

ECREA Section “Digital Games Research”

Annual report 2022

Name of the Section/Network/Temporary Working Group:

Digital Games Research

Management team:

Chair (until October, 2022): Marko Siitonen (University of Jyväskylä, Finland)

Vice-chair (new chair since October, 2022): Felix Reer (University of Münster, Germany)

Vice-chair: Teresa de la Hera (Erasmus University of Rotterdam, the Netherlands)

Vice-chair (since October, 2022): Salvador Gómez-García (Complutense University of Madrid, Spain)

Number of members:

121 (checked on October 20, 2022)

Social media:

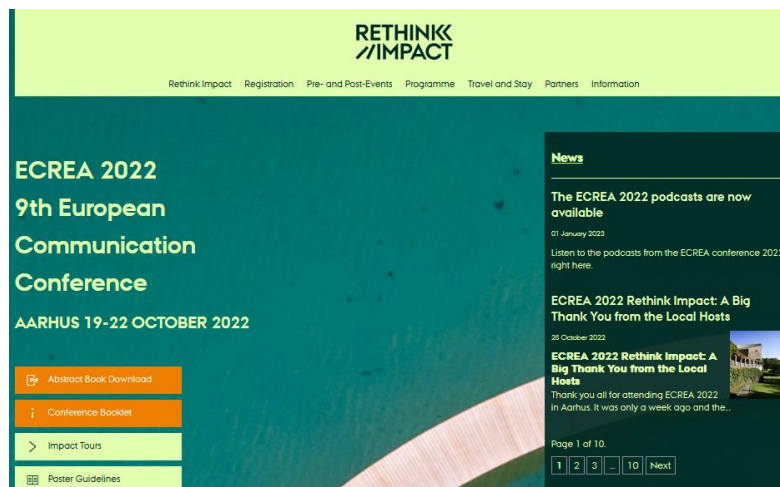
The section’s Facebook group has 469 members (as of October, 2022) (<https://www.facebook.com/groups/139555142813744/>). It has been established as the most important communication channel of the section. It is used to inform the group members about current section matters and also serves as a forum where European and international games researchers can disseminate their findings and pass on information concerning upcoming events.



Activities in 2022:

In 2022, the Digital Games Research section participated in organizing the ECREA main conference in Aarhus, Denmark.

Before the main conference, the section organized a pre-conference in the form of a one-day doctoral online colloquium. The title of the colloquium was “Emerging Topics in Digital Games Research”. For the pre-conference, we received 13 submissions out of which seven were accepted. The colloquium included an invited guest speaker: Prof. Tanya Krzywinska in the role of the long-time editor of Games & Culture. Her keynote touched upon current realities and possibilities of academic publishing. Participants’ presentations were commented on by Prof. Thorsten Quandt and Assoc. Prof. Marko Siitonen.



For the main conference, the section received 40 submissions, out of which 25 were accepted. Due to cancellations, in the actual conference 20 presentations were held. It is noteworthy to mention that there were no proposals for entire panels – this is something that we should encourage in the future, as a well thought-out panel should have good chances of being accepted. In view of the above, we propose for the next conference to encourage research groups or projects to submit proposals for thematic panels. This will not only enhance the dissemination of their results, but also provide a platform for more in-depth discussions and exchange of ideas within a particular theme.

The section’s business meeting was also held during the 2022 conference. There, a new management team was elected:

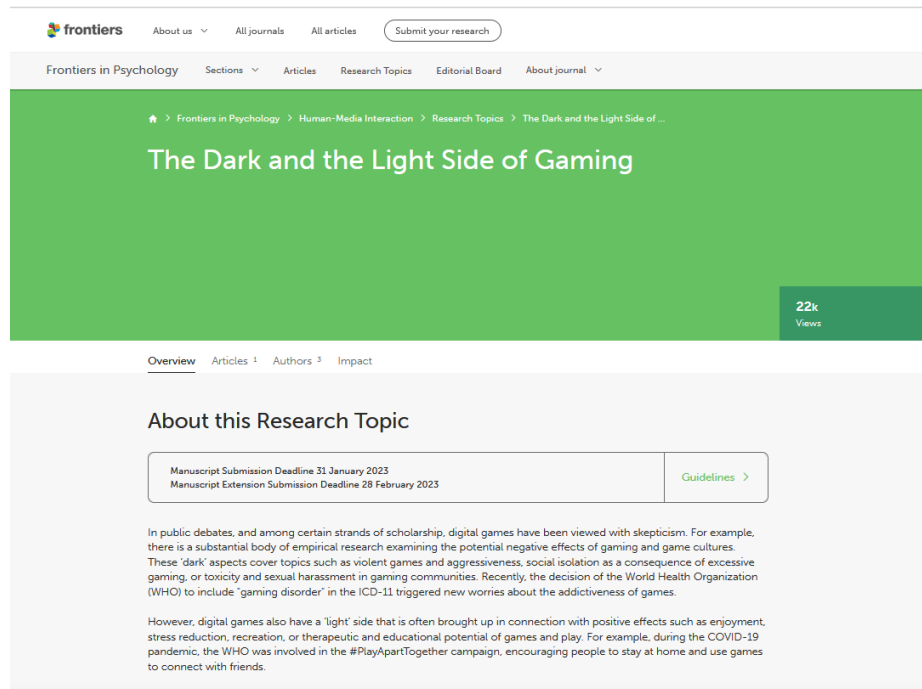
Chair: Felix Reer (University of Münster, Germany)

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Further, the section's YECREA representative, Ahmed Elmeseny, resigned after successfully completing his PhD. Moritz Schweiger (University of Augsburg, Germany) was elected as the new YECREA representative.

Throughout 2022, the call for papers and initial screening of manuscripts for a special issue published by Frontiers took place. The title of the special issue is “The Dark and the Light Side of Gaming”, and it is edited by Felix Reer, Teresa de la Hera and Marko Siitonen.



The screenshot shows the Frontiers website interface. At the top, there is a navigation bar with the Frontiers logo, 'About us', 'All journals', 'All articles', and a 'Submit your research' button. Below this is a secondary navigation bar for 'Frontiers in Psychology' with links to 'Sections', 'Articles', 'Research Topics', 'Editorial Board', and 'About journal'. The main content area features a green header with the breadcrumb trail: 'Frontiers in Psychology > Human-Media Interaction > Research Topics > The Dark and the Light Side of ...'. The title 'The Dark and the Light Side of Gaming' is prominently displayed in white text on the green background. A dark green box in the bottom right corner of the header indicates '22k Views'. Below the header, there are tabs for 'Overview', 'Articles 1', 'Authors 3', and 'Impact'. The 'About this Research Topic' section contains a box with submission deadlines: 'Manuscript Submission Deadline 31 January 2023' and 'Manuscript Extension Submission Deadline 28 February 2023', along with a 'Guidelines >' link. Below this box, there is introductory text about the research topic, discussing the 'dark' and 'light' aspects of digital games.

Plans for 2023:

In 2023, the Frontiers special issue will be published.

Further, the section will organize a section-specific symposium. The symposium will be held at the Complutense University of Madrid in Spain, in November 2023. The section management team is currently discussing options for a publication connected to the symposium.