

European Go Journal



Introduction

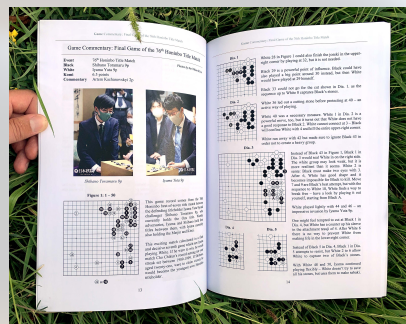
A 60-page monthly publication containing news from Europe and Asia, learning material, game reviews, art & photography and more. Emerging from a lack of regular, high-quality reporting on European go, the project was founded in 2021 and has grown to a readership of over 300 people from every continent. Officially endorsed by the European Go Federation, but editorially independent, the Journal represents a vital tool in the promotion of go in Europe and beyond.

History of the project

The European Go Journal was created by Artem Kachanovskiy 2p in 2021 and published its first edition in February of that year. Made available for free online, the response was so enthusiastic that production quickly expanded into a two-tiered subscription service with the option of world-wide delivery of physical copies. Since then, the Journal has published monthly and expanded its readership tenfold. Artem's vision was for high-quality, regularly-published material that would produce a continuity of reporting on developments in European go, with the aim of disseminating learning materials and increasing awareness throughout the world.

Our mission

Alongside local go clubs and go-focused organisations such as schools, the Journal represents the third pillar of the European go scene: providing consistent reporting that maintains a continuity that ties players, clubs and countries together. Our articles and teaching materials are a touchstone for teachers and a way to keep new and long-time players engaged in the world of go. Our view is that go content should be informative, up-to-date and well-designed to have the greatest positive effect. Our innovative subscription tiers, with the availability of bundled subscriptions for go clubs, means that the Journal is accessible and affordable for as many people as possible.



Future plans

We believe that go should be visible, accessible and widely shared. If learning material and reporting is difficult to find, buried within closed forums or outdated websites, the community cannot develop. We aim to create a Journal that is professional, well-respected and attractive to newcomers. In this way, the reputation and image of go in the wider world can gain in credibility and outside attention in the form of sponsorships or media focus. We plan to promote our content more widely to go clubs both small and large; expand our readership in Asia and the Americas; forge closer ties to national federations and establish our own, more flexible subscription platform.

The Team

Editor-in-chief: Artem Kachanovskiy 2p writes, assembles and formats the majority of the Journal's content.

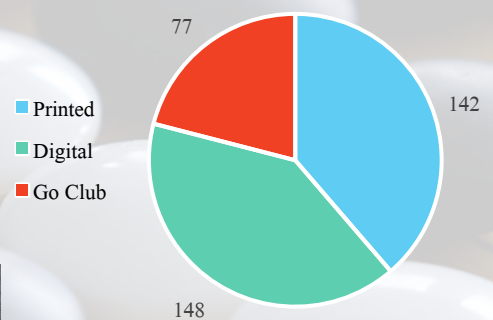
Proofreaders: Ian Kime and Matt Partridge check all the Journal content for accuracy and consistency.

Regular contributors: Dai Junfu 8d, Camille Lévêque, Alizée Chabin provide articles on strategy and artwork.

Our readership also contributes cover designs, artwork, photography and articles.

Number of readers by type of subscription,

August 2023. Total: 367



Material

- Professional-level game reviews
- News from Europe and Asia
- Interviews with players, organisers and content creators
- Strategies from Dai Junfu 8d
- In-depth analysis of latest AI variations
- Art and Photography from the go community
- Professional game collections
- Tsumego
- Much more

Resources

eurogojournal.com

www.patreon.com/europeangojournal

www.facebook.com/europeangojournal

www.instagram.com/europeangojournal