Compilation of Journals:
Information Sources for the Topics of Game-Based Learning, Simulations, Serious Games, Gamification, Virtual Reality, and Immersive Learning.

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Forward

My quest for high quality research associated with Game-Based Learning, Simulations, Serious Games, Gamification, Virtual Reality, Immersive Learning, etc. has been quite a challenge. In attempting to scour the Inet looking for useful material, I have compiled a definitive list of journal SOURCES, current to Dec. 31, 2016. I am sharing this with my readers in the hope that:

1. You will find this information very useful.
2. This information will save you significant time and resources.
3. If I have missed any journal, you will update me on the title, URL, and description so I can keep this resource up-to-date.

The original list was almost 25 MS-Word pages. Thus, for the purposes of the LinkedIn Pulse Blog, I had to break up the material into 3 parts. The original document is downloadable from Slideshare and appears as a document on my LinkedIn Profile. The journals are in alphabetical order by title, with all articles ignored. Any errors introduced into the descriptions are mine, although I relied upon a cut/paste from each website. The document begins with an overall alphabetical list of the journal titles, followed by detailed information associated with each journal. The description of each journal is copyright of that journal, and repeated here for utility.

A follow-on document will be published in the new year that will contain detailed information associated with conference proceedings and occasional publications relating to these topics. I think the availability of this tool is timely and necessary. Help me keep it up-to-date.


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JOURNAL TITLE LIST

AMERICAN JOURNAL OF PLAY®
ANALOG GAME STUDIES
BOARD GAME STUDIES JOURNAL
THE COMPUTER GAMES JOURNAL
ELUDAMOS. JOURNAL FOR COMPUTER GAME CULTURE
ENTERTAINMENT COMPUTING
GAME & PUZZLE DESIGN
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GAMES AND CULTURE: A JOURNAL OF INTERACTIVE MEDIA
THE GAMES JOURNAL: A MAGAZINE ABOUT BOARDGAMES
GAMES FOR HEALTH JOURNAL: RESEARCH, DEVELOPMENT, AND CLINICAL APPLICATIONS
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INTERNATIONAL JOURNAL OF ROLE-PLAYING
INTERNATIONAL JOURNAL OF SERIOUS GAMES
INTERNATIONAL JOURNAL OF VIRTUAL REALITY
INTERNATIONAL JOURNAL OF VIRTUAL AND AUGMENTED REALITY (IJVAR)
JOURNAL OF BOARDGAME DESIGN

JOURNAL OF GAME DESIGN AND DEVELOPMENT EDUCATION (JGDDE)

JOURNAL OF GAME, GAME ART, AND GAMIFICATION (JGGAG)

JOURNAL OF GAMING & VIRTUAL WORLDS

JOURNAL OF GAMES CRITICISM

JOURNAL OF IMMERSIVE EDUCATION

JOURNAL OF INTERACTIVE LEARNING RESEARCH (JILR)

JOURNAL OF MEDICAL INTERNET RESEARCH (JMIR) SERIOUS GAMES

JOURNAL OF VIRTUAL REALITY AND BROADCASTING

JOURNAL OF VIRTUAL WORLDS AND EDUCATION

JOURNAL OF VIRTUAL WORLDS RESEARCH

KINEPHANOS

LEARNING, MEDIA AND TECHNOLOGY

THE LEARNING RUSH

SIMULATION AND GAMING: AN INTERNATIONAL JOURNAL OF THEORY, PRACTICE AND RESEARCH

VIRTUAL CREATIVITY (FORMERLY: METAVERSE CREATIVITY)

VIRTUAL EDUCATION JOURNAL

VIRTUAL REALITY

WELL PLAYED: A JOURNAL ON VIDEO GAMES, VALUE AND MEANING
JOURNAL DETAILS

AMERICAN JOURNAL OF PLAY®
http://www.journalofplay.org/

Description

An interdisciplinary publication of The Strong, the American Journal of Play® is a forum for discussing the history, science, and culture of play. The Journal 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.

The American Journal of Play is peer-reviewed and written in a straightforward style for wide readership of educators, psychologists, play therapists, sociologists, anthropologists, folklorists, historians, museum professionals, toy and game designers, policy makers, and others who consider play for a variety of reasons and from various perspectives.

The American Journal of Play provides thought-provoking content from prominent researchers, thinkers, and writers around the world. In articles, interviews, and book reviews they explore play through a variety of perspectives and lenses, including but not limited to:

- Child development
- Education
- Psychology
- Sociology
- Anthropology
- Neuroscience
- History
- Popular culture
- Folklore
- Museum studies
- Technology and play

In short, the American Journal of Play includes material that synthesizes and puts into perspective major themes of play scholarship; summarizes emerging areas of play research; presents significant new research about play; illuminates the important role of play in learning and human development throughout the life cycle; examines the interrelationship of play to other aspects of human endeavor; explicates social, cultural, educational, and public policy issues related to play; and explores cultural history through the world of play.

A Publication of The Strong

The American Journal of Play is published by The Strong, a highly interactive, collections-based educational institution devoted to the study and exploration of play. The Strong is home to the International Center for the History of Electronic Games, the National Toy Hall of Fame, the World Video Game Hall of Fame, the Brian Sutton-Smith Library and Archives of Play, the Woodbury School, and the
American Journal of Play and houses the world’s largest and most comprehensive collection of historical materials related to play.

ANALOG GAME STUDIES
http://press.etc.cmu.edu/content/analog-game-studies-volume-i

Description
Analog Game Studies is a bi-monthly journal for the research and critique of analog games. We define analog games broadly and include work on tabletop and live-action role-playing games, board games, card games, pervasive games, game-like performances, carnival games, experimental games, and more. Analog Game Studies was founded to reserve a space for scholarship on analog games in the wider field of game studies.

