

THE REVIEW PROCESS

SOMETHING ABOUT THE REVIEW PROCESS

DiGRA 2015 supports two different categories for submitting research; full papers (no more than 16 pages) and abstracts (up to 1000 words excluding references). The structure reflects the cross-disciplinary nature and different conference traditions of the conference attendants. A full paper submission is recommended for completed research work, in particular empirical or technical work. The abstract format is suitable for discussion topics and ideas. Both full papers and abstracts are subject to a double-blind review process.

FULL PAPERS:

- No more than 16 pages
- No more than 8000 words including references
- Key references is mandatory
- Submit as an anonymized.pdf
- Will be published on the conference website
- Will be published in the DiGRA digital library
- Submission template:
http://projects.digital-cultures.net/gamification/files/2014/07/DiGRATemplate_20151.doc

EXTENDED ABSTRACTS:

- No more than 1000 words, excluding references
- Key references is mandatory
- Submit as an anonymized .pdf and give a short description in the abstract field of easychair
- Will be published on the conference website
- Will not be published in the DiGRA digital library

PREPARING PAPERS AND ABSTRACTS FOR ANONYMOUS REVIEW

- Do not write Name, Affiliation, e-mail etc. in your submission, you fill in these things in your when submitting a camera ready version
- Make sure to clear the document from any meta data
- If citing your own work in such a way that it is obvious that you also are the author of the paper leave the reference blank and fill in when submitting camera ready version

TRACKS

- Game design: design techniques, practices, methods, post mortems, etc.
- Game criticism and analysis: close readings, ontologies and frameworks, historical studies, philosophical explorations, and other humanities-informed approaches
- Play studies: studies of play, observations and interviews of players, and research based on other methods from the social sciences
- Game technology and production: case studies of experimental game technologies, evaluations of existing systems, and studies of game production processes
- Applications and uses of games: inquires in serious, documentary games, games for health, gamification, games education, teaching and learning.

EVENTS, PANELS, AND WORKSHOPS

- Proposal: no more than 1000 words, excluding references
- Submit as a .pdf
- Will not be published in the DiGRA digital library

DIGRa 2015

MAY 14 -17, LÜNEBURG, GERMANY



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