamification in Politics: Lights and Shadows

Chair: Davide Vittori (Université Libre de Bruxelles, Belgium); *co-chair:* Cecilia Biancalana (Università di Torino, Italy)

Section: Digitally Enhanced Civic Culture

Section Chairs: Jasmin Fitzpatrick (JGU Mainz, Germany); Valeria Tarditi (University of Calabria, Italy)

Gamification is defined as the use of game design elements in non-game contexts. According to its advocates, the use of tools typical of video games such as points, badges, and leaderboards, could provide positive and engaging experiences, motivating individuals to behave in a particular way. While advocates praise the salvific force of gamification, critics argued that it is inextricably linked to the logics of choice, agency, and individual autonomy central to neoliberalism, and that it could foster new possibilities for surveillance. In the last years, gamification tools have been employed in the fields of marketing, work, education, and – increasingly – politics. Yet, despite an increasing societal interest, the literature has only rarely focused on gamification in politics. Therefore, the panel welcomes contributions on gamification in (digital) politics, aiming to answer to the following research questions:

- How gamification is used in politics, e.g. by parties, movements, institutions?
- Does gamification foster citizens' participation?
- Which are the risks of the use of gamification in politics?

Papers focusing on single case studies, adopting a comparative research design, and theoretical papers will be welcomed.

Please send a) paper's title; b) paper's abstract; c) 3-8 keywords to Davide Vittori (davide.vittori@ulb.be) and Cecilia Biancalana (cecilia.biancalana@unito.it) by **February 26th**. Please remember that you must have a myEcpr profile, please specify the mail you are registered with.