BOARD GAME STUDIES JOURNAL
https://www.degruyter.com/view/j/bgs

Description
Board Game Studies is an academic journal for historical and systematic research on board games. Its object is to provide a forum for board games research from all academic disciplines in order to further the understanding of the development and distribution of board games within an interdisciplinary academic context.

BGSJ is sponsored by Interuniversity Centre for the History of Science and Technology (CIUHCT) – Faculty of Sciences, University of Lisbon, and Faculty of Sciences and Technology, New University of Lisbon, which is funded by Fundação para a Ciência e Tecnologia (FCT) and partly by European Union funding, including COMPETE 2020 and Portugal 2020.

THE COMPUTER GAMES JOURNAL
http://link.springer.com/journal/volumesAndIssues/40869

Description
The Computer Games Journal is a worldwide, peer-reviewed publication providing knowledgeable, well-written articles from academics and practitioners that are relevant to the games industry. It aims to encourage and promote research into games development and the games industry as a whole. The journal publishes up-to-date research and opinions on current games development and industry issues, and also provides a format for airing ground-breaking dissertations and essays from computing and games students.

Topics of interest in The Computer Games Journal include, but are not restricted to:

- games programming and technology
- graphics, audio and storyboarding
- entrepreneurship and business models
- game genres, and gamers' preferences and purchasing habits
- IP and ownership issues
the moral and legal implications of game content (namely violence and other adult themes in games), and the behavior of gamers (e.g. 'griefers')

ELUDAMOS. JOURNAL FOR COMPUTER GAME CULTURE
http://www.eludamos.org/index.php/eludamos

Description
ELUDAMOS is an international, multi-disciplined, biannual e-journal that publishes peer-reviewed articles that theoretically and/or empirically deal with digital games in their manifold appearances and their sociocultural-historical contexts. ELUDAMOS positions itself as a publication that fundamentally transgresses disciplinary boundaries. 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 and 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. That way, the editors would like to contribute to the lasting distinction of international game studies as an academic discipline.

ENTERTAINMENT COMPUTING
https://www.journals.elsevier.com/entertainment-computing/

Description
Entertainment Computing publishes original, 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.

Specific areas of interest include:

- Computer, video, console and internet games
- Cultural computing and cultural issues in entertainment
- Digital new media for entertainment
- Entertainment robots and robot like applications
- Entertainment technology, applications, application program interfaces, and entertainment system architectures
- Human factors of entertainment technology
- Impact of entertainment technology on users and society
- Integration of interaction and multimedia capabilities in entertainment systems
- Interactive television and broadcasting
- Interactive art and entertainment
GAME & PUZZLE DESIGN
http://gapdjournal.com/

Description

Game & Puzzle Design is a peer-reviewed print journal publishing high quality work on all aspects of game and puzzle design. The journal aims to bring together designers and researchers from a variety of backgrounds, to foster a deeper understanding of games and facilitate the creation of new high quality games and puzzles. We are particularly interested in the intersection between traditional and digital game design, and the points at which these disciplines converge and diverge.

Submissions may pertain to any type of game or puzzle – abstract, physical, printed, digital, etc. – but should focus on underlying mechanics or gameplay rather than visual design. The emphasis will be on traditional games and puzzles, although submissions on digital games (other than major AAA video games) are also welcome, especially where links are drawn between traditional and digital design approaches.

We encourage authors to explore general design principles that can be extrapolated to other types of games in other contexts. Strategy and complexity analyses are welcome where they are relevant to some aspect of design. The scope is deliberately kept broad.

Examples of suitable topics include, but are not limited to:

- Case studies of games and puzzles showing key aspects of design.
- Analyses of new games and puzzles from a design perspective.
- Good design practices, their generalisation and application.
- Computational methods for automated game analysis and design.
- The psychology of play and the aesthetics of design.
- Design grammars and the vocabulary of game design.
- Reuse of known design principles in new contexts.
- Design issues in implementing digital versions of traditional games.
- Patterns/antipatterns that lead to good/bad designs.
- Distinguishing clones and variants from new games.
- Intellectual property issues related to authorship in game design.

G|A|M|E: The Italian Journal of Game Studies
http://www.gamejournal.it/about/about-eng/
Description

G|A|M|E is a journal dedicated to a comparative, critical and theoretical analysis of videogames.

With G|A|M|E, we intend to compile a varied selection of scholarly and critical work on videogames 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 is going to be collectively edited by an editorial committee, a series of regular contributors, and an Academic Advisory Board. The latter will also set the journal’s mission and ensure the thoroughness of its research methods.

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.

The objectives of G|A|M|E include:

- Provision of a critical and theoretical perspective on videogames, approached as a large and varied set of cultural and aesthetic objects;
- The study of the technical, aesthetic, and historical evolution of games, both as meaningful texts and social objects;
- A consideration of games in the context of their relations with technology and the evolution of leisure, as a broad and encompassing vision of gaming culture;
- A strong foundation in theoretical approaches, including both Game Studies and the broader traditions of Media Studies and the Humanities.

GAME STUDIES: INTERNATIONAL JOURNAL OF COMPUTER GAMES RESEARCH
http://gamestudies.org/

Description

The goal is to explore the rich cultural genre of games; to give scholars a peer-reviewed forum for their ideas and theories; to provide an academic channel for the ongoing discussions on games and gaming.

Game Studies is a non-profit, open-access, cross-disciplinary journal dedicated to games research. The primary focus is aesthetic, cultural and communicative aspects of computer games, but any previously unpublished article focused on games and gaming is welcome. Proposed articles should be jargon-free, and should attempt to shed new light on games, rather than simply use games as metaphor or illustration of some other theory or phenomenon.

