Intergenerational Gaming, Accessibility, Motivation, and Engagement (iGAME)

Special Issue for The Computer Games Journal

Guest Editors:

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Overview:

The Computer Games Journal (TCGJ) is pleased to announce a CFP for the forthcoming special issue: iGAME (intergenerational: Gaming, Accessibility, Motivation, and Engagement).

The field of Games Studies has received a vast amount of interest and investigation over the last 50 years, ranging from game addiction, gender, engagement/interaction, to health rehabilitation and cohorts (i.e. baby boomers). However, intergenerational gaming has received less attention, with the exception of works by Voida and Greenberg (2009;2010), De Schutter et al. (2017), and Wang et al. (2018).

Given the nature of play and the developments of game technologies over the last couple of decades, intergenerational gaming offers a myriad of experiences for both gamers and non-gamers, novice and expert gamers alike. Intergenerational gaming can facilitate several motivations in a milieu of domains from health and rehabilitation, to co-op and online gaming.

We invite submissions for this special issue of TCGJ, which focus on cutting edge research and perspectives in relation to intergenerational gaming.
We welcome contributions from academics, industry professionals, students, and those with direct experience of intergenerational gaming. We will also consider papers concerning non-computing-related intergenerational gaming, which reflect the intersectional and interlinked nature of intergenerational gaming.

**Deadline:** Please see below for all important submission dates:

- Title and abstract of proposed paper  
  **30th June 2019**
- Draft paper for peer review  
  **30th September 2019**
- Revised paper  
  **10th December 2019**

**Topics include, but are not limited to:**

- Flow/immersion
- Design
- Usability, accessibility
- Player experiences
- Multi-methods
- Health and rehabilitation
- Culture and/or Environment
- Multi-disciplinary
- Player modelling
- Predictive analysis

For queries regarding scope and applicability, please contact the guest editor, Dr Hannah R. Marston, by sending an email to: **Hannah.Marston@open.ac.uk**

For submission enquiries, please contact Drs John Sutherland (Editor-in-chief) or Malcolm Sutherland (Assistant Editor-in-chief) at: **thecomputergamesjournal@gmail.com**

**Abstract & Proposed Title - Submission Instructions**

Please submit your abstract & proposed title to: **Hannah.Marston@open.ac.uk**

**Paper Submission Instructions**

1. All submissions should be emailed to: **Hannah.Marston@open.ac.uk**.
2. All submissions should follow the Journal formatting and guidelines
3. In your email, please add <Paper Submission – Title for Intergen Special Issue> in the subject box