

Instructions for Authors

Philosophy is Awesome is an open-access compendium that aims to provide accurate, amusing, and brief introductions to topics in philosophy.

If you are interested in writing an article or series of articles for *Philosophy is Awesome*, please submit an article proposal form ([link](#)). This form elicits information about your qualifications and proposed topic. The editorial board will review your proposal. If your proposal is accepted, you will be commissioned to write the article(s).

Articles will be peer-reviewed by members of the editorial board or external reviewers. Reviews by external reviewers are blinded. Since articles are commissioned by the editorial board, reviews by members of the editorial board are not blinded.

Philosophy is Awesome is committed to working with authors to develop a successful article whenever possible. It retains the right to reject a commissioned article if the revision process is not productive. A commission is not an automatic acceptance—but it is a commitment to work with you to complete the article successfully.

We are looking for authors with the following qualifications:

- (1) have an accurate and advanced understanding of the relevant philosophical issues;
- (2) are clear writers;
- (3) are funny;
- (4) are able to present an interesting take on the relevant material.

Typically, our contributors have undertaken graduate study in philosophy. We do not require any particular degree status or level of professional achievement.

Authors retain copyright to their work, while agreeing to let *Philosophy is Awesome* publish it in perpetuity.

Article guidelines

The goals for an article are to:

- (1) provide understanding;
- (2) be amusing;
- (3) be interesting.

Ideally, the article will be engaging even to people already familiar with the philosophical concepts involved. This can be achieved through presenting the ideas in a novel way. There is no expectation that an article advance the literature on the relevant topic, but the author's particular perspective is welcomed. Articles should be more than a basic summary (no Spark Notes!).

Articles should be clearly written in English. US or UK spellings may be used at the author's discretion. Sentences should be shorter than those in an average philosophy article, and technical language should be kept to a minimum.

Each article should be short, around 700 words, with a minimum of 500 words and a maximum of 1,000 words. Because of the brevity of each article, articles will typically be commission in a series of 4-8 articles. Each series should provide a basic understanding of the relevant philosophical problem and the main solutions that have been given to this problem. (The author's opinions about the problem and solutions are welcome!)

Pictures, diagrams, and cartoons are all highly encouraged. A text-only article should be avoided. Pictures and their captions are a good opportunity for levity. Pop culture references and memes are very much welcome. Because people from anywhere in the world with many different backgrounds may be accessing the article, we ask that all references, both classical and pop cultural, be explained in marginal links. For example, if a reference is made to Sesame Street, a link to the Wikipedia page for Sesame Street explains the reference to readers unfamiliar with this particular television program.

Each article should have a title and an image associated with it. The title should be search-engine friendly so that your article is easier for people to find. For example, if your article is on hard determinism, the title "There is No Free Will" will not feature highly on search engine results, while the title "Hard Determinism" will, since the latter phrase is distinctive to academic philosophy and there are not all that many articles on it.

Most importantly, articles should take delight in the ability of humans to pose philosophical puzzles, in the philosophical puzzles themselves, and in the creativity of proposed solutions to them. They should convey—well, that philosophy is awesome.