Game Studies is published with the support of: The Swedish Research Council (Vetenskapsrådet), The Joint Committee for Nordic Research Councils for the Humanities and the Social Sciences, IT University of Copenhagen, and Lund University

GAMES AND CULTURE: A JOURNAL OF INTERACTIVE MEDIA
https://us.sagepub.com/en-us/nam/games-and-culture/journal201757#description
Description

Games and Culture: A Journal of Interactive Media is an international journal that publishes innovative theoretical and empirical research about games and culture within interactive media. The journal serves as a premiere outlet for ground-breaking work in the field of game studies.

Games and Culture's scope includes the socio-cultural, political, and economic dimensions of gaming from a wide variety of perspectives, including textual analysis, political economy, cultural studies, ethnography, critical race studies, gender studies, media studies, public policy, international relations, and communication studies. Other arenas include the following:

- Issues of gaming culture related to race, class, gender, and sexuality
- Issues of game development
- Textual and cultural analysis of games as artifacts
- Issues of political economy and public policy in both US and international arenas

Of primary importance will be bridging the gap between games studies scholarship in the United States and in Europe.

One of the primary goals of the journal is to foster dialogue among the academic, design, development, and research communities that will influence both game design and research about games within various public contexts. A second goal is to examine how gaming and interactive media are being used outside of entertainment, including in education, for the purposes of training, for military simulation, and for political action.

Games and Culture: A Journal of Interactive Media invites academics, designers and developers, and researchers interested in the growing field of game studies to submit articles, reviews, or special issues proposals to the editor. Games and Culture is an interdisciplinary publication, and therefore it welcomes submissions by those working in fields such as Communication, Anthropology, Computer Science, English, Sociology, Media Studies, Cinema/Television Studies, Education, Art History, and Visual Arts.

THE GAMES JOURNAL: A MAGAZINE ABOUT BOARDGAMES
http://www.thegamesjournal.com/

Description

The Games Journal was a monthly magazine about boardgames which ran from July, 2000 until September, 2005. A declining number of submissions forced the journal to shut its doors (metaphorically speaking) and abandon the regular, monthly issues. However, we have kept the site up and running since we feel that there is great value in the articles, reviews, puzzles, letters and original rules that we published during the journals active phase. Please visit the archives to view everything ever published.

GAMES FOR HEALTH JOURNAL: RESEARCH, DEVELOPMENT, AND CLINICAL APPLICATIONS
http://m.liebertpub.com/G4H

Description
Games for Health Journal: Research, Development, and Clinical Applications is a bimonthly peer-reviewed journal dedicated to the development, use, and applications of game technology for improving physical and mental health and well-being. The Journal breaks new ground as the first to address this emerging, widely-recognized, and increasingly adopted area of healthcare.

Games are rapidly becoming an important tool for improving health behaviors ranging from healthy lifestyle habits and behavior modification, to self-management of illness and chronic conditions to motivating and supporting physical activity. Games are also increasingly used to train healthcare professionals in methods for diagnosis, medical procedures, patient monitoring, as well as for responding to epidemics and natural disasters. Games for Health Journal is a must for anyone interested in the research and design of health games that integrate well-tested, evidence-based behavioral health strategies to help improve health behaviors and to support the delivery of care.

- Nutrition, weight management, obesity
- Disease prevention, self-management, and adherence
- Cognitive, mental, emotional, and behavioral health
- Games in home-to-clinic telehealth systems

IEEE TRANSACTIONS ON COMPUTATIONAL INTELLIGENCE AND AI IN GAMES

Description

The IEEE Transactions on Computational Intelligence and AI in Games (T-CIAIG) publishes archival journal quality original papers in computational intelligence and related areas in artificial intelligence applied to games, including but not limited to videogames, mathematical games, human–computer interactions in games, and games involving physical objects. Emphasis is placed on the use of these methods to improve performance in and understanding of the dynamics of games, as well as gaining insight into the properties of the methods as applied to games. It also includes using games as a platform for building intelligent embedded agents for the real world. Papers connecting games to all areas of computational intelligence and traditional AI are considered.

INTERNATIONAL COMPUTER GAMES ASSOCIATION
https://icga.leidenuniv.nl/

Description

The ICGA is a global organisation promoting the use of computers in “game” situations. The ICGA contributes to the experience of game- and computer-game playing in the widest sense through education, entertainment and academic research in Artificial Intelligence. The aims are:

- to promote the demonstration of Artificial Intelligence via the domain of computer games
- to foster the community of those interested in the theory and practice of computer gaming
- to promote competition in games that include computer involvement
- to add value, by education and entertainment, to the human experience of game-playing.
Games have historically been a major part of the world’s cultures, perhaps initially as a way of modelling some aspect of society in a simple and safe way. Today, computer technology is a key force for change: computer game-playing combines these two elements of the world. Computer involvement in game- and model-domains will continue to add value to the human enjoyment of them, as well as creating knowledge and AI techniques which can be used more widely in important areas where complex search is involved. The ICGA contributes by promoting this activity and the members have included many leading figures in Computer Science.

The scope of the games domains now includes not only discrete, 2-person, board games of no chance and perfect information, but also games that are non-discrete, games that involve chance, imperfect information or negotiation, as well as management games and games such as snooker and soccer that have a strategy element. In fact, any “game” in the widest sense of the word, provided always that some strategy is required to play the game well. We intend to explore all of these games and more, to introduce them in the journal, on the web site and at the conferences, and to organize tournaments for them.

INTERNATIONAL JOURNAL OF COMPUTER GAME DEVELOPMENT AND EDUCATION (CGDEIJ)
http://airccse.org/journal/ijcgde/

Description

Video games continue to open new frontiers in entertainment as well as more serious computing. The academic and industrial interest in the design, development, and education of video games has been witnessing an ever-increasing growth and this trend is expected to continue. The aim of this journal is to bring out the latest developments in all aspects of video game development and education in a timely manner.

