

ECREA Temporary Working Group “Digital Games Research”

Annual Report 2013

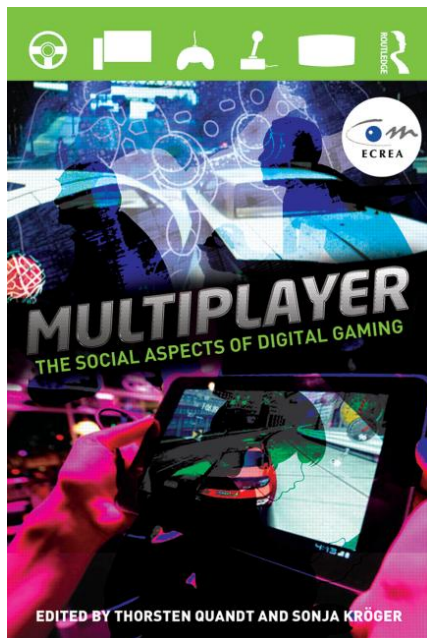
Edited Volume “Multiplayer”

The edited volume “Multiplayer”, based on the 2011 TWG conference of the same name and edited by Sonja Kröger and Thorsten Quandt, was published by Routledge in 2013, as part of the ECREA book series.

Multiplayer: Social Aspects of Digital Gaming takes a closer look at the various forms of human interaction in and around digital games, providing an overview of debates, past and present. The book is divided into five sections that explore the following areas:

- Social Aspects of Digital Gaming
- Social Interactions in Virtual Worlds
- Online Gaming
- Co-located and Console Gaming
- Risks and Challenges of Social Gaming

It includes 20 articles written by international experts in the field.



More information can be found here:

<http://www.routledge.com/books/details/9780415828864/>

Website

The group's website at www.digital-games.eu remains a central information source for the group. Webmaster Malte Elson (University Münster) is responsible for news on publications, conferences and other matters of interest.

The screenshot shows the homepage of the Digital Games Research website. At the top left, the text 'DIGITAL GAMES RESEARCH' is displayed in large, bold, black letters. Below this, the text 'ECREA TEMPORARY WORKING GROUP' is visible. The main content area is a grid of nine colored boxes, each containing a date and a title for an event or survey. The events include 'MULTIPLAYER 2', 'MULTIPLAYER. THE SOCIAL ASPECTS OF DIGITAL GAMING', 'TU/E AND EUR ARE HIRING', 'GAMES SCHOLARS SURVEY', 'UPDATED PRECONF PROGRAM', 'TAG TALK #5 ON YOUTUBE', 'TRANS-ATLANTIC GAME TALKS #5', 'ICA GAME STUDIES PRECONF PROGRAM', and 'TAG TALKS NOW ON YOUTUBE'. To the right of the grid, there is a search bar, a menu with links for Home, About, Events, Contact, and Join, and a section titled 'CONFERENCE IMAGES' with a small photo of a conference room.

Facebook Group

The group's Facebook presence, established in late 2011, now has 210 members (as of 02/01/14). 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. For example, it is also used for polls – the topic of the 2014 preconference in Lisbon is based on a discussion process and a subsequent poll via the Facebook page.

The screenshot shows the Facebook group page for 'ECREA TWG Digital Games Research'. The page header includes the group name, 'Members', 'Events', 'Photos', and 'Files'. Below the header, there is a 'Write Post' section with a text input field and buttons for 'Add Photo / Video', 'Ask Question', and 'Add File'. The main content area shows a post by Thorsten Quandt asking a question about the topic for the next ECREA Preconference in Lisbon. The post includes a poll with three options: 'Games and Innovations: Enjoyment and Immersion', 'Games and Interaction: Old and new questions', and 'Gaming the system: how we approach rules'. Below the poll, there are comments from David Fritschmann, Christopher J. Ferguson, and Thorsten Quandt. The right sidebar shows the group's 'About' section, which states that this is the Facebook site of the Temporary Working Group 'Digital Games Research' of the Eureka project. It also shows the number of members (210) and a list of suggested groups, including 'DIGRA Student Group'.

Preconference “Power of Play” in cooperation with ICA sister group in London

The TWG co-organized a pre-conference called “Power of Play” with the ICA “Game Studies Special Interest Group” at the ICA conference in London. The pre-conference was held on the 17th of June. The preconference included more than 20 presentations plus a crowd-theorizing session and a game design session. Closing comments were given by Richard Bartle, creator of the original MUD online game and a pioneer in game design and theorizing. TWG co-chair Jan Van Looy served as one of the program planners of the preconference.

More information and the preconference program can be found here:

<http://game.icahdq.org/ohana/website/?p=46901424>

TAG Talks

The TWG continued its series of “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 – in 2013, TAG Talk guests included Christopher J. Ferguson (Texas A&M International University), James Ivory (Virginia Tech) and Mary Beth Oliver (Penn State University). The TWG intends to continue the cooperation with its ICA sister group in 2014.

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. Findings were presented at the ICA preconference “Power of Play” and the convention of the Digital Games Research Association (DiGRA). A first publication of findings can be found here:

http://people.uta.fi/~frans.mayra/disciplinary_identity.pdf

Or here:

[http://www.academia.edu/5617622/Quandt T. Chen V. Koskimaa R. Mayra F. Van Looy J. 2014 . Multiplayer Gaming Around the Globe A Comparison of Gamer Surveys in Four Countries](http://www.academia.edu/5617622/Quandt_T._Chen_V._Koskimaa_R._Mayra_F._Van_Looy_J._2014_.Multiplayer_Gaming_Around_the_Globe_A_Comparison_of_Gamer_Surveys_in_Four_Countries)

More detailed analyses will be published in 2014.

Plans for 2014

Currently, the group is preparing a follow-up to the **Multiplayer** conference, to be held in Münster (Germany) in August. A call has been released in late 2013.

<https://www.facebook.com/groups/digitalgames/permalink/413994478703141/>

In addition to this, the group plans a **preconference at the ECC 2014 in Lisbon**. A proposal has been submitted to ECREA.

Thorsten Quandt (Chair), Torill Mortensen (Vice-Chair), Jan Van Looy (Vice-Chair)
31st January