

# ECREA Temporary Working Group “Digital Games Research”

Annual Report 2012

## Edited Volume “Multiplayer”

The edited volume “Multiplayer”, based on the 2011 conference of the same name and edited by Sonja Kröger and Thorsten Quandt, was selected as the subsidized title in ECREA’s book series in 2012, and will be published in 2013. The volume will focus on the social aspects of gaming and feature more than a dozen of articles by leading experts in the field. Preparations for the book title were intensive, as the editors reviewed each individual article, and authors further tweaked and edited their pieces for a final version to be included in the book.

## Website

The group’s website at [www.digital-games.eu](http://www.digital-games.eu) was further established as an information source, and regular news updates by webmaster Malte Elson informed group members of the developments regarding publications, conferences and other matters of interest.



## Facebook Group

The groups Facebook presence, established in late 2011, was growing rapidly during 2012. It now has 164 members (as of 31/12/12). Regular updates keep the community informed about group matters, but also about news in the field of digital games research. The Facebook page reaches people interested in the group's topic beyond the core of the TWG, and is a lively information channel that complements the web page.



## ECC 2012

The TWG organized a panel, a pre-conference and a group meeting at the 4th European Communication Conference in 2012. The pre-conference was held on the 23<sup>rd</sup>/24<sup>th</sup> of October, preceding the ECC 2012 main conference. Local co-organizers included the BUG (Bahçeşehir University Game Lab), Plato Community College and DIGRA Turkish Chapter. The preconference was attended by approximately 60 participants. Keynote speaker was Chris Ferguson. The ECC panel was organized as a 'virtual panel', including co-present speakers and speakers that joined the discussion via the Internet, including Frans Mäyrä, Mia Consalvo, Jeroen Jansz and James Ivory.



## TAG Talks

The TWG organized so called “TAG Talks” (Trans-Atlantic Game Talks) in cooperation with ICA’s Game Studies Special Interest Group. Using Google Hangouts, a selected number of researchers could join discussions with renowned scholars in the field, such as Richard Bartle, Niklas Ravaja and Chris Ferguson. The format was very successful, so the TWG intends to continue the cooperation with its ICA sister group in 2013.



## Survey “State of Digital Games Research”

In cooperation with DIGRA and ICA’s Game Studies Special Interest Group, the TWG organized a survey among game scholars around the globe. Lead organizer is TWG vice chair Jan Van Looy. Nearly 800 persons took part in the survey, with more than 550 completed questionnaires. It’s the first of its kind, and analyses for publication in journals are currently under preparation. The TWG hopes that the survey helps to get a better overview of perspectives and academics interested in digital games, and that it will serve as a useful tool for further development and shaping of game studies as an independent field of research.

## ICA 2013

Currently, the group is preparing a joint pre-conference with its ICA sister group. The precon is supposed to happen at the Hilton Metropole on 17 June 2013. The topic is “The power of play: Motivational uses and applications”. The call was open until the end of 2012, and was successful in attracting more than 30 paper submissions and 7 workshop submissions to be reviewed in the beginning of 2013.