- Game design (scripts, arts & crafts, gameplay, animation, motion capture, interface)
- Game engine (architecture, algorithms, and other implementation issues)
- Physics based modeling in a video game
- Optimization issues in a video game
- Testing and testability issues in video game development
- Software engineering issues in video game development
- Learning and adaptability issues in a video game
- Serious games (creation, deployment, and usage for training)
- Education and curriculum issues related to video game
- Impact of video game on well-being of society as well as adverse effects
- All aspects of entertainment computing and edutainment

INTERNATIONAL JOURNAL OF COMPUTER GAMES TECHNOLOGY
https://www.hindawi.com/journals/ijcgt/

Description
International Journal of Computer Games Technology is a peer-reviewed, Open Access journal that publishes original research and review articles on both the research and development aspects of games technology covering the whole range of entertainment computing and interactive digital media.

INTERNATIONAL JOURNAL OF EDUCATIONAL TECHNOLOGY IN HIGHER EDUCATION
https://educationaltechnologyjournal.springeropen.com/about

Description

This journal aims to: provide a vehicle for scholarly presentation and exchange of information between professionals, researchers and practitioners in the technology-enhanced education field; contribute to the advancement of scientific knowledge regarding the use of technology and computers in higher education; and inform readers about the latest developments in the application of information technologies (ITs) in higher education learning, training, research and management.

The journal welcomes research on innovative approaches in applying technology to enhance learning, design and educational outcomes, including quantitative, qualitative and hybrid approaches. Articles on applied theory in educational practice are also welcomed, as well as articles on the practical applications of research, on current policy initiatives and evaluations of research, theoretical, pedagogical and methodological issues related to educational technology. In addition, the journal accepts critical reviews on theoretical or pedagogical perspectives, new technologies and the use of IT in higher education.

Authors are encouraged to submit papers related, but not limited, to the following topics of interest:

- Innovations and best practices in online learning, training, research and management
- Educational technology, models and trends in higher education
- Computer-supported collaborative learning, training and research
- Intelligent tutoring and mentoring systems
- Learning analytics and educational data mining
- Open access systems for learning and training
- Organisational and administrative perspectives of IT use in higher education
- University governance and leadership in the knowledge society
- Institutional policies, standards and assessment methods
- Models of higher education presence and service using the Internet
- Internationalization and cultural aspects of online learning, training and research

INTERNATIONAL JOURNAL OF GAME-BASED LEARNING
http://www.igi-global.com/journal/international-journal-game-based-learning/41019

Description

The International Journal of Game-Based Learning (IJGBL) is 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. The target audience of the journal is composed of professionals and researchers working in the fields of educational games development, e-learning, technology-enhanced
education, multimedia, educational psychology, and information technology. IJGBL promotes an in-depth understanding of the multiple factors and challenges inherent to the design and integration of Game-Based Learning environments.

Topics Covered

- Adaptive games design for Game-Based Learning
- Design of educational games for people with disabilities
- Educational video games and learning management systems
- Game design models and design patterns for Game-Based Learning
- Instructional design for Game-Based Learning
- Integration and deployment of video games in the classroom
- Intelligent tutoring systems and Game-Based Learning
- Learning by designing and developing video games
- Learning styles, behaviors and personalities in educational video games
- Mobile development and augmented reality for Game-Based Learning
- Motivation, audio and emotions in educational video games
- Role of instructors
- Virtual worlds and Game-Based Learning

Mission

The mission of the International Journal of Game-Based Learning (IJGBL) is to promote knowledge pertinent to the design of Game-Based Learning environments, and to provide relevant theoretical frameworks and the latest empirical research findings in the field of Game-Based Learning. The main goals of IJGBL are to identify, explain, and improve the interaction between learning outcomes and motivation in video games, and to promote best practices for the integration of video games in instructional settings. The journal is multidisciplinary and addresses cognitive, psychological and emotional aspects of Game-Based Learning. It discusses innovative and cost-effective Game-Based Learning solutions. It also provides students, researchers, instructors, and policymakers with valuable information in Game-Based Learning, and increases their understanding of the process of designing, developing and deploying successful educational games. IJGBL also identifies future directions in this new educational medium.

INTERNATIONAL JOURNAL OF GAME THEORY AND TECHNOLOGY (IJGTT)
http://airccse.org/journal/ijgtt/

Description

International Journal of Game Theory and Technology (IJGTT) is an open access peer-reviewed journal that helps bridge together both the research and development aspects of games theory and technology. Game theory is an inter-disciplinary field that focuses on studying games, creating innovative architectures and explores new ideas to develop games which can be used for learning purposes. This journal provides a platform for exchanging ideas in new emerging trends that needs more focus and exposure and will attempt to publish proposals that strengthen the goals. Topics of interest include, but are not limited to the following:
• Architectures
• Decision-Making
• Current problems and novel solutions
• Dynamic game play generation
• Sharing and re-use of AI systems
• Multiple agent behavior
• Modeling Players strategies
• Social Learning and Video Games
• Dynamic game play
• Design models and patterns for Game-Based Learning
• Natural Language Interaction
• Game-Based Learning Technologies
• Games for Special Needs Education
• Motivation-driven educational games designs
• Video games and learning management systems
• Production and deployment of video games as learning tools
• Augmented reality games
• Developing novel video games
• Game-based tutoring system
• Simulation and Game-based learning
• Virtual worlds and Game-Based Learning
• Mobile game-based learning evaluation
• Embedding instructional design principles in games

INTERNATIONAL JOURNAL OF GAMING AND COMPUTER-MEDIATED SIMULATIONS (IJGCMS)
http://www.igi-global.com/journal/international-journal-gaming-computer-mediated/1125

Description

The International Journal of Gaming and Computer-Mediated Simulations (IJGCMS) is a peer-reviewed, international journal devoted to the theoretical and empirical understanding of electronic games and computer-mediated simulations. The journal is interdisciplinary in nature; it publishes research from fields and disciplines that share the goal of improving the foundational knowledge base of games and simulations. The journal publishes critical theoretical manuscripts as well as qualitative and quantitative research studies, meta-analyses, and methodologically-sound case studies. The journal also includes book reviews to keep readers on the forefront of this continuously evolving field. Occasional special issues from the journal provide deeper investigation into areas of interest within either gaming or simulations.

