

# **JEGE x AES Special Issue Call for Papers**

## **Navigating the Fjords of Academic Esports Research**

### **Information about the Special Issue**

The Academic Esports Seminar, scheduled for May 21-24, 2024, at the University of Agder in Norway, will serve as a platform for multidisciplinary discussions on the role of esports in educational contexts.

The *Journal of Electronic Gaming and Esports* (JEGE) is proud to offer opportunities for authors accepted to present at AES to submit their research to a special issue on academic esports (the research needs to be extended to a full paper). Learn more about [JEGE's submission requirements](#).

In an era where digital landscapes are continually reshaping the way we learn, teach, and engage, the advent of academic esports stands at the forefront of educational innovation. Distinct from the realms of casual gaming and competitive esports, academic esports have emerged as a disciplined approach that harnesses the immersive power of video games to cultivate a wide array of skills and competencies in learners. This nuanced field not only challenges the traditional paradigms of education but also opens new avenues for research, pedagogy, and learner engagement.

We welcome submissions that address, but are not limited to, the following themes:

- Assessment and evaluation in academic esports
- Comparative analyses of academic esports versus traditional educational tools.
- Esports and STEAM education
- Ethical considerations and digital identity in esports
- Fostering interdisciplinarity through academic esports
- Impact of academic esports on student engagement and learning outcomes.
- Innovative learning models through esports
- Integrating academic esports into company esports
- Paths after retirement of being a pro player
- Pedagogical frameworks of academic esports
- Psychological and social aspects of academic esports
- Skill development through academic esports
- Teaching sustainability through academic esports

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

JEGE is a peer-reviewed and indexed 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.