Call for Papers: Journal of Electronic Gaming and Esports

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Special Issue 02:

Topics from the tropics: Catching the wave of studies from the 2023 Hawaii International Conference on System Sciences (HICSS-56)

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Information about the Journal of Electronic Gaming and Esports (JEGE)

JEGE is an international indexed and peer-reviewed journal focused on publishing innovative empirical, theoretical, review, interdisciplinary, and industry-related research on all aspects of video games; esports; gaming on personal computers, mobile devices, consoles, and cloud-based platforms; haptic gaming and technology; virtual, augmented, mixed, and extended reality gaming and technology; new and emerging technology used for recreation, rehabilitation, and competition; and more.

Information about the Special Issue

The Hawaii International Conference on System Sciences (HICSS-56) will be held from January 3-6, 2023. At HICSS-56, there are at least two minitracks related to electronic gaming and esports:

1. Internet and the Digital Economy track: Esports minitrack

2. Digital and Social Media track: Games and Gaming minitrack
JEGE is proud to offer opportunities for authors accepted to present at HICSS-56 to have their research fast-tracked for publishing consideration in the journal. In addition, promising research submitted to and rejected for presentation at HICSS-56 may also be recommended to be submitted to JEGE for additional publishing consideration in the special issue or a standard issue.

Esports research is a field with conflicting definitions and multiple perspectives. Despite the differences between approaches to esports, all emphasize its technological specificity and competitiveness. In the last decade, esports has ceased to be seen solely as entertainment for the youth and has become the fastest-growing area in sports. This view is supported by the increase in the number of events organized, their popularity among millions of viewers, and the growing number and professionalization of gamers. Traditional sports are still generally larger in size and reach than the biggest esports, with substantially more revenues and larger player salaries in traditional sports. However, esports is quickly catching up, given the growing number of broadcasted games and events, tournament prize pools, availability of media rights, and increasing advertising and sponsorship potential of esports games. Despite the increasing popularity of esports, the research is still in its nascency. After an initial descriptive stage, the focus shifts from explaining what esports is to a more nuanced understanding of multiple phenomenon present in the industry.

The **Esports minitrack** aims to provide insight into esports’ theoretical development and practical understanding without excluding any methodological approach or scientific disciplines. Conceptual, theoretical, empirical, and methodological contributions that enrich our understanding of esports are welcome.

Given the diverse goals of this minitrack, possible topics include, but are not limited to:

- **Business** (e.g. discovering esports consumers’ motivations; designing effective marketing tools; understanding players’/esports’ networks and organizations; gamers/fans as consumers; esports finances and revenues; esports management and governance)
- **Cognitive Science/Psychology** (e.g. studying factors influencing athletes’ performance; their abilities and skills; cognitive and behavioral differences between athletes; team management)
- **IT** (e.g. using game telemetry, biometrics, user-generated data, or text mining to study esports; team dynamics; interactions of players; in-game performance)
- **Sociology** (e.g. gamers’ and athletes’ interactions and identities; live events and streaming dynamics; gender issues [gender gap])
• Media Studies and Communications (e.g. cultural examinations; relations between esports, traditional sports, and the media; offline spaces versus live-streaming, understanding esports in terms of virtual versus real; how technology mediates gaming and how esports’ communities fit here)
• Law (e.g. copyright issues, intellectual property)
• Health, Wellness and Medical Sciences (e.g., health and wellness of players; comparing esports and traditional sports; esports as ‘real’, ‘genuine’ sports or new quality)
• Technology (e.g. augmented, virtual, mixed and extended reality; haptic technology and gaming)

The Games and Gaming minitrack (G&G) provides researchers with an opportunity to present work on social aspects of digital games. The uniqueness of this minitrack is its focus on games and gaming, acknowledging that games can provide unusual and challenging analytical issues not found in other environments that may not have the same playful, perhaps semi-anonymous, focus on a game. Games research may call for multi-site, multi-method analysis not always found in other research areas and not only calls for deep understanding of theory and method but of games, gaming, and specific gaming environments. Given that G&G focuses on social elements, interactions, and structures, we envision digital games as socio-technical constructs.

Submitted papers must contain a social dimension in the analysis or framing of digital games, examining, for example, sociability, social practices, communities (in-game, out-game, across multiple spaces or time), use of social affordances, or some other social dimension. With that in mind, the G&G minitrack will cover the following topics:

• Streaming gameplay (e.g., Twitch)
• Network analysis of groups and communities in games
• Social affordances of games
• Social practice (in-game, out-game, both)
• Player communities
• Fans and fan communities
• Community management
• Toxicity online
• Multiplayer games
• Cooperative and competitive play
• Fantasy sports leagues
• Multigenerational play
• Intercultural play
• Game curation via sites like Steam
• Virtual and augmented reality gaming

Also please note, the G&G minitrack is not interested in gamification or simulation of or for business processes, but may accept appropriate papers focused on simulations or the social aspects of gamification if they have a digital dimension to the work. Gamification focuses primarily on how to take existing processes and add game-like structures and frameworks to those processes. Gamification-related papers should be submitted to the Gamification minitrack in the Decision Analytics and Service Science track. In the Games and Gaming minitrack, we focus on items that are indeed games, and not a non-game item with gaming elements later added to it.

HICSS-56 Deadlines:

April 15: Paper Submission System Reopened for HICSS-56
June 15: Paper Submission Deadline
August 17: Notification of Acceptance/Rejection
September 22: Deadline for Authors to Submit Final Manuscript for Publication
October 1: Deadline for at least one author of each paper to register for the conference

Important Dates:

Full Paper Submission Deadline: On or before February 6, 2023
Manuscripts submitted through ScholarOne: https://mc.manuscriptcentral.com/hk_jege

Anticipated Publication: Mid to Late 2023

Manuscripts rejected for the special issue will be considered for standard publishing in JEGE. Additional questions can be directed to any of the special issue guest editors.