Topics Covered

• Cognitive, social, and emotional impact of games and simulations
• Critical reviews and meta-analyses of existing game and simulation literature
• Current and future trends, technologies, and strategies related to game, simulation development, and implementation
• Electronic games and simulations in government, business, and the workforce
• Electronic games and simulations in teaching and learning
• Frameworks to understand the societal and cultural impacts of games and simulations
• Impact of game and simulation development use on race and gender game and simulation design
• Innovative and current research methods and methodologies to study electronic games and simulations
• Psychological aspects of gaming
• Teaching of games and simulations at multiple age and grade levels

Mission

The International Journal of Gaming and Computer-Mediated Simulations (IJGCMS) publishes research articles, theoretical critiques, and book reviews related to the development and evaluation of games and computer-mediated simulations. One main goal of this peer-reviewed, international journal is to promote a deep conceptual and empirical understanding of the roles of electronic games and computer-mediated simulations across multiple disciplines. A second goal is to help build a significant bridge between research and practice on electronic gaming and simulations, supporting the work of researchers, practitioners, and policymakers.

INTERNATIONAL JOURNAL OF INTERACTIVE WORLDS (IJIW)
http://ibimapublishing.com/journals/international-journal-of-interactive-worlds/

Description

The aim of the International Journal of Interactive Worlds (UIW) is to disseminate research conducted in the area of Interactive Worlds and its related domains. Ranging from mobile devices that augment the real world to the virtual environments of simulations and computer games, Interactive Worlds have established themselves as elements of everyday life.

Due to the multidisciplinary nature of this area the Journal will welcome submissions covering a wide range of topics. The emphasis will be on the publication of high quality articles, from descriptions of specific algorithms to full system implementations, rapidly and freely available to researchers, practitioners and decision makers worldwide. The journal will also organise regular special issues, as well as accept state of the art reports and communications.

INTERNATIONAL JOURNAL OF PLAY
http://www.tandfonline.com/loi/rijp20

Description

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, playworkers, psychologists, sociologists, therapists and zoologists.

The journal welcomes:

- Reports on research projects
- Review work across an area of research
- Papers concerned with theory-practice links
- Policy critiques and expositions
- Reviews and analysis of contemporary and historical publications
- Essays, memoirs, and other forms of reflective writing
- Writing that builds on the experience and voices of children and young people
- Theoretical position papers.

INTERNATIONAL JOURNAL OF ROLE-PLAYING
http://ijrp.subcultures.nl/?page_id=2

Description

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.

The International Journal of Role-Playing is a response to a growing need for a place where the various fields of role-playing research and development, covering academia, the games industry, the arts and the strong non-academic role-playing communities that exist worldwide, can exchange knowledge and research, form networks and communicate.

Since the release of D&D in 1974 Fantasy role-playing games in its many incarnations (tabletop, LARP, MUD and MMORPGs, mixed reality role-playing games) became an important cultural phenomenon in Europe, America, Asia and Australia. Over the last years role-playing-focused (or related) studies and development projects are increasingly common in the games studies field, in game development and outside these two areas. Role-play is a much broader concept than Fantasy role-play, which means we can also find role-play and role-play research in the context of theatre, interactive storytelling, therapy, education, training etc.

INTERNATIONAL JOURNAL OF SERIOUS GAMES

Description

The IJSG publishes original papers of significant and lasting value in all areas related to design, development, deployment and assessment of digital Serious Games (SGs). The journal encourages submission of manuscripts that enhance the theoretical foundations of game-based learning and SG design, show innovative technological solutions aimed to improve teaching and learning, and/or provide user studies about deployment of SGs in educational or corporate training settings. Papers investigating business/product analysis and market penetration are welcome as well.
All papers should advance the state of the art in the relevant area. Empirical studies are strongly encouraged. Papers may be one of several types: research paper; tutorial/survey; research note/short paper; software/algorithms; addendum/corrections; datasets.

INTERNATIONAL JOURNAL OF VIRTUAL REALITY
http://www.ijvr.org/web/platform/home

Description

The IJVR is a professional journal dedicated to the promotion and publication of new research and technology in the realm of Virtual Reality. The information regarding this new and constantly emerging technology is of interest to computer media professionals worldwide as well as others interested in the expanding potential of virtual reality. The journal has been published since 1995 when virtual reality was still in its infancy.

International Journal of Virtual Reality solicits contributions describing original research results, applications, and experience in all fields of Virtual Reality.

INTERNATIONAL JOURNAL OF VIRTUAL AND AUGMENTED REALITY (IJVAR)
http://www.igi-global.com/journal/international-journal-virtual-augmented-reality/145080

Description

The International Journal of Virtual and Augmented Reality (IJVAR) presents interdisciplinary research on the technological, social, legal, and policy implications of virtual and mixed reality integration and how the division between real and virtual worlds is becoming less distinct. Fostering interdisciplinary applied research and a unique forum for novel solutions for virtual immersion and mixed reality, the articles found within IJVAR are essential to the research needs of graduate-level students, researchers, and professionals interested in topics relevant to the digitization of everyday life.

