

Journals

Name	Fokus	Selbst-Beschreibung	Sprache	Zugang	Issues p.a.	Zugehörigkeit
Game Studies: The International Journal of Computer Game Research	<ul style="list-style-type: none">aesthetic, cultural and communicative aspectsany previously unpublished article focused on games and gaming is welcome	<ul style="list-style-type: none">mission is to explore the rich cultural genre of gamesprovide an academic channel for the ongoing discussions on games and gaming	en	Free	1-2	The Swedish Research Council
Games and Culture	Game studies	<ul style="list-style-type: none">promotes innovative theoretical and empirical research about games and culture within interactive mediaground-breaking work in the field of game studiesncludes the socio-cultural, political, and economic dimensions of gaming	en	Free?	4	SAGE
Computers & Education	educational or training systems development	forum for communication in the use of all forms of computing in this socially and technologically significant area of application. publishes papers on cognition, educational or training systems development social issues and gender issues; curricula considerations, graphics, simulations, computer-aided design, computer integrated manufacture, artificial intelligence, computer assisted language learning; hypertext and hypermedia; user interfaces to learning systems; management of technological change on campus and in local education, virtual reality in an educational context	en	paid, open access ad. Fee	10	Elsevier
Interactive Learning Environments	Interactive Learning Environments	Founded in 1990, Interactive Learning Environments publishes peer-reviewed articles on all aspects of the design and use of interactive learning environments in the broadest sense, encompassing environments that support individual learners through to environments that support collaboration amongst groups of learners or co-workers. Relevant domains of application include education and training at all levels, life-long learning and knowledge sharing. Relevant topics for articles include: adaptive systems, learning theory, pedagogy and learning design, the electronically-enhanced classroom, computer mediated communications of all kinds, computer aided assessment, the design and use of virtual learning environments and learning management systems, facilitating organisational change, applying standards for courseware reuse, tracking, record keeping and system interoperability, the use of learning content management systems, including workflow design and publication to a range of media, and issues associated with scaling up delivery to large cohorts of students and trainees within the corporate, educational and other public sectors	en	Paid	6	Taylor & Francis (UK)
The Electronic Journal of e-Learning (EJEL)		provides pedagogical, learning and educational perspectives on topics relevant to the study, implementation and management of e-learning initiatives.	en		3-4	Academic Conferences and Publishing International Limited
International Journal of Game-Based Learning	Learnings, cognitive, psychology	devoted to the theoretical and empirical understanding of game-based learning. To achieve this aim, the journal publishes theoretical manuscripts, empirical studies, and literature reviews. The journal publishes this multidisciplinary research from fields that explore the cognitive and psychological aspects that underpin successful educational video games	En	Paid	4	IGI Global (USA)
Computer Games Journal	Dev Relevant to the games industry	discussion on research and related work on computer games development publishes more than the standard peer-reviewed academic papers, it contains communications and review papers, essays, selected papers and posters from conference proceedings, and selected chapters from BSc/MSc/PhD dissertations	en	Paid	2	Springer
Paidia Zeitschrift für Computerspielforschung	Moral, Klang/ Sound, Kultur, ludonarrative Logiken, Mittelalter, Sprachwiss.	PAIDIA ist eine unabhängige Plattform für medien-kulturwissenschaftliche Beobachtungen von Computerspielen. PAIDIA versteht sich als offene Plattform: Jeder kann selbst geschriebene Artikel bei der Redaktion einreichen; lediglich die Qualität der eingereichten Artikel entscheidet über deren Veröffentlichung. Angaben zu im Vorfeld zu beachtende Style-Vorgaben, zum Veröffentlichungs-Workflow, zu den allgemeinen Bedingungen und Kontaktmöglichkeit sind in Vorbereitung. Die Arbeit an PAIDIA ist ehrenamtlich; Artikel werden grundsätzlich nicht vergütet; es besteht kein Anspruch auf Veröffentlichung eingesandter Artikel. PAIDIA fühlt sich den Grundsätzen des OpenAccess verpflichtet.	de (en)	Free	Laufend	IT-Zentrum Sprach- und Literaturwissenschaften der LMU München
Gamasutra/ Game Developer Magazine	Best practices monthly „Postmortem“ Press releases Dev & Marketing	provides technical and industry information to over 35,000 professional game developers. Each month, industry leaders and game development experts share technical solutions, review new products, and discuss strategies for creating innovative, successful games	en	Free	Laufend	Gamasutra/ UBM
