

## Editorial

Alessandro De Gloria<sup>1\*</sup>

<sup>1\*</sup>*University of Genoa, alessandro.degloria@unige.it*

The second issue of the second volume of IJSG presents papers covering a variety of serious games R&D aspects, from significant user studies to a health application, from an analysis of game-based learning to a description of an interesting system architecture. What I would like to stress is the effort made by several authors – in this one and in previous issues as well – of critically analyzing the values and the features of serious games, in order to pass from the hype of the proclamations – which not always made good to our field - to the rigor and concreteness of science and technology.

But before sketching the papers featured in this issue, I would like to inform the readership of the success of the call for papers of the special issue on “Serious Games for Mathematics”, guest edited by Kristian Kiili that will be likely published in January 2016. Trying to meet the queries by several potential authors, we have extended the deadline to July 5th 2015.

I also recall that the fourth edition of the GaLA Conference, will be held in the very center of Rome, on Dec. 11 and 12 2015 (<http://www.galaconf.org>). In addition to the regular conference we'll have workshops, courses and an exhibition. An award will be also given to the best non-commercial game presented in the game context related to the conference.

The conference will be a great occasion to meet each other and share our studies, opportunities and results, contributing to the growth of a scientific community that is gathering around the Serious Games Society, especially thanks to the GaLA Conference and the IJSG journal itself.

Here an overview of the papers featured in the current issue follows.

Wim Westera [1] makes a wide critical reflection, disputing the arguments for digital game-based learning, especially focusing on motivation. The paper examines and re-establishes the argumentation used for game-based learning and – investigating a set of ten common claims - identifies misconceptions that confuse the discussions.

Casale et al. [2] investigate the field of computer assisted interventions (CAI) for the treatment for autism spectrum disorders (ASD). The paper presents the first step towards developing a framework to understand how behavioral phenotypes among those diagnosed with ASD can inform the design of CAI. Results from an application of the methodology are presented as well.

Soekarjo and van Oostendorp [3] tackle the issue of measuring effectiveness of persuasive games. Based on the results of the literature review and an empirical study presented, they cannot conclude that playing a game leads to a greater change in attitude or knowledge acquisition than experiencing conventional media would. They stress that future work should employ designs with proper control conditions and focus on which game features lead to significant effects.

Garcia Carbajal [4] addresses the field of emotion representation in SGs, describing the first version of the Emotional Engine system they have developed as a component of more complex behavior simulators. The Emotional Engine exploits signals from natural interaction devices and consequently manages virtual characters and influences the general evolution of the scene.

The fifth paper, by Sylvie Barma [5], investigated game-based learning in a college-level physics class applying a Design Based Research methodology. The research team modeled, produced and tested a tool that contributed to enhance the contextual dimension of learning electromagnetism with the help of augmented reality. Students' evaluation of the serious game sheds light on aspects of mobile gaming and augmented reality that the authors consider valuable for learning.

This issue also features a “Letter to the editor”, by Arambarri et al. [6], which analyzes - according to different technological criteria that define a price range of the game - a rich set of different games related to obesity.

Finally, the issue also includes a “Corrigendum” about an article published in the previous issue [7], which mistakenly omitted to cite a paper [8], as it was spotted by one of our readers, Dr. Neil Peirce that we warmly thank.

The evaluation processes for this IJSG issue were managed by five members of the editorial board, that I would like to thank: Jannicke Baalsrud-Hauge, of the University of Bremen; Francesco Bellotti, of the University of Genoa; Alessandro De Gloria, of the University of Genoa; Dirk Ifenthaler, of the University of Mannheim; Michela Mortara, of the Italian National Research Council; and Michela Ott, of the Italian National Research Council.



## References

---

- [1] Westera, W., Games are motivating, aren't they? Disputing the arguments for digital game-based learning, *The International Journal of Serious Games*, Vol. 2, Nr. 2, April 2015. DOI: 10.17083/ijsg.v2i2.58
- [2] Casale M.B., Mittal A., Whalen C., Stahmer A., Quioco J., Vejnaska S.F., One Size Does Not Fit All: A Smarter Way to Develop Computer Assisted Interventions for Children with ASD, *The International Journal of Serious Games*, Vol. 2, Nr. 2, April 2015. DOI: 10.17083/ijsg.v2i2.63
- [3] Soekarjo M., van Oostendorp H., Measuring Effectiveness of Persuasive Games. Using an Informative Control Condition, *The International Journal of Serious Games*, Vol. 2, Nr. 2, April 2015. DOI: 10.17083/ijsg.v2i2.74
- [4] García Carbajal S., Fabio Polimeni F., Múgica J. L., 3An Emotional Engine for Behavior Simulators, *The International Journal of Serious Games*, Vol. 2, Nr. 2, April 2015. DOI: 10.17083/ijsg.v2i2.76
- [5] Barma S., Daniel S., Bacon N., Gingras M.-A., Fortin M., Observation and analysis of a classroom teaching and learning practice based on augmented reality and serious games on mobile platforms, *The International Journal of Serious Games*, Vol. 2, Nr. 2, April 2015. DOI: 10.17083/ijsg.v2i2.66
- [6] Arambarri J., de la Torre I., López-Coronado M., Druzhinenko-Silhan D., Enhancing healthy habits among overweight and obese children through Serious Games: Review and Technical Analysis, *The International Journal of Serious Games*, Vol. 2, Nr. 2, April 2015. DOI: 10.17083/ijsg.v2i1.61
- [7] Petridis, P., Hadjicosta, K., Shi Guang, V., Dunwell, I., Baines, T., Bigdeli, A., Bustinza, O. F., Uren, V., State-of-the-art in Business Games, *The International Journal of Serious Games*, Vol. 2, Nr. 1, January 2015. DOI: 10.17083/ijsg.v2i1.54
- [8] Donovan L., The Use of Serious Games in the Corporate Sector. A State of the Art Report, Learnovate Center, December 2012. [http://www.learnovatecentre.org/wp-content/uploads/2013/06/Use\\_of\\_Serious\\_Games\\_in\\_the\\_Corporate\\_Sector\\_PRINT\\_FINAL.pdf](http://www.learnovatecentre.org/wp-content/uploads/2013/06/Use_of_Serious_Games_in_the_Corporate_Sector_PRINT_FINAL.pdf).