Topics Covered

- 3D Interactive Graphics
- Collaborative Environments
- Computer Simulation
- Computer Vision
- Gamification
- Human-Computer Interaction
- Immersive Technologies
- Mixed Reality
- Multimedia Technologies
- Multimodal Devices
- Serious Games
- Smart Environments
- Sound Spatialization
- Spatial Positioning
• Virtual Worlds

Mission

The International Journal of Virtual and Augmented Reality (IJVAR) aims to present the latest research on mediated reality tools, applications, and implementation. Approaching the topic of virtual immersion from a variety of viewpoints across industries, IJVAR strives to be an essential reference source for professionals, researchers, and graduate students engaged in research in the areas of computational intelligence, gaming, digitization, computer-generated sensory, virtual environments, and human-computer interaction.

JOURNAL OF BOARDGAME DESIGN
http://jbdgames.blogspot.com/

Description

The focus is on game mechanisms - what makes a game exciting and why. How did the board game designer make his game fun? Components and theme are secondary. The play's the thing.

JOURNAL OF GAME DESIGN AND DEVELOPMENT EDUCATION (JGDDE)
http://www.rit.edu/gccis/gameeducationjournal/about

Description

The JGDDE is a peer-reviewed journal that covers all aspects of teaching the art, craft and science of game design and development to students in and out of a higher education setting. We plan to cover a range of work in the emerging field, as well represented by the content in the first issue. For example, Ian Parberry’s piece covers the emergence and growth of his pioneering work in the field teaching game programming in a university setting over the better part of two decades while Beth Lameman’s article looks at an evolving effort to teach game design and development to pre-university indigenous youth as a way of recapturing and owning their heritage while David Schwartz’s effort chronicles the early design of a mixed hardware and software course to create new types of game controllers.

Games are a multidisciplinary medium and those who teach their creation come from as broad a set of backgrounds as you can find. JGDDE will celebrate that diversity of skills and backgrounds.

JOURNAL OF GAME, GAME ART, AND GAMIFICATION (JGGAG)
http://gamenetwork.university-id.net/journal/index.php/jggag

Description

The Journal of Games, Game Art, and Gamification (JGGAG) is a blind peer-reviewed interdisciplinary journal that publishes original papers on all branches of the academic areas and communities. Thematic areas include, but are not limited to:

Games

AI applications for serious games, Alternate reality games, Animation for serious games and virtual worlds, Artifacts and art with purpose, Augmented reality, Case studies in serious games and virtual
worlds, Experimental serious games design, Game AI and artificial life, Game-based learning, edutainment and training, Non digital games, Serious games methodologies.

Game Art

Game design, Multimedia gaming, Serious game art, Serious game design, Virtual characters, Virtual environments

Gamification

Gamification of Learning, Education and Training, Marketing and Promotion related with gamification, Gamification in Health and Sports.

JGGAG publishes scholarly articles, such as original research articles and reviews, position papers and other critical and creative responses.

JOURNAL OF GAMING & VIRTUAL WORLDS
http://www.intellectbooks.co.uk/journals/view-Journal,id=164/

Description

The Journal of Gaming and Virtual Worlds focuses on theoretical and applied, empirical, critical, rhetorical, creative, economic and professional approaches to the study of electronic games across platforms and genres as well as ludic and serious online environments.

JOURNAL OF GAMES CRITICISM
http://gamescriticism.org/about/

Description

The Journal of Games Criticism grew out of lively conversations among graduate students and faculty from the Department of Communication and Media (C&M) and the Department of Science and Technology Studies at Rensselaer Polytechnic Institute. Starting in 2012, several C&M students identified the need for critical tools for reflection about and useful for the design of video games. From these conversations, it is apparent that, while there are a handful of established journals within the field of games studies, additional space was needed to join together the communities at work within gaming culture. This space would call on all corners of the community, from developers and writers to bloggers and academics, to be a dynamic, current, and multifaceted journal. It continues the hallmark of peer-review from academic journals while opting for total inclusion.

We take video games as our impetus and our enterprise. With multidisciplinarity and interdisciplinarity as our tools, we look to the past of video gaming in order to orchestrate and build its future. Looking to rhetoric, media studies, and cultural studies, many apparatuses of analysis are present, but they all must be brought into these media and reborn.

JOURNAL OF IMMERSIVE EDUCATION
http://jied.org/1/1/index.html

Description
The Journal of Immersive Education (JiED) is the publication of record for the global Immersive Education Initiative. JiED includes feature articles, research and technical papers, Technology Working Group (TWG) publications, and proceedings from Immersive Education Summits (iED Summits).

**JOURNAL OF INTERACTIVE LEARNING RESEARCH (JILR)**  
[https://ejournals.bc.edu/ojs/index.php/immersive/about/editorialPolicies#focusAndScope](https://ejournals.bc.edu/ojs/index.php/immersive/about/editorialPolicies#focusAndScope)

**Description**

The Journal of Interactive Learning Research (JILR) publishes papers related to the underlying theory, design, implementation, effectiveness, and impact on education and training of the following interactive learning environments:

- authoring systems, cognitive tools for learning computer-assisted language learning  
- computer-based assessment systems, computer-based training  
- computer-mediated communications, computer-supported collaborative learning  
- distributed learning environments, electronic performance support systems  
- interactive learning environments, interactive multimedia systems  
- interactive simulations and games, intelligent agents on the Internet  
- intelligent tutoring systems, microworlds, virtual reality based learning systems

JILR is the official journal of the Association for the Advancement of Computing in Education (AACE).

**JOURNAL OF MEDICAL INTERNET RESEARCH (JMIR) SERIOUS GAMES**  
[https://games.jmir.org/](https://games.jmir.org/)

**Description**

JMIR Serious Games (JSG, ISSN 2291-9279) is a sister journal of the Journal of Medical Internet Research (JMIR), one of the most cited journals in health informatics (Impact Factor 2015: 4.532). JSG is a multidisciplinary journal devoted to computer/web/mobile applications that incorporate elements of gaming to solve serious problems such as health education/promotion, teaching and education, or social change. The journal also considers commentary and research in the fields of video games violence and video games addiction.

