JEGE x HICSS Special Issue Call for Papers

Topics from the Tropics: Catching the wave of studies from the 2024 Hawaii International Conference on System Sciences (HICSS-57)

Special Issue Guest Editors:

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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-57) will be held from January 3-6, 2024. At HICSS-57, there are at least two minitracks related to electronic gaming and esports:

1. Internet and the Digital Economy track: Esports minitrack
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 have become the fastest-growing area in sports and a stand-alone discipline in its own right. 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 bigger than the biggest esports, often generating more revenue. However, esports is quickly catching up, given the growing number of broadcasted games, tournament prize pools, and increasing advertising potential of esports games. Despite the increasing popularity of esports, the research is still in its nascency. After an initial descriptive stage of research on esports, the focus is now shifting from explaining what esports is to a more nuanced understanding of many different aspects of the phenomenon.

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.
- **Cognitive Science/Psychology**, e.g., studying factors influencing athletes’ performance; their abilities and skills; cognitive and behavioral differences between athletes.
- **IT and Computer Science**, e.g., using game telemetry, biometrics, user-generated data, or text mining to study esports, e.g., team dynamics, interactions of players; i-game performance.
- **Law**, e.g., copyright issues, gambling.
- **Sociology and cultural studies**, e.g., gamers’ and athletes’ interactions and identities; live events and streaming dynamics; gender issues (gender gap).
- **Media Studies**, e.g., 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.
- **Sports Science**, e.g., comparing esports and ‘traditional’ sports; esports as ‘real’, ‘genuine’ sports or new quality; athletes’ careers.
The Games and Gaming minitrack (G&G) minitrack provides researchers with an opportunity to present work on the social aspects of digital games. It focuses 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 this minitrack focuses on social elements, interactions, and structures, we envision digital games as socio-technical constructs. We are not focused on gamification or simulation of or for business processes, but we may accept appropriate papers focused on simulations or the social aspects of gamification if they have a digital dimension to the work.

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, this minitrack will cover the following topics:

- Cooperative and competitive play
- Community management
- Fans and fan communities
- Player communities
- Network analysis of groups and communities in games
- Social practices (in-game, out-game, both)
- Toxicity online
- Multiplayer games
- Multigenerational play
- Intercultural play
- Streaming gameplay (e.g., Twitch, YouTube Live, etc.)
- Game curation via sites like Steam
- Social affordances of games
- Social issues in game development
- Game design for sociality

**Important Special Issue Dates:**

Full paper submission deadline: On or before June 30, 2024

Manuscripts submitted through ScholarOne: [https://mc.manuscriptcentral.com/hk_jege](https://mc.manuscriptcentral.com/hk_jege)

Questions can be directed to *JEGE*’s Chief Editor David P. Hedlund, PhD (hedlundd@stjohns.edu).