LUDOLOGY

Ludology is the study of games and their surrounding contexts. It is often differentiated from narratology (i.e. the study of narrative) on the basis that the concepts and mechanisms involved in games do not constitute narrative *per se*, but this differentiation has been disputed by some theorists (Aarseth, 2012). A restricted understanding of ludology, which emphasises the formal and mechanical elements of game design and play, has had limited engagement with comics, although works such as Jason Shiga's *Meanwhile* (2010) and Daniel Merlin Goodbrey's *A Duck Has An Adventure* suggest ways in which this type of reading might be productively employed in comics scholarship (Grennan & Hague, 2018). In some cases, alternative terms are used to differentiate between a conventional comic and an more game-like form. Goodbrey, for example, describes *A Duck Has an Adventure* as a hypercomic, in which 'the choices made by the reader may influence the sequence of events, the outcome of events or the point of view through which events are seen' (2020, web), gesturing towards concepts of choice and reader (or potentially *player*) impact. More broadly, there is significant overlap between the cultural contexts of comics and games: they often coexist within the same commercial spaces, environments and events, and their players/readers/subject matters often crossover as well.

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