



Special Issue: *Computer Games Futures*

Call for Expressions of Interest, Abstracts and Papers

Editor: Dr. John Sutherland

Background

Computing is a rapidly-moving and young field dating back to the Second World War. Until the 1970's it generally stayed home with 'mom' (Mathematics), and through the next three decades it grew and matured into several major subfields - Software Engineering, Artificial Intelligence, etc. By the 1990's the now-established field of 'Comp Sci' reached an existential crisis in terms of its research output, setting off a global series of conferences on Computing Futures. The question was the same - *quo vadis*, or, where are we going?

I attended and spoke at one of these conferences, held at the University of Edinburgh. Scholars had been invited to submit papers covering a wide range of topics for untried areas of possible new research interest. These ranged from modelling of small complete invertebrate brains, to considering Computing as a branch of the Humanities. These conferences opened out the thinking of those already active in the field, and also allowed entry by new thinkers from other disciplines.

This was part of a wider phenomenon which led to interdisciplinary studies that spurred on researchers into new thinking, new work and new research publications. Today, the major Comp Sci subfield of Computer Games is widely recognised, with commercial and academic conferences running every year across the world. However, there remain unnecessary barriers to the continuing expansion of Computer Games research.

In the eight years of publication of *The Computer Games Journal* the editorial board has maintained our intention to publish work that is GIN - good, novel and interesting. We set no boundaries, except that papers are of direct relevance to the width of the Computer Games community: developers, researchers, teachers and players. This is a wide scope.

Most of us today have spent much of our lives embedded in video gaming, as developers, players, teachers or researchers. You may be a late career video games professional who saw the birth of the digital age, or perhaps you are a classic young digital native that has only seen a world dominated by video gaming, or you may be a researcher from another field fascinated by this massive global phenomenon. Now seems a good time to produce a special issue on new areas of thought for the future of Computer Games.

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Call for papers (NB dates of deadlines are subject to change)

Abstracts / proposals

Authors - new and established researchers, teachers, players and developers - are invited to submit proposals/abstracts outlining possible new frontiers for Computer Games research.

Please email directly to Dr. John Sutherland at: drjns@protonmail.com

Abstract word limit: 300 words

The call for abstracts shall be open until **July 21st 2020**, and will remain open until the special issue is full (up to **ten papers** will be published).

Papers

A paper can be in the form of a position paper, essay or review paper **of up to 5,000 words**.

- Full draft papers must be submitted before **October 31st 2020**.
- Corrected final papers must be submitted before **December 21st 2020**.

All papers *must* be submitted using the journal's Editorial Manager portal, which can be found at: <https://www.editorialmanager.com/tcgi/default.aspx>. Please include the title '**SPECIAL ISSUE COMPUTER GAMES FUTURES**' in the title.

Final remarks

We hope that this will prove to be another issue of interest to the breadth of the Computer Games community, and that it may act as a conversation starter between existing and new entrants to the field. We welcome initial enquiries or draft abstracts from those who would be interested in submitting their work for review and publication. Information on the submission and review process, plus journal guidelines and contact details, are provided over-page,

Dr. John Sutherland

BSc, MRes, EdD, CTh, MBCS, CEng.

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Enquiries and Submission Process

This special issue is being edited and organised by Dr. John Sutherland with the assistance of two peer reviewers, all of whom shall review papers being submitted. In accordance with EU GDPR regulations, all papers must be processed using Springer's Editorial Manager portal.

All general enquiries relating to the special issue's scope, proposals, abstracts and draft papers should be emailed to Dr. John Sutherland at: drjns@protonmail.com

All enquiries specifically concerning content (writing quality, style, page layout, formatting, referencing, plagiarism, etc.) should be emailed to Dr. Malcolm Sutherland (Assistant Editor-in-chief) at: thecomputergamesjournal@gmail.com

Language: English (British or American) Referencing style: Harvard

Submission journey (also see flowchart over-page)

- **Submission of paper** using Editorial Manager. Relevant FAQs and helpline contact form are provided at <https://www.editorialmanager.com/tcgi/default.aspx>
- **Initial Review:** each draft paper will be initially checked by the special issue editor for quality, relevance and evidence of plagiarism. Papers which are poorly written, irrelevant or which contain (self) plagiarized material will not be passed on for peer review. Authors should receive an Initial Review outcome within **2 weeks**.
- **Peer Review:** acceptable draft papers will be passed onto the reviewers for peer review and assessed carefully for their academic quality and value. Authors' names and contact details shall not be shared with peer reviewers. Authors should receive peer review feedback within **1 month** (although this could be slightly longer).
- **Revisions:** it is likely that in every instance authors shall be required to make revisions to their draft papers following peer review. They should then re-submit their work via Editorial Manager to the special issue editor, who may confer with the reviewers. Further revisions might be required.
- **Acceptance:** once a paper has been deemed ready for publication by the special issue editor and reviewers, the authors will be informed of this decision and thereafter their paper shall be processed by Springer Nature. *Authors agree that their work shall be copyright of Springer Nature and shall abide by the relevant terms and conditions.*

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