

Editorial

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The present IJSG issue hosts a guest section dedicated to selected papers on accessibility and serious games presented at the workshops and the doctoral consortium at the 15th International Conference on Entertainment Computing 2016 (ICEC). The selection has been managed by Jannicke Baalsrud-Hauge, of the University of Bremen, now also with KTH Stockholm, who acted as workshop chair [1].

This issue also includes a regular paper, by Sekhavat et al. [2]. This article aims to study whether Virtual Reality Exposure Therapy (VRET) in active scenarios (e.g., serious games) can challenge a person more than in passive scenarios, concluding that active scenarios are more effective than passive scenarios to elicit social anxiety in healthy participants.

I am also proud to invite you to the 6th Games and Learning Alliance (Gala Conf - conf.seriousgamessociety.org/), which will take place in Lisbon from December 5th to 7th. The deadline for paper submission is July 10, 2017 (please see: <https://conf.seriousgamessociety.org/call-for-papers/>).

The conference, organized by the Serious Games Society, is an international conference dedicated to the science and application of serious games. It aims at bringing together researchers, developers, practitioners and stakeholders. The goal is to share the state of the art of research and market, analysing the most significant trends, and discussing visions on the future of serious games. The GALA Conference 2017 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.

The conference will feature the annual GALA Conf SG awards as well (<https://conf.seriousgamessociety.org/gala-conf-sg-awards-2017>) and workshops and tutorial.

References

- [1] Baaalsrud Hauge, J., Guest Editorial, The Int.l Journal of Serious Games, Vol. 4, Nr. 2, Jun. 2017; <http://dx.doi.org/10.17083/ijsg.v4i2.187>
- [2] Sekhavat, Y. A., and Nomani, P., A Comparison of Active and Passive Virtual Reality Exposure Scenarios to Elicit Social Anxiety, The Int.l Journal of Serious Games, Vol. 4, Nr. 2, Jun. 2017; <http://dx.doi.org/10.17083/ijsg.v4i2.154>

