Welcome to inaugural issue of the *International Journal of Gaming and Computer Mediated Simulations* (IJGCMS). IJGCMS publishes research articles, theoretical critiques, and book reviews related to the development and evaluation of games and computer-mediated simulations. One main goal of this peer-reviewed, international journal is to promote a deep conceptual and empirical understanding of the roles of electronic games and computer-mediated simulations across multiple disciplines. A second goal is to help build a significant bridge between research and practice on electronic gaming and simulations, supporting the work of researchers, practitioners, and policymakers.

There are at present five guiding principles supporting this mission as well as the editorial policy IJGCMS. The first important principle is *quality and rigor*. IJGCMS follows a double-blind review process to ensure anonymity and a fair review. Additionally, each article is reviewed by at least four editorial board members (the editor, an associate editor, and two editorial review board members) with expertise related to the content of the manuscript submission. Research articles that are published may contain either quantitative or qualitative data collection & analyses. However, articles using either method must present data to support and justify claims made within the article. Articles that simply summarize data without presenting it or the analytical techniques used, will not be considered.

Theoretical manuscripts will also be published. However, these theoretical reviews must create new knowledge by synthesizing and critiquing past research. Simple summaries of existing literature without thoughtful and considerate analyses will not be considered. Finally, each issue of IJGCMS will contain a book review. The goal of the book review is to provide a forum by which to introduce readers to existing, recent, and forthcoming work in the areas of games and simulations.

The hope of the Editorial Board is that a rigorous review process, a willingness to include strong theoretical critiques, and a forum for introducing other literature will lead to a much stronger research foundation within the fields and disciplines represented by the authors and editorial board members of this journal.

A second important principle is the notion of IJGCMS as an *interdisciplinary* journal. There are numerous fields and disciplines that undertake research related to games and simulations. Psychology, Education, History, Journalism, Literature, Computer Science, Engineering, Fine Arts, and Medicine are just a few of the areas where one could find gaming and simulation development.
research. Unfortunately in academia, the notion of standing on the shoulders of giants has often meant taking an historical perspective on one’s line of research. Gaining an historical backing is an important part of moving the field forward; however, failing to consider parallel work in other fields is failure to address and accept the complex natures of games and simulations. IJGCMS will publish articles from any discipline as long as the content of the work is related to games and simulations. Including multiple fields will help researchers recognize their similarities as well as introducing them to colleagues from distinctly different backgrounds.

In addition to having an interdisciplinary focus, a third principal of this journal is its international focus. I am proud to report that there are over 18 countries represented on the Editorial Board of IJGCMS. We have a lot to learn from each other, and there is no justifiable reason why our research should have disciplinary OR geographical boundaries. Drawing on work from international authors will provide two interesting opportunities. First, readers will be able to see one topic from multiple perspectives. For instance, how are researchers from various countries working on science simulations? Second, readers will be able to see variations across countries. For instance, what are the current research topics and sets of expertise in various countries around the world?

Innovation is a fourth principle guiding the work of IJGCMS. Gaming and simulation researchers often create new concepts and technologies in their work. IJGCMS will be a journal where authors who create new tools and techniques go to publish their findings; it will also be a resource for readers who want to keep up with the latest and most cutting edge technologies. Special, focused issues with guest editors will also promote in-depth analyses at conceptual or technological innovations (proposals for special issues are welcomed at any time).

Finally, IJGCMS will be focused on implications. Developing a strong research foundation for games and simulations is important, but only to the extent that the research impacts others. One of the main items reviewers must ask themselves when reviewing for IJGCMS is: “What are the implications of this work on other research, policy, and practice?” Each article author will be asked to include direct implications for others working in similar areas, regardless of whether they are researchers, practitioners, or policy-makers.

Articles from interdisciplinary and international authors will be reviewed for rigor, quality, their contribution to the innovative nature of the respective field, and their impact on others. I believe that with this process, IJGCMS has the potential to strengthen the research foundation of both games and simulations. I look forward to your contribution in this important endeavor.

Questions about publishing, reviewing, or proposing a special issue can be directed to the editor at (ijgcms@gmail.com). For a list of representative topics and a call for papers, please visit the website at: http://www.igi-global.com/ijgcms.

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