

Editorial

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I am delighted to open this new issue of the International Journal of Serious Games informing the readers that we have been notified by Scopus that our journal has been accepted for inclusion in their index. Recalling that IJSG is already indexed by the Emerging Sources Citation Index (ESCI), in the Web of Science (WoS) Core Collection, since the beginning of 2015, I think that our journal has reached a valuable position in the landscape of academic and scientific publishing. For this, I am grateful to everyone who have contributed to the journal: authors, section editors, reviewers and readers. We take also this major achievement as an encouragement to continue enhancing the quality of our scientific production work.

This regular issue features five interesting articles, that I introduce in the following.

“Nano-Games for Cultural Venues: the HEAL game,” by Rompa et al. [1], introduces nano-games as short, easy to master, self-contained games of a single level of difficulty, having basic and direct rules that stay unaltered throughout the play and challenge players with clearly defined goals reachable within tens of seconds of gameplay. This approach has been adopted and evaluated in the premises of European Center for Nuclear Research (CERN). This is an interesting specialization of the well-known concept of minigames [2].

“Results and insight gained from applying the EnergyCat energy-saving serious game in UK social housing”, by Hafner et al. [3], presents insights from a 12-month empirical trial of new serious game for energy, ‘EnergyCat’; which was designed to encourage household energy reductions in the UK social housing sector. Effects of gameplay on consumption behaviors and energy awareness were explored using 82 UK social housing households (versus a no-game control). Results indicated the intervention did not lead to any substantive changes in awareness or consumption practices, probably because of issues in terms of game design and usability. The authors provide a framework of suggestions as to how the game design process could be improved.

“Battlespace Next(TM): Developing a Serious Game to Explore Multi-Domain Operations”, by Flack et al. [4] presents Battlespace Next™ (BSN), a serious game designed to teach concepts integral to Multi-Domain Operations (MDO) and initiate discussion on military strategy while conserving time, money, and manpower. BSN, a Collectable Card Game (CCG), is engineered to provide an engaging learning tool that educates on capabilities in a multi-domain conflict. Feedback from over 120 military play testers argues that the game teaches MDO concepts and delivers an engaging, hands-on learning experience, specifically improving military readiness.

“A Survey of Digital Health Interventions for Children with Cancer”, by Chai et al. [5], reviews eleven existing game-based digital health interventions including Re-Mission and Ben’s Game, and lists the various aims of these interventions, such as empowerment to fight cancer and symptom management. The game mechanics of these interventions are also identified and the ways these mechanics contribute to the aims of these interventions analyzed.

“A serious game to improve the verbal resilience against doorstep scams” by van der Lubbe et al. [6], deals with scams in which con artists tell convincing but fraudulent stories in order to enter the house of a victim and/or steal personal belongings or information. A serious game is designed and evaluated for this purpose. The results of the evaluation are



positive. The serious game is specifically seen as a valuable addition to existing training meetings.

References

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