# Executive Board Annual Report 2021

## Name of the Section/Network/Temporary Working Group:

Digital Games Research

## Management team:

Chair: Marko Siitonen (University of Jyväskylä, Finland)

Vice-chair: Teresa de la Hera (Erasmus University of Rotterdam, the Netherlands)

Vice-chair: Felix Reer (University of Münster, Germany)

## Number of members:

113

## Social media:

The section’s Facebook group has 466 members (as of February 2022) (<https://www.facebook.com/groups/139555142813744/>). It has been established as the most important communication channel of the section. It is used to inform the group members about current section matters and also serves as a forum where European and international games researchers can disseminate their findings and pass on information concerning upcoming events.

## Activities in 2021:

Word limit: 250 words

In 2021, the Digital Games Research section participated in organizing the ECREA main conference (online). Due to a large number of cancellations, the section could only organize three sessions in the final conference programming. However, they were well attended, and evoked vibrant discussions among participants.

The section’s business meeting was also held during the 2021 conference. It was decided that the current management team continues until the 2022 conference, similar to the YECREA representative.

## Plans for 2022:

Word limit: 250 words

In 2022, there will be elections for both a new management team and the YECREA representative. The big push of the year will be the ECREA conference in Aarhus, Denmark. Before the main conference, the section will organize a one-day doctoral colloquium that will take place online.

There is also a plan in motion for a special issue in a journal, edited by Felix Reer (one of the two current vide-chairs).