

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 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.

DIGITAL GAMES RESEARCH
ECREA TEMPORARY WORKING GROUP

16.11.2011 NEW FACEBOOK SITE
Our group is on Facebook! Please join us there – the group name is ECREA TWRG Digital Games Research! The Facebook page will be a great tool for discussions and contacting other researchers. [Read more \[\]](#)

16.11.2011 DO YOU WANT TO PARTICIPATE?
A working group needs the input of its members. Therefore, we propose a variation of a great principle: Don't ask what the TWRG can do for you, but ask what you can do for your TWRG! (Basically, there are lots...) [Read more \[\]](#)

16.11.2011 CONFERENCE VOLUME "MULTIPLAYER"
Preparations for the book "Multiplayer", edited by Sonja Kröger and Thorsten Quandt, are underway. The volume will be hosted based on this year's TWRG conference in Hyderabad, Germany. It presents brain [...] [Read more \[\]](#)

16.11.2011 TWRG PRE-CONFERENCE ISTANBUL
In addition to the general call of the ECC 2012 and the possibility to send in papers for the TWRG panel, we will also organize an additional pre-conference. The panel and the pre-conference will raise two distinct topics. [...] [Read more \[\]](#)

16.11.2011 PREPARATIONS FOR ECREA CONFERENCE UNDERWAY
The call for papers for the TWRG panel in Istanbul from 24-27 October 2012 is posted on AIC and Bap University. Some preliminary information and the pre-call can be found at the ECREA website. The call will open from 1st Decem[...] [Read more \[\]](#)

16.11.2011 MISSION STATEMENT AND MODUS OPERANDI ONLINE
Interested in why and how of the group? If so, you can find more information in the respective documents, the mission statement and the modus operandi. [...] [Read more \[\]](#)

16.11.2011 WHO'S WHO? – THE TWSS CURRENT STAFF
If you are interested in who's behind the TWRG, you can find more information in the "who's who" section. [...] [Read more \[\]](#)

16.11.2011 TWRG CHAIR ELECTED AS REPRESENTATIVE IN ECREA EXECUTIVE BOARD
The current chair of our working group, Thorsten Quandt, was elected as the TWRG representative in the ECREA Executive Board. In his function as the TWRG rep, he takes [...] [Read more \[\]](#)

16.11.2011 GROUP MEETING IN ISTANBUL
The next group meeting will be held at ECREA 4th European Communication Conference. The conference will take place in Istanbul from 24 to 27 October 2012 and will embrace "Social Media, Global Voices [...] [Read more \[\]](#)

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CONFERENCE IMAGES

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 23rd/24th 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.