Gamevironments	games/gaming as related to religion, culture, and society	GAMEVIRONMENTS seeks to explore both established approaches and new frontiers of researching video games/gaming as related to religion, culture, and society. The journal encourages inter- and multidisciplinary works combining for example Cultural Studies, History, Religious studies, Theology, Ludology, and Psychology. All submitted articles will be reviewed on a double-blind peer-review basis.	En	Free		Dr.Dr. Lisa Kienzl, MA Universität Bremen University of Bremen Institut für Religionswissenschaft und Religionspädagogik
Press start	undergraduate and postgraduate students	This policy acknowledges the interdisciplinary and multidisciplinary nature of game studies, and the growing international interest in this area. It is also important to note that, in addition to welcoming submissions from students on game design and development courses, we are interested in any academic work that relates to video games. Increasingly, students from more established disciplines (including, but not limited to, Psychology, Philosophy, Sociology, Film and Television, Literature, History, Computing Science and History of Art) elect to write essays on a game-related topic that intersects with their primary discipline: Press Start is an ideal venue for the publication of such work.	En	Free	2	
Bild und Bit. Studien zur digitalen Medienkultur	Medienwandel, ästhetischen Wandel, neue künstlerische Formen und Praxen	Die interdisziplinäre Reihe Bild und Bit versammelt Positionen zu einem neuen Forschungsfeld: den medientheoretischen und medienästhetischen Konsequenzen digitaler Produktion, Distribution und Rezeption audiovisueller Werke. Im Zentrum des Interesses stehen dabei zwei Prozesse, die den aktuellen Medienwandel dominieren: einerseits die Ausbildung neuer nonlinearer (oder zumindest nicht-so-linearer) Formen audiovisueller Narration, wie sie sich vor allem in Computer- oder Videospielen vollzieht, andererseits die parallele digitale Transformation linearen audiovisuellen Erzählens, insbesondere in den Bereichen Spielfilm und Fernsehserie. ...	De	Print		transcript
IEEE Transactions on Games	The scope specifically indicates "scientific, technical, and engineering aspects of games", and the vast majority of what is published is empirical and/or quantitative in nature.	IEEE Transactions on Games welcomes submissions of papers on artificial intelligence for games, games for artificial intelligence, human-computer interaction, graphics, educational and serious games, software engineering in games, affective computing in games, virtual and augmented reality, game design, and other topics.				IEEE
Journal of Games, Self, & Society (JGSS)	Learning	JGSS encourages interdisciplinary research, conversation, and community around games-related scholarship. The journal highlights work focused on how games, game design, and gameplay contribute to a deeper understanding of learning, health, and humanity.	En	Free (?)		Carnegie Mellon University, Pittsburgh, Pennsylvania, USA
Digital Culture and Education	technology, culture, and education	exploration of digital technology's impacts on identity, education, art, society, culture and narrative within social, political, economic, cultural and historical contexts. interactive, open-access web-published journal. Articles are published through a Creative Commons (CC) License and made available for viewing and download	en	Free	3	
Eludamos: Journal for Computer Game Culture	sociocultural-historical contexts	The aim is to join questions about and approaches to computer games from decidedly heterogeneous scientific contexts (for example cultural studies, media studies, (art) history, sociology, (social) psychology, and semiotics) and, thus, to advance the interdisciplinary discourse on digital games. This approach does not exclude questions about the distinct features of digital games a an aesthetic and cultural form of articulation, on the contrary, the issue is to distinguish their media specific characteristics as well as their similarity to other forms of aesthetic and cultural practice.	en	free	2	Singapore-MIT GAMBIT Game Lab
Entertainment Computing	Computer, video, console and internet games; Cultural computing and cultural issues in entertainment; + robots	peer-reviewed research articles and serves as a forum for stimulating and disseminating innovative research ideas, emerging technologies, empirical investigations, state-of-the-art methods and tools in all aspects of digital entertainment, new media, entertainment computing, gaming, robotics, toys and applications among researchers, engineers, social scientists, artists and practitioners. Theoretical, technical, empirical, survey articles and case studies are all appropriate to the journal	en	free?	4	Elsevier (ScienceDirect)
