

## Editorial

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The present IJSG issue hosts a guest section dedicated to selected papers from the Games and Learning Alliance Conference (Gala Conf - [conf.seriousgamessociety.org](http://conf.seriousgamessociety.org)), that was held in Utrecht, The Netherlands, in December 2016. The guest editorial processed has been managed by Rosa Bottino, of the Italian National Research Council, Institute for Educational Technologies, and by Johan Jeuring, of the University of Utrecht, who acted as conference chairs [1].

I will also be happy to welcome you at the 6th Games and Learning Alliance Conference, which will take place in Lisbon 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 and market, analyzing the most significant trends, and discussing visions on the future of serious games. As the usual, the Gala Conf 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.

Beside the oral presentations, the conference will feature the SG awards, both commercial and academic sectors, and very interesting hands on sessions. The program is being finalized in these days (<https://conf.seriousgamessociety.org/programme-location/>).

### References

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- [1] Bottino, R., Jeuring, J., Guest Editorial, The Int.l Journal of Serious Games, Vol. 4, Nr. 3, Sept. 2017; <http://dx.doi.org/10.17083/ijsg.v4i3.215>

