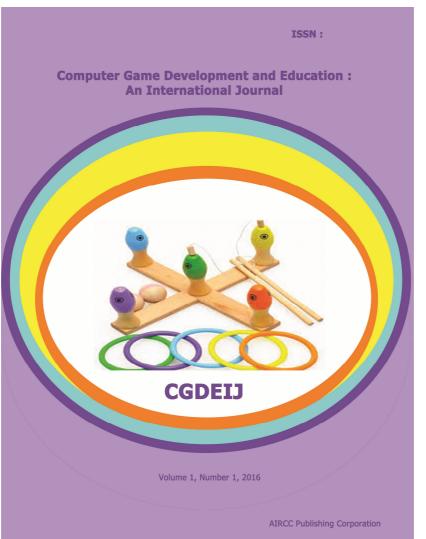
Computer Game Development and Education: An International Journal (CGDEIJ)





SCOPE OF THE JOURNAL

Video games continue to open new frontiers in entertainment as well as more serious computing. The academic and industrial interest in the design, development, and education of video games has been witnessing an ever-increasing growth and this trend is expected to continue. The aim of this journal is to bring out the latest developments in all aspects of video game development and education in a timely manner.

The International Journal of Computer Game Development and Education (CGDEIJ) is an open access peer-reviewed, quarterly journal that covers all aspects of video game creation, implementation, testing and deployment as well as education. Original, previously-unpublished research, development, and review articles are solicited on the following topics including but not limited to:.

Topics of interest

- Game design (scripts, arts & crafts, gameplay, animation, motion capture, interface)
- Game engine (architecture, algorithms, and other implementation issues)
- Physics based modeling in a video game
- Optimization issues in a video game
- Testing and testability issues in video game development
- Software engineering issues in video game development
- Learning and adaptability issues in a video game
- Serious games (creation, deployment, and usage for training)
- Education and curriculum issues related to video game
- Impact of video game on well-being of society as well as adverse effects
- All aspects of entertainment computing and edutainment

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Paper Submission & Manuscript preparation Guide

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Manuscript Template

Review Process

Submissions are accepted for review with the understanding that the same work has been neither submitted to, nor published in, another publication. Simultaneous submission to other publications will result in immediate rejection of the paper. Papers are not within the journal scope will be rejected immediately after the pre review process.

All manuscripts will be subject to a well established, fair, unbiased peer review and refereeing procedure, and are considered on the basis of their significance, novelty and usefulness to the Journals readership. The reviewing structure will always ensure the anonymity of the referees & it will be reviewed by 3 experts in the field. The review output will be one of the following decisions:

- 1. Accept
- 2. Accept with minor changes
- 3. Weak Accept with major changes
- 4. Reject

The review process may take approximately two ~three months to be completed. The Editor reserves the right to reject a paper if it does not meet the aims and scope of the journal, it is not revised well.

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