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The current issue of the Int.l Journal of Serious Games is entirely dedicated to selected papers from the 6th edition of the Games and Learning Alliance Conference (Gala Conf - conf.seriousgamessociety.org), that was held in Lisbon, Portugal, in December 2017. The guest editorial process has been managed by Pedro Santos and João Dias, of the Instituto Superior Técnico / INESC-ID, Universidade de Lisboa, and by Remco Veltkamp, of the University of Utrecht, who acted as conference chair [1].

I also take the opportunity to welcome you at the 7th Games and Learning Alliance Conference, which will take place in Palermo, Italy, from December 5th to 7th.

The conference, organized by the Serious Games Society, aims at bringing together researchers, developers, practitioners and stakeholders, with the goal of sharing the state of the art of research, analyzing the most significant trends, and discussing visions on the future of serious games. As the usual, the Gala Conf 2018 proceedings will be published on Springer Lecture Notes in Computer Science (LNCS), and the best papers in a special issue of the International Journal of Serious Games, that we plan to publish in September 2019.

Beside the oral presentations, the conference will feature the now become traditional SG awards, for both the commercial and academic sector, and very interesting tutorial and demo sessions. The program will be finalized in the next few weeks (https://conf.seriousgamessociety.org/programme-location/).

References

[1] Santos, P. A., Veltkamp, R., Dias, J., Introduction to the GaLA Conf 2018 Special Issue, The Int.l Journal of Serious Games, Vol. 5, Nr. 3, Sept. 2018; http://dx.doi.org/10.17083/ijsg.v5i3.265