**JOURNAL OF VIRTUAL REALITY AND BROADCASTING**  

**Description**

The Journal of Virtual Reality and Broadcasting is an open access E-journal covering advanced media technology for the integration of human computer interaction and modern information systems. The main focus is on the creation of synergies between such basic technologies as computer graphics and state-of-the-art broadcasting techniques.
The main goals are to publish research results in the field of Virtual Reality and Broadcasting, to provoke discussions, and to promote the exchange of ideas and information. Developments in the area have a direct effect on society, therefore social aspects will also be considered. As an interdisciplinary field, Virtual Reality requires multilateral collaboration in order to enable new applications.

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 interfaces

JOURNAL OF VIRTUAL WORLDS AND EDUCATION
http://www.cvwer.org/journal-of-virtual-worlds-and-education/

Description

This groundbreaking journal is the first to be devoted exclusively to the use of virtual worlds as education platforms, and is rich with research in this emerging field. The inaugural issue contains more than 200 pages of research on the pedagogical uses of virtual realities, featuring works by educators and scholars from around the world.

As we work on the second issue, we are excited and intrigued by the growth of virtual worlds and look forward to research into the educational use of Second Life, Open Sim, Blue Mars, Open Wonderland, Cobalt, Active Worlds, and others.

JOURNAL OF VIRTUAL WORLDS RESEARCH
http://jvwwresearch.org/

Description

The Journal of Virtual Worlds Research is an online, open access academic journal that adheres to the highest standards of peer review and engages established and emerging scholars from anywhere in the world. 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. The field of virtual worlds research is a continually evolving area of study that spans across many disciplines and the JVWR editorial team looks forward to engaging a wide range of creative and scholarly work.
What are virtual worlds and what is virtual worlds research, within the context of this journal? These are evolving questions that we hope the formation of a community of scholarship will explore and expand. However, to provide a base to build upon, we consider virtual worlds to be computer-based simulated environment where users interact with other users through graphic or textual representations of themselves utilizing textual chat, voice, video or other forms of communication. The term virtual worlds includes, is similar to, or is synonymous (with extensive qualifications) to the terms of virtual reality, virtual space, datascape, metaverse, virtual environment, massively multiplayer online games (MMOs or MMOGs), massively multiplayer online role playing games (MMORPGs), multi-user dungeon, domain or dimension (MUDs), MUD object oriented (MOOs), multi-user shared hack, habitat, holodeck, or hallucination (MUSHs), massively-multiuser online graphical environments, collaborative virtual environments (CVEs) or multi-user virtual environments (MUVES), and immersive virtual environments (IVEs).

We see the current predominance of the virtual worlds of Second Life and its competitors as the most recent iteration of a long lineage of developments in virtual reality and gaming both in terms of technologies and conceptualization. Finally, we do not pretend to be a gaming journal, and hope that through this forum we are contributing to the development of specific space within the scholarly and creative communities for discourse on the wide variety of topic areas that are involved in virtual worlds research, including history of virtual worlds, cultural and social theory, quantitative research, qualitative research, virtual ethnographies, pedagogy, education and virtual worlds, development, experimentation, ideas and the intersection of virtual worlds and society.

KINEPHANOS

Description

*Kinephanos* is a bilingual, interdisciplinary and multidisciplinary academic online journal, which studies the issues affecting popular cultures and media. The journal focuses mainly on films and television series, video games, emerging technologies, as well as fan cultures. The articles we publish explore questions about image and sound in popular culture through different approaches, especially from film, game, media and cultural studies, and humanities.

Special Issue: Exploring the Frontiers of Digital Gaming: Traditional Games, Expressive Games, Pervasive Games

LEARNING, MEDIA AND TECHNOLOGY
http://www.tandfonline.com/loi/cjem20

Description

Learning, Media and Technology aims to stimulate debate on digital media, digital technology and digital cultures in education. The journal seeks to include submissions that take a critical approach towards all aspects of education and learning, digital media and digital technology - primarily from the perspective of the social sciences, humanities and arts. The journal has a long heritage in the areas of media education, media and cultural studies, film and television, communications studies, design studies and general education studies.
As such, Learning, Media and Technology is not a generic ‘Ed Tech’ journal. We are not looking to publish context-free studies of individual technologies in individual institutional settings, ‘how-to’ guides for the practical use of technologies in the classroom, or speculation on the future potential of technology in education.

Instead we invite submissions which build on contemporary debates such as:

- The ways in which digital media interact with learning environments, educational institutions and educational cultures
- The changing nature of knowledge, learning and pedagogy in the digital age
- Digital media production, consumption and creativity in educational contexts
- How digital media are shaping (and being shaped by) educational practices in local, national and global contexts
- The social, cultural, economic and political nature of educational media and technology
- The ways in which digital media in education interact with issues of democracy and equity, social justice and public good

Learning, Media and Technology analyses such questions from a global, interdisciplinary perspective in contributions of the very highest quality from scholars and practitioners in the social sciences, communication and media studies, cultural studies, philosophy, history as well as in the information and computer sciences

THE LEARNING RUSH
http://learningrush.com/zine/gamification

Description

A long time ago, in a galaxy far far away... we had treks to the library, water-cooler chats, and - gasp! - the newspaper as resources we could scour, searching for news relevant to the work. Fast forward to the present, and we have a cloud of information about the training industry in constant orbit, demanding we spend the time sifting through what's new, what's important, what's exciting. We know what you're thinking - you thought this Internet thing was supposed to make your life easier, right?

Now, we welcome you to the future: The Learning Rush. Where a community of influencers - thought leaders who both create and filter through all the stories of the day - and the moderators carefully select each story for its relevance to your world as a learning and development professional. Where you can quickly drop in every day for the top stories - as you start your day, on your lunch break, on your commute home (as long as you're not driving, of course).