International Journal of Computer Games Technology	technisch, aber nicht nur Auch zB. Serious games, education	research and development aspects of games technology covering the whole range of entertainment computing and interactive digital media	En	free	1	Hindawi Publishing Corporation
International Journal of Play	all	The International Journal of Play is an inter-disciplinary publication focusing on all facets of play. It aims to provide an international forum for mono- and multi-disciplinary papers and scholarly debate on all aspects of play theory, policy and practice from across the globe and across the lifespan, and in all kinds of cultural settings, institutions and communities. The journal will be of interest to anthropologists, educationalists, folklorists, historians, linguists, philosophers, play workers, psychologists, sociologists, therapists and zoologists	en	paid	3	Taylor & Francis
First person scholar	game critics and game scholars on the topics of games, games culture, and new media	We at FPS are advocating for a new dynamic, one in which we demonstrates our relevancy through timely, rigorous, and accessible criticism that challenges all players to engage in what Mary Flanagan calls <i>critical play</i> .	en	Free	weekly	
Simulation & Gaming	Various	For more than four decades, Simulation & Gaming: An International Journal of Theory, Practice and Research has served as a leading international forum for the exploration and development of simulation/gaming methodologies used in education, training, consultation, and research. Published bi-monthly, S&G appraises academic and applied issues in the expanding fields of simulation; computer and internet mediated simulation, virtual reality, educational games, video games, industrial simulators, active and experiential learning, case studies, and related methodologies	en		6	SAGE International Simulation and Gaming Association (ISAGA)
Well Played	Game analysis	forum for in-depth close readings of video games that parse out the various meanings to be found in the experience of playing a game. Through contributors, the journal will provide a variety of perspectives on the value of games.	en	Free	4	Carnegie Mellon University, Pittsburgh, Pennsylvania, USA
Acta Ludologica	research results and their implementation into practice	Acta Ludologica is a scientific journal in the field of games and digital games. The journal contains professional scientific reflections on digital games; it also offers academic discourses on games, especially media and digital competencies, creation, design, marketing, research, development, psychology, sociology, history and the future of digital games and game studies. Acta Ludologica is a double-blind peer reviewed journal published twice a year. It focuses on theoretical studies, theoretical and empirical studies, research results and their implementation into practice, as well as professional publication reviews.	en	free	2	University of Ss. Cyril and Methodius in Trnava, Slovak Republic
JSMG Journal of Sound and Music in Games	Sound and Music in Games	JSMG is a peer-reviewed journal that presents high-quality research concerning all areas of music and/or sound in games. While the core audience is game music scholars (mostly with a background in ludomusicology and musicology), the interdisciplinary nature of the field means that the journal also highly encourages submissions from authors who identify primarily with other fields (such as game studies, computer science, educational science, performance studies, philosophy, psychology etc.), as well as practitioners (game music composers, sound designers etc.). While JSMG primarily focuses on video games, we also welcome studies of music and/or sound in any form of game (for example, sports, historical games predating video games, and so on).				Society for the Study for Sound and Music in Games
Ada: Journal of Gender, New Media and Technology	gender	feminist, multimodal, peer reviewed journal that examines the intersections of gender, new media, and technology	en		2	
American Journal of Play	history, science, and culture learning	forum for discussing the history, science, and culture of play aims to increase awareness and understanding of the role of play in learning and human development and the ways in which play illuminates cultural history.	en		4	interdisciplinary publication of The Strong Museum
Annals of Leisure Research	leisure studies	promote the development of research and scholarship in leisure studies seeks theoretical or applied articles which cover any topic within the broad area of leisure studies, including recreation, tourism, hospitality, the arts, outdoor recreation, events, entertainment, sport, culture and play	en		4	originating in Australasia
Board Game Studies: International Journal for the Study of Board Games	board games	academic journal for historical and systematic research on board games provide a forum for board games research from all academic disciplines in order to further our understanding of the development and distribution of board games within an interdisciplinary academic context.	en		1	
