

# Acknowledgements

Mytholudics as a project began with my PhD at the IT University of Copenhagen in late 2019. But really it began long before then, when I was studying English literature at the University of Exeter. It was there that I tried applying the theories I was learning about to digital games, and finding they only kind of worked. That led me to game studies. Mytholudics is the framework I wish I had when I was first starting to think critically about games. I hope it helps others starting that journey.

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