

Editorial

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I am proud to conclude also the fifth year of the International Journal of Serious Games with a new issue containing five excellent papers that I will present in the following. The journal is constantly growing, thanks to the competence and the availability of a great – and ever growing - community of authors, reviewers and readers, and this is the best basis for a fruitful new year 2019.

In December, our publisher, the Serious Games Society (SGS) organized in Palermo the 7th edition of the Games and Learning Alliance (Gala) Conference. It has been a great success, for quality and number of the participants, presented works, demos and tutorials. Outstanding serious games were awarded in the now become traditional competition, with both the academy and business categories. Best papers are being selected and we look forward to the dedicated special issue that is expected for Sept 2019.

“Missing: Understanding the Reception of a Serious Game by Analyzing App Store Data” [1], by Toftedahl et al., analyzes player metrics and available app store data to investigate how a game has been received by its players. The paper presents results focusing on three main contributions: the tension between the designer’s intention with a game’s mechanics and how they help to convey the message of the game; the complexity of finding relevant reviews related to the theme of the game; and the tension between the star rating and the content of the reviews.

“Risk Game: Capturing impact of information quality on human belief assessment and decision making” [2], by Joussemme et al. presents the Risk Game, a methodology to elicit experts’ knowledge and know-how, in their ability to deal with information provided by different types of sources (sensors or humans) of variable quality, to take into account the information quality and to reason about concurrent events. The preliminary results obtained are promising and allow validating the efficiency of the elicitation method in capturing the link between information quality and human belief assessment.

“A Fuzzy Logic Module to Estimate a Driver’s Fuel Consumption for Reality-Enhanced Serious Games”, by Massoud et al. [3], explores how fuzzy logic models can be developed and used to assess field user performance in the context of the emerging reality-enhanced serious gaming concept. The case study concern car driving style improvement, but the methodology is general and could be applied to other fields as well.

In “The Players’ Experience of Immersion in Persuasive Games: a study of My Life as a Refugee and PeaceMaker” [4], Hafner and Jansz report on an investigation of player experience in persuasive games. The main contribution of the paper is showing that immersion heightened participants’ susceptibility to persuasion within the gaming environment, while adding that the roles of emotion and identification in immersion warrant further research.

In “A Game-Based Tool for Cross-Cultural Discussion: Encouraging Cultural Awareness with Board Games” [5], Gomez and Marklund studied whether a board game can effectively raise awareness of cultural differences and their impacts on everyday life. The game’s ability to generate discussion and engagement with cross-cultural topics was evaluated and compared with traditional discussion exercises. Results indicate positive effects and retention.



References

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