Convergence: The International Journal of Research into New Media Technologies	creative, social, political and pedagogical issues; inter-disciplinary approach	Topics include: Video games; Cable and telecoms; Mobile media/content; Internet studies; Digital/new media art; Digital photography; VR; Control and censorship of the media; Copyright/intellectual property; New media – policy, industries/institutions, history, cross-cultural/international contexts, products; Digital TV; DVD; Digital music – recording, production, distribution, file formats/file sharing; Cinema; And gender and technology.	En	Paid	4	Sage

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Digital Creativity	at the intersection of the creative arts and digital technologies	Topics that fall within the scope of the journal include: New insights through the use of digital media in the creative process; The relationships between practice, research and technology; The design and making of digital artefacts and environments; Digital based media in the learning of arts and design; Interaction relationships between digital media and audience/public; Aspects of digital media and storytelling; And theoretical concepts	En		4	Taylor & Francis
Digital games Research Association (DiGRA) Digital Library	games research conferences and seminars	The purpose of the online archive is to gather together the research presented and published in games research conferences and seminars, and thereby facilitate spread of knowledge in this research field	En	Free	Laufend	DiGRA
Digital Islam	Middle East, Islam, and digital media	It aims to analyze the various ways in which Islam and Muslim identities are articulated through information and communication technologies and the Internet. Its research materials include websites, digital videoclips, and videogames	en			
Games for Health Journal	physical and mental health and well-being	Research, Development, and Clinical Applications is dedicated to the development, use, and applications of game technology for improving physical and mental health and well-being	en	Free	6	
Games+Learning+Society Conference Proceedings	GLS Conference, Madison, Wisconsin, USA	The Games+Learning+Society conference is a premier event for those from both academia and industry interested in videogames and learning. The Games+Learning+Society conference is one of the few destinations where the people who create high-quality digital learning media can gather for a serious think about what is happening in the field and how the field can serve the public interest.	en	Free	1	Carnegie Mellon University, Pittsburgh, Pennsylvania, USA
G A M E: The Italian Journal of Game Studies	comparative, critical and theoretical analysis of video games	With G A M E intends to compile a varied selection of scholarly and critical work on video games and their relationship with the arts and media, creating the space for a broad range of perspectives from all over the world. G A M E aims for intellectual rigor conveyed with clarity, so as to best promote a valuable space of exchange and connection between diverse disciplinary approaches; encouraging cooperation between academic departments, associations, scholars and researchers	en & it	Free	2	
Homo Ludens	Social science	Homo Ludens is the official journal of the Games Research Association of Poland (Polskie Towarzystwo Badania Gier). The journal carries original articles on various aspects of ludology as broadly perceived games research in the humanities, social and other sciences. It presents a representative survey of empirical and theoretical research conducted in this area in Poland and abroad as well as reflections on issues in the area of game studies. It also publishes selected book reviews in this area. The language of the journal is basically Polish but articles in English and German are also published	Pol, en, ger	Free	1	Games Research Association of Poland
Games For Change Festival, NYC June 17-19, 2019	social issues, games for learning, health & wellness	The largest industry-facing games event in NYC, discover how games can impact education, healthcare, research, civics, and social issues. The Festival showcases the best and brightest game creators and changemakers with panels and keynotes, workshops, demos, networking events, and an expo. > 1000 attendees Featured Games: Games For Change curates digital and non-digital games that engage contemporary social issues in a meaningful way. AWARDS Student challenge	En	Paid	1	Indie
International Journal of Gaming and Computer-Mediated Simulations		theoretical and empirical understanding of electronic games and computer-mediated simulations	en		4	
International Journal of Play Therapy	therapists	The International Journal of Play Therapy is dedicated to publishing and disseminating reports of original research, theoretical articles, and substantive reviews of topics germane to play therapy on behalf of psychologists, psychiatrists, social workers, counselors, school counselors, marriage and family therapists, and other mental health professionals.	en		4	Association for Play Therapy
