

ECREA Section “Digital Games Research”

Annual Report 2017

ECREA Winter workshop: Current Developments in Digital Games Research



December 1st an international group of scholars gathered at Krook in Ghent, Belgium to discuss current developments in games research and conduct a meeting to discuss the current and future organization of the group. Throughout the day, a broad range of research topics were covered including virtual reality, augmented reality, big data analysis, game-based cognitive therapy against

depression and several others. A part live and part virtual skype meeting was also organized to discuss how the section could evolve further, especially how the engagement of members could be increased. Chair and one of the vice chairs are planning to step aside but a clear follow-up plan is needed. Also, organization of upcoming events in 2018 is discussed and Marko Siitonen is appointed chair for the ECREA conference paper competition. Further plans are also proposed to reach out to the European games researcher community to strengthen the group further.

Social media & web

The groups Facebook presence, established in late 2011, now has 386 members (as of February 2 2018). It keeps 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 developed into a lively discussion forum.



Thorsten Quandt (Chair), Jan Van Looy (Vice-Chair), Marko Siitonen (Vice-Chair)

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