Gamification and Games for Learning

Guest Editors:

Dr. Carina Soledad González-González
ITED Research Group, Department of Computer Science and Engineering, Universidad de La Laguna, San Cristóbal de La Laguna, Tenerife, Spain

Dr. Joan Arnedo Moreno
Department of Computer, Multimedia and Telecommunication Studies, Open University of Catalonia, 08018 Barcelona, Spain

Dr. Alberto Mora-Carreño
Department of Computer, Multimedia and Telecommunication Studies, Open University of Catalonia, 08018 Barcelona, Spain

Deadline for manuscript submissions:
closed (31 March 2020)

Message from the Guest Editors

The inclusion of game experiences in learning processes has been positively shown as a technique to motivate learners. Thus, experiences are introduced in courses by considering game design principles in non-leisure environments like the course structure layout (gamification or gameful design). This topic has garnered great interest in both academia and industry, as reflected by the amount of academic publications in the recent years, especially those showing case studies, hands-on experiences, or the business growth of the enterprises specialized in gamification.

This Special Issue aims to cover all aspects of gamification including user studies, design frameworks, techniques and strategies, methodologies, tools and applications, ecosystems, analysis and assessment, personalization approaches, systems integrations, data management, architectures, innovations to market, as well as any work in progress. Our main goal is to bring together stakeholders for exchanging ideas and experiences and encouraging networking between academia and industry.

Special Issue

Editor-in-Chief

Prof. Dr. Antony Bryant
Headingley Campus, Leeds
Beckett University, Leeds LS6
3QS, UK

Message from the Editor-in-Chief

Informatics (ISSN 2227-9709) is an international, peer-reviewed, open access journal, which publishes original theoretical and empirical work on the science of informatics and its application in multiple fields. Our concept of Informatics includes technologies of information and communication as well as the biological, social, linguistic and cultural changes that initiate, accompany and complicate their development.

Informatics publishes regular research articles, reviews and short notes. There is no restriction on the length of papers, and we encourage researchers to publish their theoretical and empirical results in as much detail as possible. The scientific community and the public have unlimited and free access to the content as soon as it is published. We would be pleased to welcome you as one of our authors.

Author Benefits

Open Access: free for readers, with article processing charges (APC) paid by authors or their institutions.
High Visibility: indexed within Scopus, ESCI (Web of Science), dblp, and other databases.
Journal Rank: JCR - Q2 (*Computer Science, Interdisciplinary Applications*) / CiteScore - Q1 (Communication)

Contact Us