International Journal of Role-Playing	Role-Playing	The aim of the International Journal of Role-Playing is to act as a hybrid knowledge network, and bring together the varied interests in role-playing and the associated knowledge networks, e.g. academic research, the games and creative industries, the arts and the strong role-playing communities.	en		1	
Journal of Artificial Societies and Social Simulation	social simulation and agent societies	interdisciplinary journal for the exploration and understanding of social processes by means of computer simulation. Since its first issue in 1998, it has been a world-wide leading reference for readers interested in social simulation and the application of computer simulation in the social sciences. journal's objective to further the exploration and understanding of social processes by means of computer simulation	en		3	
Journal of Game Design and Development and Education	teaching game studies and game design	all aspects of teaching the art, craft and science of game design and development to students in and out of a higher education setting. The journal plans to cover a range of work in the emerging field of game studies and game design	en		1	Rochester Institute of Technology
Journal of Gaming & Virtual Worlds	cutting-edge market trends and technological developments, as well as sociocultural, political, economic and psychological concerns	journal that focuses on theoretical and applied, empirical, critical, rhetorical, creative, economic, pedagogical and professional approaches to the study of electronic games across platforms and genres, as well as ludic and serious online environments such as massively multiplayer online role-playing games and Second Life	en	Paid	3	
Journal of Leisure Research	leisure studies	The Journal of Leisure Research is devoted to original investigations that contribute new knowledge and understanding to the field of leisure studies	en	Paid	4	Taylor & Francis
Journal of Physical Education, Recreation & Dance		The Journal of Physical Education, Recreation & Dance is an official publication of the American Alliance for Health, Physical Education, Recreation and Dance. Continuously published since 1896, the Journal of Physical Education, Recreation & Dance serves as an authoritative, professional source for educators in physical education, sport, recreation, and dance in all settings. The journal features articles about teaching methods, curriculum, teacher preparation, professional issues, coaching, youth sports, fitness, recreation, and dance	en		9	
Journal of Simulation/Gaming for Learning and Development	Learning methods	The Journal of Simulation/Gaming for Learning and Development is an interdisciplinary, academic journal focusing on all aspects of simulations, games, role-play, serious games, experiential methods, and debriefing. The journal is particularly concerned with applications to learning, teaching, research. development and assessment. The main purpose of SGLD is to contribute to and disseminate practice, knowledge, research and theory in the design, use, debriefing assessment of simulations, games and related experiential methods. All levels are covered, from primary schools, through secondary schools and universities, to professional uses in industry.	en		1	
Journal of Virtual Reality and Broadcasting	Virtual Reality and Broadcasting	Research topics which receive treatment in the journal are: media technology; human factors; human machine interfaces; computer graphics; image technology; tracking; sensors; interactive broadcasting; virtual set environments; augmented reality; haptic interfaces; new interfa	en		1	
Journal of Virtual Worlds and Education	education	offers a publication venue for articles and authors examining issues, ideas, and research inspired by the intersection of emerging virtual worlds technologies and education. The Journal maintains the highest standards of peer review and seeks to attract and engage new and emerging authors and scholars across the globe.	en		2	
Journal of Virtual Worlds Research	Virtual worlds	The Journal of Virtual Worlds Research is a transdisciplinary journal that engages a wide spectrum of scholarship and welcomes contributions from the many disciplines and approaches that intersect virtual worlds research.	en	Free	4-6	
Leisure Sciences	leisure studies	Leisure Sciences presents scientific inquiries into the study of leisure, recreation, parks, travel, and tourism from a social science perspective. Articles cover the social and psychological aspects of leisure, planning for leisure environments, leisure gerontology, travel and tourism behavior, leisure economics, and urban leisure delivery systems.	en		5	
Leisure Studies	leisure studies	The emphasis of the Journal is on the social sciences, broadly defined, and the subjects covered include the whole range of leisure behaviour in the arts, sports, cultural and informal activities, tourism, urban and rural recreation.	en		5	Leisure Studies Association.
