

Call for Articles
Engagement, Simulation/Gaming and Learning

Special issue of

Simulation & Gaming

An Interdisciplinary Journal of Theory, Practice and Research

SAGE Publications

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Guest editors: Nicola Whitton, Manchester Metropolitan University, UK
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An understanding of why and how players engage with games and simulations, and of the factors that can influence and enhance engagement, is crucial for the design and use of effective game- and simulation-based learning experiences. In commercial, educational and social settings, engagement drives the use and re-use of games/simulations, meeting the value-for-money or targets required of modern organisations or funders. This symposium (special issue) of *Simulation & Gaming: An Interdisciplinary Journal* will draw on a range of different disciplines including (but not limited to) computer science, game design, psychology, sociology and education, to explore how engagement is theorised, how these theoretical perspectives might influence the design of games for learning, and the ways in which engagement can be usefully evaluated.

We are seeking submissions from a range of viewpoints and theoretical bases, using a variety of research methods and approaches, as well as articles that provide a practical perspective grounded in research. We hope that this symposium will offer a holistic and critical analysis of engagement – as well as related ideas such as motivation, commitment, immersion and flow – and an evaluation of its relevance and value in the sphere of educational game and simulation design, implementation and debriefing.

We encourage a variety of different types of articles related to engagement, simulation/gaming and learning, including topics such as:

- engagement theory from different disciplinary perspectives
- the relationship between engagement, games and learning
- factors influencing levels of engagement with games and simulations
- case studies evidencing engagement in games and simulations
- ways in which to evaluate and measure engagement
- engagement in reflection and debriefing with games and simulations

Finished articles should be in the region of 4–6,000 words in length. Accepted articles will be published electronically (and thus count as a published article) before the symposium appears in print. Please email an outline proposal (1–2 pages) to the guest editors (details below), containing the following elements:

- Your name full contact details
- A working title, an abstract and a rough outline of the proposed articles (bullet points are fine).
- You may, if you wish, also send copies of any relevant already-published articles.

Please contact the editors if you have any further questions, or are considering making a submission, but are not sure about its suitability for this symposium, or your ability to meet the timescales outlined below. Please note that acceptance of proposal does not automatically guarantee acceptance of manuscript. All manuscripts submitted will be thoroughly reviewed, and will probably need one or several rounds of revision.

Schedule

Deadline for proposals by end October 2012
Full article submission by end January 2013
Final article submission by end April 2013

Above deadlines may be extended. Articles will be published online as they are accepted on an ongoing basis. The journal issue of the symposium is planned for autumn 2013.

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