

# ECREA Temporary Working Group “Digital Games Research”

## Annual Report

### Founding

In the course of 2011, steps were taken to found the ECREA Temporary Working Group for Digital Games Research. A Mission Statement and Modus Operandi were composed and a proposal was submitted. In June the Temporary Working Group was officially approved. Chair: Thorsten Quandt (Institute of Communication Studies, University Hohenheim, Stuttgart, Germany) Vice Chair: Jan Van Looy (IBBT-MICT-Ghent University, Ghent, Belgium) Vice Chair: Torill Mortensen (IT University of Copenhagen, Copenhagen S, Denmark).

### multi.player - International Conference on the Social Aspects of Digital Gaming

July 21-23, multi.player, an international conference on the social dimension of digital games was organized, which was hosted by the University Hohenheim in Stuttgart, Germany. It received 110 guests from 11 countries and consisted of 33 presentations and 4 keynote. The acceptance rate was roughly 50 %, as we received more than 60 proposals for the conference. The keynotes were held by renowned researchers: Richard Bartle, best known for having co-written in 1978 the first virtual world, MUD, and for his 1996 Player Types model which has seen widespread adoption by the MMO industry; Mark Griffiths, one of the world's leading experts in research on digital games addiction; Torill Mortensen, co-chair of the division and best known for her work on digital games and online culture; and Yvonne de Kort, who is an expert for social interaction, well-being and health of people in virtual, mediated, or augmented spaces. The business meeting of the TWG was also held at the Hohenheim conference. During the business meeting, the TWG's chairs explained its origins, mission statement and future aims, including publications and conferences/workshops. Overall, the conference was very successful in bringing together the TWG's community for the first time, and it did also draw some media attention, including newspaper, national radio and national TV coverage.



## Edited Volume “Multiplayer”

Following the multi.player conference, preparations have started on a book called “Multiplayer”, edited by Sonja Kröger and Thorsten Quandt. The volume aims to present recent insights in the social aspects of gaming and will contain several overview articles by expert scholars. Authors include Mark Griffiths, Richard Bartle, Frans Mäyrä and others.

## Website

A website dedicated to the Temporary Working Group was launched containing general information such as the Mission Statement, the Modus Operandi and the organizational structure and specific announcements concerning the group. More information can be found at [www.digital-games.eu](http://www.digital-games.eu).



## Facebook Group

A Facebook group was started up for the Temporary Working Group which is being used as a communication channel and as a discussion forum. It currently boasts 80 members.



## ECC 2012

Preparations have started for the 4th European Communication Conference in 2012, themed “Social Media, Global Voices”, where the TWG plans to organize a panel, a pre-conference and a group meeting. The pre-conference will be held on the 23<sup>rd</sup>/24<sup>th</sup> of October, preceding the ECC 2012 main conference.

*Thorsten Quandt, Torill Mortensen, Jan Van Looy, December 2011*