



Games for Social Change



Dear Researchers and Practitioners,

The special issue "Games for Social Change" offers a comprehensive exploration of the transformative role that games play in fostering positive societal impact. This collection delves into the innovative intersection of gaming and social change, showcasing diverse perspectives on how games can be powerful tools for addressing pressing global challenges.

Contributors should examine the design, implementation, and impact of games that strive to instigate positive social shifts, emphasizing the potential for meaningful change through interactive experiences. From addressing environmental issues to promoting inclusivity and education, the articles in this special issue provide insightful analyses and case studies. By highlighting the unique capacity of games to engage and inspire, this collection contributes to the ongoing dialogue on leveraging technology for the betterment of society, making it a valuable resource for scholars, practitioners, and enthusiasts interested in the dynamic field of games for social change.

Topics of interest include but are not limited to:

- Dilemma-Based Games for Social Change
- Games Supporting the United Nations Development Priorities
- The 'Games for Change' Initiative
- Citizen Science as an Agent for Social Change Games
- A Review of Games for Social Change
- The Role of Data Science and Analytics in Supporting Games for Social Good
- Youth Engagement through Games
- Games for Conflict Resolution
- Economic Empowerment Games
- Games in Education
- Future Trends in Social Impact Gaming

Join us with your quality submissions in shaping the discourse on Games for Social Change! Collaborators are invited to contribute additional insights, innovations, and case studies to enrich this special issue, fostering a more comprehensive understanding of the transformative potential of games in driving positive societal change. Together, let's expand the conversation and inspire impactful contribution.

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Keywords

Digital games; Serious games; Software components; Learning technology; Marketplace; Education; Learning; Games policy; Games for change

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