

Editorial

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I am happy to conclude also the sixth year of the International Journal of Serious Games, with another regular issue, featuring five interesting articles.

“*Computational thinking development and assessment through tabletop escape games*”, by Menon et al. [1], strives to evaluate existing escape games aiming to develop computational thinking (CT) based on their systematic analysis according to the CT competency components. The authors conducted an analytical review of three tabletop escape games in CT to identify CT components and subcomponents. The use of tabletop escape games from a pedagogical perspective to develop CT among learners is discussed based on the results of the analysis to identify their current limits, covering relevant design aspects.

“*Realizing a Mobile Multimodal Platform for Serious Games Analytics*”, by Shoukry, S. Göbel [2], describes the design and development of "StoryPlay Multimodal", a mobile multimodal analytics platform for the evaluation of Serious Games. After discussing design requirements, the architecture of the software, the different modules, additional features, implementation challenges and solutions are presented. The testing settings, participants and results are also discussed, to demonstrate how the evaluation procedure can be applied to deliver valuable outcomes for Serious Games Research.

“*User experience and learning experience in a 4D virtual reality simulation game*”, by Salovaara-Hiltunen et al. [3], focused on 4D virtual reality simulation games, and explored the gaming and learning experience, as well as usability, in a multi-phase scenario based on the evidence-based theory of resuscitation. The findings suggest that gaming and learning experiences are individual and vivid. Immersion created by the virtual gear had an essential impact on the overall experience. In addition, authenticity, interaction and feedback were important elements of learning experience. Usability had a major role on the whole.

“*Autonomy Motivators, Serious Games, and Intention Toward ISP Compliance*”, by Azahrani and Johnson [4], aims to find out whether the autonomy intrinsic motivator can be influenced by a table-top game to enhance security awareness and, in turn, reinforce behavioural intention towards Information Security Policy (ISP) compliance. A test with thirty postgraduate students confirmed that the autonomy intrinsic motivator is positively influenced by the game and has a positive effect on the behavioural intention to comply with ISPs.

“*Stimulating ideation in new teams with the mobile game Grapplenauts*”, by Alaka et al. [5], presents a serious game for team working, namely Grapplenauts, in which team players have to gradually work together towards a team-wide goal, first in pairs and then among pairs. Play testing has shown that Grapplenauts was perceived as a fun, engaging and challenging collaborative game. In addition, results of a preliminary user study are cautiously optimistic about the success of the game in improving the perceived atmosphere within newly-formed teams.

Last month, our community met for the 8th edition of GaLA Conf, in Athens, Greece. It was a great opportunity for academicians and practitioners to meet, learn from each other,



and discuss. I look forward to the next edition, that will take place in Laval, France, December 2020.

References

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