



## **CALL FOR PAPERS: Special Issue of *Cognitive Technology Journal* on Games for Good**

**Abstract submission deadline:** August 21, 2009, Expected special issue publication Spring 2010

### **Background**

Some research suggests that while gaming technology can have adverse effects on players in regards to desensitization to violence and even psychological addiction, there is also much promise in the medium's ability to mature as an expressive vehicle capable of doing much more for an audience than simply keeping them entertained. Initiatives such as *Games for Change* ([www.gamesforchange.org](http://www.gamesforchange.org)) and Social Impact Games ([www.socialimpactgames.com](http://www.socialimpactgames.com)) connect game developers and academic researchers building digital games that promote social change and examine contemporary issues involving topics as diverse as human rights, public policy, poverty, and the environment.

In this Special Issue, *Cognitive Technology* will bring together researchers from across the world to consider new research that illustrates the potential of this medium as a cognitive technology for positive social change. Guest editors Rudy McDaniel (University of Central Florida) and Erik Henry Vick (Rochester Institute of Technology) are seeking original research articles that illustrate the capacity or potential of video game technologies for solving problems in cognitive, social, or affective domains.

### **Scope and Aim**

The international journal *Cognitive Technology* is planning a special issue on games for good in the domain of cognitive technology (expected publication Spring 2010). Papers describing original research, both applied and theoretical, are solicited that deal with innovative approaches to using video game technologies as cognitive tools for educating and informing audiences, or for changing their perception of the world in a positive way. The Special Issue is tentatively titled *Games for Good: Video Games as Cognitive Technologies*.

### **Topics of interest include, but are not limited to:**

- Empirical studies of games for good and their effectiveness
- Understanding the problem space of games for good as cognitive technologies
- Improving games for good with cognitive technologies and methodologies from cognitive science
- Best practices for learning games based on cognitive science
- Case studies of games for good designed with cognitive learning principles
- Unique cognitive characteristics of particular audiences and their implications on game design
- Video games as cognitive aids for particular learning domains
- Empirical or case studies of motivation for learning and change derived from video games
- Best practices for fostering motivation in video games (e.g., exogenous vs. endogenous fantasy, use of reward or feedback, adaptable levels of challenge, etc.)
- Empirical or case studies of the impact of physical engagement in video games (e.g., Wii, Wii fit, DDR) with respect to games for good.

### **Important Dates**

Abstract Submission Deadline: August 21, 2009

Acceptance Decision: September 21, 2009

Final Manuscript Due: October 31, 2009

### **Abstract Submission Information**

In all cases, submitted proposals should address the intersections between cognitive science, technology, and game design as a space for new research concerning games as expressive and pedagogical vehicles moving beyond the domain of entertainment.

Abstracts of 250-300 words should be submitted to the guest editors. Inquiries are welcome via email. Please include a curriculum vitae and a brief, 50 word biography with your abstract submission. Electronic submission is preferred. Please email DOC, RTF, or PDF files of your abstract, cv, and biography to [rudy@mail.ucf.edu](mailto:rudy@mail.ucf.edu) and carbon copy [evick@mail.rit.edu](mailto:evick@mail.rit.edu). Alternatively, you can send hardcopies to **both** SI editors:

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All abstract submissions will be reviewed by the guest editors and the general journal editor. A number of invited papers will also be included in the issue. Additional information can be obtained by communicating with the Special Issue guest editors. Final manuscripts should follow the Cognitive Technology Journal instructions for authors, available online here: <http://www.cognitivetechnologyjournal.com/inst.php>. Additional details about final manuscript format requirements will be sent upon notification of acceptance.

### **About the Journal**

COGNITIVE TECHNOLOGY JOURNAL is an international journal published by PMI Practical Memory Institute and is one of the official journals of the *Society for Applied Research in Memory and Cognition* (SARMAC) [www.sarmac.org](http://www.sarmac.org). For more details about the journal, see <http://www.cognitivetechnologyjournal.com> or contact the editor, Dr. Stephen M. Fiore, [sfiore@ist.ucf.edu](mailto:sfiore@ist.ucf.edu).