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Editorial

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This issue concludes the tenth volume of the IJSG. In these years, starting from scratch, we managed to set up a journal which is now a well acknowledged reference in the field. This issue involves four regular papers and the special issue dedicated to GALA Conf 2022 Tampere, which is introduced by Koskinen et al. in [1]. In very few days, the Technical University of Dublin will host GALA Conf 2023 Dublin, which will be another great occasion to meet each other and discuss and advance our knowledge and state of art.

“CogniChallenge: Multiplayer serious games’ platform for cognitive and psychosocial rehabilitation”, by Silva et al. [2], propose a novel platform, namely CogniChallenge. dedicated to multiplayer serious games designed for cognitive and psychosocial rehabilitation, offering competitive and cooperative game modes. The platform aims at facilitating engagement with other patients, family members, caregivers, and virtual agents that simulate human interaction. CogniChallenge consists of three games and incorporates a multi-agent game balance system.

“A taxonomy of learner-player’s emotions in serious games”, by Hamrouni and Bendella [3], examines the interconnection existing between the emotional experiences of learner-players and the educational and interactive components inherent in serious games. In both learning and video games contexts, recent studies have introduced affective models to conceptualize the influence of emotions within these spheres, and this article aims at providing a taxonomy in the serious games realm.

“How ChatGPT can inspire and improve serious board game design”, by Gatti Junior et al. [4], explores the application of Large Language Models (LLMs), such as ChatGPT, in designing educational board games, and be deployed as objects-to-think-with It aims to guide educators through three pivotal design phases: ideation, where ChatGPT suggests themes and mechanisms aligned with learning goals; customization, providing templates for tailored games; and feedback on prototypes to enhance game components and mechanisms. The authors highlight that these models can exhibit biases from training datasets, affecting game inclusivity. They may also generate inaccurate details, propose counter-intuitive rules, and misinterpret feedback, resulting in unintended dynamics. Addressing these challenges necessitates a designer critical evaluation of LLM suggestions and the infusion of human creativity and intuition.

“How to Create Serious Games? Proposal for a Participatory Methodology”, by Pacheco-Velazquez et al. [5], emphasizes the importance and proposes the establishment of a methodology for serious games, focusing on learning, training, skill development. This systematic approach aims at increase the likelihood of generating engaging, effective, and learning-friendly games.

## References

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