**PUBLICATIONS**

**Books and Special Issues**

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**Book Chapters**


Mukherjee, S. (2016) ‘Videogames as “Minor Literature”’ in Videogames and Politics (Munich: Goethe Institut)


Peer-reviewed Journal Articles


S. Mukherjee and Pitchford, J. (2010), ”’Shall We Kill the Pixel Soldier?’: Perceptions of Trauma and Morality in Combat Videogames’ in The Journal of Gaming and Virtual Worlds, vol. 2.1, Spring 2010 (Bristol: Intellect Books)


**Non peer-reviewed Articles / Conference Proceedings**


