Groundbreaking Publication *ACM Games: Research and Practice* Launched at the Game Developers Conference (GDC)

Inaugural Issue Includes Articles by Some of the Top Names in the Computer Gaming Industry

San Francisco, CA, March 23, 2023 – ACM, the Association for Computing Machinery, in collaboration with ETC Press, published the inaugural issue of *ACM Games: Research and Practice* this week. *ACM Games* has been designed as "a lighthouse for games research—a central reference point that defines the state of the art and games and playable media, bridging academic research and industry practice." The online, quarterly publication will showcase major contributions to games and playable media that are practically useful and grounded in robust evidence and argument. *ACM Games* is also designed to give a forum to new and underrepresented voices and phenomena. For subscription information to *ACM Games Research and Practice*, email acmhelp@acm.org. The journal is led by co-Editors-in-Chief Prof Sebastian Deterding (Imperial College London) and Prof Kenny Mitchell (Roblox and Edinburgh Napier University) and Senior Associate Editors Dr Rachel Kowert (Research Director, Take This) and Brad King (Editorial Director, ETC Press).

The publication was launched in San Francisco to coincide with the Game Developers Conference (GDC), the game industry's premier professional event. To become a sponsor in support of our diversity, equity, and inclusivity aims with the basic costs of providing our primarily volunteer-driven publication please send a note of interest to Kenny Mitchell (k.mitchell2@napier.ac.uk).

Articles in the inaugural issue include:

- *Inaugural Editorial: A Lighthouse for Games and Playable Media*
  By Sebastian Deterding, Kenny Mitchell, Rachel Kowert, Brad King

- *A Manifesto for More Productive Psychological Games Research*
  By Nick Ballou

- *Teaching Environmentally Conscious Game Design: Lessons and Challenges*
  By Sonia Fizek, Mikhail Fiadotau, Hanna Wirman, Maria Garda

- *[The Many Faces of Monetisation: Understanding the Diversity and Extremity of Player Spending in Mobile Games via Massive-scale Transactional Analysis](#)*
  By David Zendle, Catherine Flick, Sebastian Deterding, Joe Cutting, Elena Gordon-Petrovskaya, Anders Drachen

- *[Games Futures I](#)*
  By Sebastian Deterding, Kenny Mitchell, Rachel Kowert, Brad King

- *[Games Matter](#)*
  By T. L. Taylor

- *[Games as Social Platforms](#)*
  By Constance Steinkuehler

- *[The Sociality of Video Games: Embracing Games as Social Infrastructure](#)*
  By Kimberly D. Voll

- *[A Design Practice for Social Systems](#)*
  By Daniel Cook

- *[Social Impact Games, a Probable Future Illuminated by Looking Back](#)*
  By Lindsay D. Grace

- *[From Online World to Metaverse: The Future of Online Games and Games Research](#)*
  By Raph Koster

- *[3D Audio: The Next Step in Realism for Gaming: Benefits and pitfalls of 3D audio in games from a creative content and technical implementation point of view](#)*
  By Martin Rieger, Dominik Zingler

- *[Beyond the Game: Charting the Future of Game Data Science](#)*
  By Günter Wallner, Anders Drachen

About ACM
[ACM, the Association for Computing Machinery,](#) is the world's largest educational and scientific computing society, uniting computing educators, researchers, and professionals to inspire dialogue, share resources, and address the field's challenges. ACM strengthens the computing profession's collective voice through strong leadership, promotion of the highest standards, and recognition of technical excellence. ACM supports the professional growth of its members by providing opportunities for life-long learning, career development, and professional networking.

About ETC Press
Carnegie Mellon University's [ETC Press](#) is an open-access, academic press that publishes journals, proceedings, trade, and textbooks that explore the intersection of technology and society. The ETC Press takes an experimental approach to publishing, using emerging technologies to produce more than 150 projects using a variety of formats, from glossy, print hardback books to interactive, mobile books.