Leisure/Loisir	leisure studies	collection of scholarly papers in all areas of leisure, recreation, arts, parks, sport, and travel and tourism. Reflecting the multi- and interdisciplinary nature of these areas of study, the journal invites papers that use a wide range of perspectives and research methods.	en	Paid	4	Taylor Francis Canadian Association for Leisure Studies
Loading...	Canadian scholarship	The journal publishes Canadian scholarship, research and art in the interdisciplinary field of digital games studies. Canadian perspectives and voices, especially cross- and inter-disciplinary studies are encouraged as is more technically focused work	en		2	Canadian Game Studies Association
New Review of Hypermedia and Multimedia	Multimedia	focus for research and a source of information on practical and theoretical developments in hypermedia, hypertext, interactive multimedia and related technologies	en		4	
PALAESTRA	disabilities	PALAESTRA is designed to be a single responsible source of valuable information for those interested in sport, physical education, and recreation involving individuals with disabilities	en		4	
Play and Folklore	childhood and children's culture	forum for discussion about childhood and children's culture. It publishes articles, letters, memoirs and research studies that examine what children do when largely free of adult direction or control—their colloquial speech, songs, games, rhymes, riddles, jokes, insults and secret languages, their friendships and enmities, their beliefs and hopes. Play and Folklore was previously published as the Australian Children's Folklore Newsletter (1981-1996)	en		2	
Research in Drama Education: The Journal of Applied Theatre and Performance	Theatre	The Journal of Applied Theatre and Performance is a refereed journal aimed at those who are interested in applying performance practices to cultural engagement, educational innovation and social change.	en		4	
Sport, Education and Society	social science research	Sport, Education and Society is an international journal which provides a focal point for the publication of social science research on pedagogy, policy and the body in society and the wide range of associated social, cultural, political and ethical issues in physical activity, sport and health. The journal will concentrate both on the forms, contents and contexts of physical education, sport and health education found in schools, colleges and other sites of formal education, and on the pedagogies of play, callisthenics, gymnastics, sport and leisure found in familial contexts, various sports clubs, the leisure industry, private fitness and health studios, dance schools and rehabilitation centres	en		6	Taylor & Francis
Strategies (A Journal for Physical and Sport Educators)	Sport Educators	publishes practical, how-to articles for sport and physical education professionals at all levels. The journal provides information to help educators and coaches become more effective in their work. The publication's goals include the following: Publishing state-of-the-art information related to sport and physical activity; Sharing "best practices" of field professionals in sport and physical education; and Identifying, discussing, and analyzing current issues and trends of importance to sport-related professions. The official journal of the American Alliance for Health, Physical Education, Recreation and Dance.	en		6	
World Leisure Journal	leisure studies	The purpose of the World Leisure Journal is to stimulate and communicate research, theory, and critical thought in all areas that address leisure, including play, recreation, the arts and culture, sport, festivals, events and celebrations, health and fitness, and travel and tourism.	en		4	
Computers in Entertainment	Entertainment	foster critical discussions and innovative thoughts among entertainment computing scholars and professionals as well as creative executives, writers, producers, directors, artists, designers, and other talents features both peer-reviewed articles as well as non-refereed content in all aspects of entertainment technology and applications We accept submissions of articles, interviews, commentaries, industry news, product reviews, book critiques, games, and blogs posts	en		2-3	ACM

Events

Name	Fokus	Beschreibung	Proceedings	Ort	date
DiGRA 2020 -> 2021	Game Studies	The theme of DiGRA 2020 is "Play Everywhere", exploring the workings of play and games as wide-ranging cultural phenomena which have shaped many areas of society. The ludification of culture, including practices around games, play, and related phenomena have arguably broadened and diversified approaches in the field. Games pervade culture and society, play is everywhere.	*** Digital Library DiGRA Conference Proceedings (open access)	Tampere , Finland	June 3.-6, 2020
