

A Brief Editorial Note on Relations and Megadungeons in the Digital and Public Humanities

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Paving the Way for Our First Guest-Edited Issue

After four years of deep methodological reflections on our scholarly field, we are pleased to announce the publication of the first guest-edited issue of *magazén*, thus hopefully kickstarting a new trend in our Journal's historical record. Furthermore, we are glad that this second issue of our 2023 volume embraces this year's topic, centred on the concept of "Relations" as an intrinsic characteristic of Digital and Public Humanities (Fiormonte et al. 2022), in a quite unexpected way. Guest-Editors Paolo Berti, Stefania De Vincentis and Gabriele de Seta indeed make their point in articulating the scholarly principle of relation-building in the Digital Humanities as seen from the perspective of megadungeons. In this sense, the dungeon is seen both as a conceptual and operational framework for the relational model of knowledge building, as well as a virtual realm of spatial and temporal interdependencies. Resulting from an international symposium held in Autumn 2022 at the Venice Centre for Digital

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and Public Humanities,¹ the topic for this guest-edited issue neatly fits in the interpretation we gave of our research field as a domain prone to bridging experiences between different disciplines, as well as taking from gaming techniques and linking computational models to cultural manifestations (Marty 2010). Even inside the virtual articulation of the Megadungeon, the papers collected in this issue prove that relationality maintains a very humanistic character as a model for connected knowledge-building typical of human societies and, as such, a core topic of Digital and Public Humanities (King, Stark, Cooke 2016).

Closing the fourth yearly volume with a guest-edited issue, right after having reached SCOPUS classification, opens up new possibilities for *magazén* that we are eager to discover in the forthcoming years. As a matter of fact, with our new call for abstracts we further resolved to accept any submission without the constraints of a particular topic, thus resembling a true public house as the so-called ‘magazén’ at the time of the Venetian Republic (Tassini [1863] 1970, 364-5).

We cannot but express our most sincere gratitude to the guest editors of this issue, as well as to all experts and scholars involved in the peer review process, which is always very time-consuming but so relevant to uphold high standards of academic quality, particularly in such a rapidly evolving domain. Our gratitude, as usual, also goes to our Advisory Board members, the published authors, the magnificent members of our editorial board, as well as to our publisher’s team.

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1 The international symposium “Megadungeon: New Digital Volumetries in Art and Media”, Ca’ Foscari University of Venice, 4 October 2022. Programme: <https://www.unive.it/data/33113/2/63932>.