



GAMES FOR HIGHER EDUCATION / CALL FOR CONTRIBUTIONS

Dear Serious / Simulation Games Community,

We would like to invite you to contribute to a novel online encyclopedia and edited volume on Games for Higher Education.

Vision

Several meta-analyses have shown that game-based learning harbors a great potential for effective learning across all educational domains (e.g., Vogel et al., 2006; Sitzmann, 2011; Wouters et al., 2013; DeSmet et al., 2014; Mayer, 2014; Clark et al., 2016). Thousands of fantastic games have been developed for all sorts of educational purposes over the past decades, including (but not limited to) board games, card games, digital games, escape rooms, role games, simulations, and VR/AR/XR games. Despite the availability of many helpful games, many of them do not receive the attention they deserve from relevant teaching communities. In practice, it is often excessively time-consuming for teachers to identify suitable games for their courses. With our online encyclopedia “Games for Higher Education” (which we will also publish as an edited volume), we want to help university teachers to identify relevant games quickly. We want to provide enhanced visibility for games that are relevant to higher education and provide a helpful resource for serious-game designers.

Contributions

You can contribute to Games for Higher Education by writing short articles on games of distinct value for higher education, and as a member of our board of reviewers. Every article will be dedicated to a specific game and be written following shared guidelines. The articles will present the main purpose of the game, explain its gameplay features, provide key information on the target groups and available materials, and discuss the game in terms of its quality and effectiveness as an instrument for higher education (cf. Caserman et al., 2020).

Accepted contributions will have a length of approximately 3 pages and be attributed to the responsible author(s). All contributions will undergo open peer review and editing before they are published in the online encyclopedia. Accepted contributions will also be included in an edited book that we will publish in collaboration with Center for Management Simulation in Stuttgart in December 2025. As authors, you will retain the rights for your articles, which will be published open access under a CC BY license with an individual DOI.

Attached, you will find 4 sample articles, which you can examine to see what kinds of contributions we want to collect.

Call for Proposals

Please use the following survey to propose entries for the encyclopedia by December 31, 2024: <https://survey.academiccloud.de/index.php/931235?lang=en>

We will handle proposals on a rolling basis. The sooner we receive proposals, the sooner we will respond to them. The December 31 deadline is for the last proposals that we will accept.



Acceptance Criteria	Inclusion	Exclusion
<i>Game language(s)</i>	Available in English or German	Unavailable in English or German
<i>Primary purpose</i>	Education: development of knowledge, skills, attitudes, and competences	Entertainment, fundraising, research (knowledge games), political persuasion, marketing, etc.
<i>Target audience</i>	Higher education, training for academic professions. This includes both subject-specific (e.g., pharmacy) and more generic goals of academic training (like programming or teamwork).	Primary, secondary, civic, and vocational education and training (if the game is not also suitable for academic training)
<i>Focus</i>	One specific educational game (possibly in different versions, e.g., analogue and digital). Entertainment games can be eligible, but only if their central focus (e.g., core mechanic) is linked to appropriate educational goals, or if they have been modified for educational purposes.	Entire classes of games (e.g., roleplay, card games), general methods/theory of game-based education (e.g., competition), facilitation or game design, entertainment games (unless their central focus is educationally valuable, and they are suitable for teaching).
<i>Submission language</i>	English and/or German	Only other languages

Timeline

Dec. 31, 2024	Deadline for proposals
Jan. 15, 2025	Final notices to submit articles
Feb. 28, 2025	Submission of articles using the standardized form and leading questions (approximately 3 pages)
April 30, 2025	Receipt of peer reviews and acceptance notifications
May 31, 2025	Submission of finalized articles
Dec. 31, 2025	Final date for online publication of articles
Feb. 28, 2026	Publication of edited book

Editors

Dr. Johannes Katsarov, Saskia Sterzl, Lucian Alikhani, Hannes Hamester, Jonathan Sierks (Leuphana University in Lueneburg)

Contact

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For additional queries, please contact: saskia.sterzl@leuphana.de



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