GDC	Game Development	The Game Developers Conference (GDC) brings the game development community together to exchange ideas, solve problems, and shape the future of the industry across five days of education, inspiration, and networking. Attendees include programmers, artists, producers, game designers, audio professionals, and business leaders. Tracks: Design, Programming, Business & Marketing, Production & Team Management, Visual Arts, Free To Play, Game Narrative, Independent Games, AR/VR, Educators, Game Audio, UX, Game Career Development The Game Developers Choice Awards is the leading peer-based video game awards show celebrating the industry's top games and developers. The Independent Games Festival honors the most innovative and exemplary projects in indie game development. GDC also hosts semi-annual installments of the GDC Masterclass program, which is comprised of day-long or multi-day, small-group virtual workshops that deliver in-depth, hands-on training around some of the most important challenges facing game developers today.	GDC Vault	San Francisc o	
Clash of Realities international research conference	International Conference on the Art, Technology and Theory of Digital Games	For the tenth time, the Clash of Realities international research conference is providing the opportunity for interdisciplinary exchange and dialogue. Experts from the academy, science and research, economics, politics, and the game industry will discuss pressing questions concerning the artistic design, technological development, and social perception of digital games, as well as the spreading of games literacy.	? eher nicht	Cologne Game Lab of TH Köln	* Part I Nov 18-19, 2020 all digital * Part II: June 2021 in Cologne
Joint Conference on Serious Games (JCSG)	Serious Games	Over the last two decades, the use of serious games in several fields like learning, simulation, training, health, well-being, management, assessment or marketing exploded. We gained a deeper knowledge on their efficiency and effectiveness, in particular taking into consideration the needs of the digital natives' generation, and the single or combined use of scientific and artistic fields has grown in acceptance. However, there are still several barriers in the large-scale adoption of serious games. How can these fields be combined to achieve the best possible results? How to increase the perceived quality of serious games in front of the latest emerging entertainment games? How to ensure the capacity of serious games as valuable learning and training tools?	***Springer LNCS	Staffords hire Universit y, Stoke- on-Trent, UK	19-20 Novembe r 2020,
10th Irish Conference on Game-Based Learning (IGBL2020)	GBL	co-sponsored by the IEEE Education Society and the Immersive Learning Research Network. It is a great venue with high-quality papers. Among many special tracks the conference offers, there is one focused on playful experiences.	***	Cork City (Clayton Hotel)	25-26.6.2 0
iLRN International Conference of the Immersive Learning Research Network	extended reality (XR) technologies to support learners and learning	The Immersive Learning Research Network (iLRN) is a burgeoning global network of researchers and practitioners collaborating to develop the scientific, technical, and applied potential of immersive learning. Its annual conference is the premier scholarly event focusing on advances in the use of virtual reality (VR), augmented reality (AR), mixed reality (MR), and other extended reality (XR) technologies to support learners and learning.	*** IEEE Xplore® digital library	San Luis Obispo, Californi a, USA	June 21– 25, 2020
Games for Change USA	Health & Wellness, Games for Learning, and Civics & Social Issues.	The 17th annual festival will bring together people from diverse sectors to foster discussion on how games and immersive media are driving change through topic tracks including: Health & Wellness, Games for Learning, and Civics & Social Issues. VR: XR for Change Summit + XR Immersive Arcade	Nein keine -> 7.1.20 Mail an festival@gamesforchange.org geschrieben und nachgefragt -> we usually send out high level summaries via newsletter and published on our website's blog (Antwort Raul Carvajal). Unfortunately, G4C does not produce academic publications from findings presented during our Festival.	NYC	July 14-16, 2020
Games for Change Europe			Nein	Paris (EN/ FR)	18.-19.11. 2019
Connected Learning Summit 2020	playful, and creative learning	The mission of the Connected Learning Summit is to fuel a growing movement of innovators harnessing emerging technology to expand access to participatory, playful, and creative learning. The Connected Learning Summit represents a merger between three community events with this shared vision and values: the Digital Media and Learning Conference, the Games+Learning+Society Conference, and Sandbox Summit.	** Connected Learning Summit proceedings (digital) (open access)	Cambrid ge, MA	July 29-31, 2020
Up the game - international Escape Room & Real Life Gaming Conference	Escape the Room	How do we elevate our experiences to a higher level and which developments will enable us to further improve the industry as a whole? How can we learn and integrate new techniques that will further enhance the player experience? Nobody knows for sure what the future holds, but we believe we can build it together and make ideas come alive. - 300-500 Teilnehmer (weltweit führende Konferenz -> große Party), sehr viele unterschiedliche Leute Business, Education, Entertainment. Was wird im Entertainment Bereich als nächstes kommen? - Industrie Weltbeste Escape room Entwickler	keine -> Videos werden Teilnehmern zur Verfügung gestellt	Nassausi ngel 26 4811 DG Breda, NL	12.-13.5. 2020
