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Here are the guidelines for *SFRA Review* media reviews, current as of December 2007. Past issues of the *Review* are available at <<http://www.sfra.org>>. Click on the link to the *SFRA Review*. Recent issues are available in .pdf format.

Beginning January 2008, as a part of an initiative to expand the scope, appeal, and usefulness of the *SFRA Review*, the *Review* solicits media reviews from SFRA members. Such media include video games, movies, Web sites, interactive media, virtual spaces, and other nonprint texts.

If you have a media item in mind that you would like to review, please query the media editor. Unsolicited reviews will not appear. Although items available for nonfiction reviews are generally printed in the *SFRA Review* and items available for fiction reviews are generally posted on the SFRA listserv, media reviews will, at least initially, be generated through request or by direct inquiry.

- Head your review with the type of review (here, Media Review).
- Include the text's title.
- Include your name as it should appear in print.
- Include complete citation information as per MLA guidelines.

Example:

Media Review
The Matrix
Ima Reviewer
The Matrix. Dir. Wachosky. Perf. Keanu Reeves. Warner Brothers. 2000.

Or:

Media Review
Second Life
Ima Reviewer
Second Life. 2007. 1 Jan. 2008. <<http://www.secondlife.com>>.

Content: The *Review's* guidelines for media review writers are an extension of the SFRA's mission. SFRA exists to encourage scholarship and further excellence in education; therefore, reviewers should construct their reviews along these lines. The *Review* is not seeking reviews that focus on aesthetics, popularity, or mass appeal (except insofar as they relate to the mission). Rather, reviews should demonstrate the ways that the text is grounded in the history of science fiction, is related to the history of science fiction as a genre, contributes to the intellectual and philosophical concerns of science fiction, and offers an educational opportunity.

1. Description: Provide a brief description of the item (e.g., video game, movie, Web site, interactive medium, virtual space). Although the review should provide a brief synopsis, its focus should be the larger intellectual questions and concerns raised.

2. Contextualization: Provide brief context for the item. How does it fit into the history of the medium? In what ways does it advance or alter the medium? How does it fit into generic SF classifications, if at all? What SF traditions, themes, and tropes does it draw on? In what ways does it extend or alter them?

3. Assessment: Provide an assessment of the item's scholarly or academic potential. What issues does the item raise in terms of content and form? In what ways might the item be used in a classroom? In conjunction with what other texts? What kinds of scholarly, academic, or pedagogical approaches might be useful? What kinds of classroom activities or exercises might be useful?

4. Length: Reviews will average 750 to 1,000 words.