The Journal of Electronic Gaming and Esports (JEGE)

First published content will be available in 2022. If you are interested in submitting an article, please review the Author Guidelines and submit at the JEGE submission site (https://mc.manuscriptcentral.com/hk_jege).

Subject areas for submission include but are not limited to the following:

- Video games
- Esports
- Simulations
- Personal computer (PC gaming)
- Mobile gaming
- Console gaming
- Cloud gaming
- Virtual, augmented, mixed, and extended reality (VR, AR, MR, XR) gaming
- Haptic gaming and technology
- New and emerging electronic technology for gaming and entertainment

Examples of electronic gaming and esports topics include but are not limited to the following:

- Advertising
- Analytics and statistics
- Biomedical
- Business
- Coaching
- Communications
- Consumer behavior
- Computer science
- Culture and society
- Diversity
- Economics
- Education and training
- Facilities and events
- Finance
- Fundraising
- Game development
- Governance
- Health and wellness
- Human resources
- Industry research
- Legal
- Management
- Marketing
- Media and social media
- Medical science
- Operations
- Organizational behavior
- Players and teams
- Psychology
- Public relations
- Sociology
- Sponsorship
- Strategy
- Technology
- Training