CHI Play	ACM SIGCHI Annual Symposium on Computer-Human Interaction in Play	CHI PLAY is the international and interdisciplinary conference, sponsored by ACM SIGCHI, for researchers and professionals across all areas of play, games, and human-computer interaction (HCI). We call this area 'player-computer interaction'. The goal of the CHI PLAY conference is to highlight and foster discussion on high-quality research in games and HCI as a foundation for the future of digital play. To this end, the conference blends academic research papers, interactive play demos, and industry insights. Full paper acceptance rate is typically below 30%.	*** ACM digital paid	Ottawa, Canada	Novembe r 1 - 4, 2020
Crossroads in Cultural Studies	Session: Cultural Studies and the Research of (Digital) Games	The Crossroads in Cultural Studies Conference has played an important role in the creation of a global discussion on Cultural Studies. It has become a major international conference where scholars from all five continents gather regularly to exchange views and insights on current research. Co-organised by the CEAUL/ULICES and the Association for Cultural Studies (ACS) in 2020, the Crossroads conference is held every other year in different parts of the world. Previous conferences have taken place in Birmingham (United Kingdom), Urbana-Champaign (USA), Istanbul (Turkey), Kingston (Jamaica), Hong Kong (China), Paris (France), Tampere (Finland), Sydney (Australia) and Shanghai (China). We hope that the Lisbon 2020 Crossroads will bring Cultural Studies scholars into inter- and cross-disciplinary and institutional dialogues through conference presentations, film screenings, exhibits, book launches and roundtables. Building also on existing research at CEAUL/ULICES within the scope of Cultural Studies, this event will contribute to the development of opportunities for networking and future research collaborations. Our goal is to provide a platform to promote the exchange of knowledge, research outputs and experiences, and encourage the creation of further links among scholars and practitioners.	Konnte keine Infos dazu finden	Universit y of Lisbon	28.-31.7. 2020 (biennial)
GAMES@Learntec -> 2021		Bildungsmesse Learntec veranstaltet der game – Verband der deutschen Games-Branche sein Vortragsprogramm, in dessen Zentrum eine große Bandbreite konkreter Serious-Games-Projekte aus dem Bildungsbereich steht. Insgesamt stehen 13 Vorträge auf dem Programm, die von der Vermittlung historischen Wissens über den Einsatz von Virtual Reality in der Bildung bis hin zur Nutzung von Serious Games in der beruflichen Bildung reichen.	0* -> großes Netzwerkpotential	Messe Karlsruh e	28.-30.1. 20
IGF Independent Game Festival	Indie			San Francisc o	March
Amaze					
DCP					
Alt.ctrl.GDC				San Francisc o	March

Name	Fokus	Beschreibung	Proceedings	Ort	date
IEEE Conference on Games (CoG)		IEEE CoG is expanding the scope from IEEE Conference on Computational Intelligence and Games (CIG) in order to welcome papers on not only AI, but all aspects of games research. Its aim is to bring together leading researchers and practitioners from academia and industry in the field of Games, to discuss recent advances and explore future directions. Games offer a fantastic domain for computational creativity, game design, technology, education, social sciences and, undoubtedly, artificial and computational intelligence. The annual IEEE Conference on Games (IEEE CoG) seeks to share insights and cutting-edge research related to game technologies and design, covering scientific, technical, and engineering aspects of games		Queen Mary University of London, UK	August
<u>Central and Eastern European Game Studies</u>				Krakow	Sep 26.-28.
Gotland Game Conference Educators Summit		For the past two years the Educators Summit has created a space to discuss the subjects that gather under the banner of game education. We have looked at teaching, research, outreach to industry and how to form a closer bond with each other. It has been instrumental in the forming of a European wing of the Higher Education Video Games Alliance, and the formation of a HEVGA Research Summer School.		Skövde	21-23 of August 2019
<u>CARPE Konferenz</u>		HORIZON EUROPE AND BEYOND. CARPE <u>Teacher HUB</u> schwerpunktmäßig um die Verbindung von Forschen und Lehren/Lernen. Austausch und die Diskussion über aktuelle Forschungsvorhaben (gemeinsame Forschungsanträge in den Förderprogrammen Horizon 2020 oder Erasmus+). „Scientific Sessions“		Universitat Politècnica de València (UPV) in Valencia	23.-25. Oktober 2019
<u>Future and Reality of Gaming 2019 (FROG)</u>	mixed reality	The conference is interdisciplinary in nature and welcomes academics, students, and people from the industry.		Vienna	October 18 to 20
playful conf (ACM)					
<u>International Academic Conference on Meaningful Play</u>		Meaningful Play 2020 is a conference about theory, research, and game design innovations, principles and practices. Meaningful Play brings scholars and industry professionals together to understand and improve upon games to entertain, inform, educate, and persuade in meaningful ways.	*** <u>ETC Press</u>	East Lansing, Michigan , USA	October 1-3. 2020