Get the latest on cutting-edge learning technologies, like e-learning, m-learning, and gamification. Check out recent thought-providing articles on instructional design. Grab the newest tips within talent management. Take your organization to the next level with CSR and sustainability.

And it doesn't stop there - we invite you to become part of The Learning Rush community. Provide feedback. Log in to comment on stories. Become an influencer yourself, and be recognized as a leading voice in the training industry!
The Learning Rush: Your real-time news feed, custom-tailored for the training community.

SIMULATION AND GAMING: AN INTERNATIONAL JOURNAL OF THEORY, PRACTICE AND RESEARCH
https://us.sagepub.com/en-us/nam/simulation-gaming/journal200777

Description
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. It 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.

Multidisciplinary in Scope
The broad scope and interdisciplinary nature of Simulation & Gaming are demonstrated by the wide variety of interests and disciplines of its readers and contributors, who practice in areas such as: business, cognition, communication, decision making, psychology, economics, education, educational technologies, engineering, entrepreneurship, environmental issues, human resources, international studies, language training, learning theory, management, marketing, medicine, multiculturalism, negotiation, organization studies, peace and conflict studies, policy and planning, political science, project management, sociology, teamwork, technology, and research methodology.

Every issue of Simulation & Gaming features theoretical and applied articles; conceptual papers; empirical studies; simulation/game reviews, ready-to-use simulations/games; brief communications; and association announcements, news and notes.

VIRTUAL CREATIVITY (FORMERLY: METAVERSE CREATIVITY)
http://www.intellectbooks.co.uk/journals/view-Journal,id=179/

Description
Virtual Creativity is an academic peer-reviewed journal focusing on creativity in online virtual worlds and other related platforms where the virtual is examined as a central theme in contemporary media art practices and applied contexts. Pieces exploring the subject of digital creativity are sought from the broad perspective of Art, Science and Technology, in what is a widespread field of discourse. One focus of the journal is an examination of creative activity in the metaverse – from art, design and architecture, to research and education, to play and entertainment. Additionally, Virtual Creativity seeks to engage with ways in which the virtual reflects upon the implications of the physical.

Topics that fall within the scope of the journal include:

- Creative Practices related to Virtual Worlds, Augmented Space, Virtual Reality, Mixed Reality, Future Immersive Worlds, Physical/Virtual Dialogues
- Art, Science and Technology – Art and Science, Art and Technology, Art as Research/Practice-Based Research
- Virtual technologies – Virtual Reality/Augmented Reality, Cognitive Informatics, Brain-Computer Interfaces
- Embodiment Practices – the Avatar, Identity, Performance, Gender
- Applied Practices related to Networked Performance, Art and Heritage, and Cyber-museums
- Learning in Virtual Worlds, and applications related to Therapy and Health
- Theoretical Contexts

VIRTUAL EDUCATION JOURNAL
goto: http://virtualeducationjournal.com/

Description
The Virtual Education Journal has been publishing a digital journal for nearly two years. The issues have been uploaded to the ISSUU website, www.issuu.com, where you can search for Edovation to find the entire archive of issues. With a one – two punch, we are launching this site and simultaneously creating a new build in second Life. The Second Life build is the Virtual Education Journal (VEJ) Headquarters and Conference Center.

VIRTUAL REALITY
goto: http://www.springer.com/computer/image+processing/journal/10055

Description
The aim of the journal is to disseminate research and provoke discussion in the area of Virtual Reality. The multidisciplinary nature of the field means that submissions will be welcomed on a wide range of topics including, but not limited to, the following:

- Virtual Reality Technology and Software Systems
- Design of VR systems and VEs
- Human Factors
- Virtual Reality Applications
- Assessment of Virtual Reality Systems
- Philosophical and Ethical Issues
- Advances Relevant to Virtual Reality

The journal’s audience includes those undertaking basic and applied research in either academia or industry, alongside developers and users of applications.

WELL PLAYED: A JOURNAL ON VIDEO GAMES, VALUE AND MEANING
goto: http://press.etc.cmu.edu/wellplayed

Description
The Well Played Journal is a 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. It is a reviewed journal open to submissions that will be released on a regular basis with high-quality essays.
Contributors are encouraged to analyze sequences in a game in detail in order to illustrate and interpret how the various components of a game can come together to create a fulfilling playing experience unique to this medium. Through contributors, the journal will provide a variety of perspectives on the value of games.

As with the three Well Played books (1.0 | 2.0 | 3.0), the term “well played” is being used in two senses. On the one hand, well played is to games as well read is to books. So, a person who reads books a lot is "well read" and a person who plays games a lot is "well played." On the other hand, well played as in well done. So, a hand of poker can be “well played” by a person, and a game can be “well played” by the development team.

Contributors are encouraged to look at video games through both senses of “well played.” So, with well-played as in well read, contributors are looking closely at the experience of playing a game. And with well-played as in well done, contributors are looking at a game in terms of how well it is designed and developed.

The goal of the journal is to continue developing and defining a literacy of games as well as a sense of their value as an experience. Contributors are invited to also discuss games in general (ranging from tabletop, to big games and more) and how they are often designed for different fields (education, entertainment, etc.) as we more fully develop a literacy around games and play. Contributors are encouraged to consider using screenshots and video of their gameplay in order to help illustrate their ideas. And we’re open to suggestions on themed issues around a specific game or a topic across games.

Video games are a complex medium that merits careful interpretation and insightful analysis. By inviting contributors to look closely at video games and the experience of playing them, we hope to expand the discussion, and show how games are well played in a variety of ways.

Well Played session tracks are also being held at academic and industry conferences. There are sessions at Games, Learning and Society, DiGRA, IndieCade and Games for Change, as well as at the Museum of the Moving Image in New York, with other events being planned.

[Currently the end of the compiled list.]