

Table of Contents

International Journal of Gaming and Computer-Mediated Simulations

Volume 8 • Issue 4 • October-December-2016 • ISSN: 1942-3888 • eISSN: 1942-3896

An official publication of the Information Resources Management Association

Special Issue on Video Games as Systems for Content Delivery, Data Collection, Assessment, and Entertainment (Part 1)

Editorial Preface

v Brock Dubbels, , Department of Psychology, Neuroscience, & Behavior, McMaster University, Hamilton, Canada

Research Articles

- 1 **Game Play Differences by Expertise Level in Dota 2, A Complex Multiplayer Video Game**
Lisa Castaneda, foundry10, Seattle, WA, USA
Manrita Kaur Sidhu, foundry10, Seattle, WA, USA
Jonathan J. Azose, University of Washington, Seattle, WA, USA
Tom Swanson, foundry10, Seattle, WA, USA
- 25 **(Un)Doing Gender? Female Tournaments in the E-Sports Scene**
Maïke Groen, University of Applied Science Cologne, Cologne, Germany
- 38 **Can Some Computer Games Be a Sport? Issues with Legitimization of eSport as a Sporting Activity**
Dominika Skubida, Independent, Warsaw, Poland
- 53 **Do E-Athletes Move? A Study on Training and Physical Exercise in Elite E-Sports**
Tuomas Kari, University of Jyväskylä, Jyväskylä, Finland
Veli-Matti Karhulahti, University of Turku, Turku, Finland

COPYRIGHT

The **International Journal of Gaming and Computer-Mediated Simulations (IJGMS)** (ISSN 1942-3888; eISSN 1942-3896), Copyright © 2016 IGI Global. All rights, including translation into other languages reserved by the publisher. No part of this journal may be reproduced or used in any form or by any means without written permission from the publisher, except for noncommercial, educational use including classroom teaching purposes. Product or company names used in this journal are for identification purposes only. Inclusion of the names of the products or companies does not indicate a claim of ownership by IGI Global of the trademark or registered trademark. The views expressed in this journal are those of the authors but not necessarily of IGI Global.

The *International Journal of Gaming and Computer-Mediated Simulations* is indexed or listed in the following: ACM Digital Library; Bacon's Media Directory; Cabell's Directories; Compendex (Elsevier Engineering Index); DBLP; GetCited; Google Scholar; INSPEC; JournalTOCs; MediaFinder; PsycINFO®; SCOPUS; The Standard Periodical Directory; Ulrich's Periodicals Directory; Web of Science Emerging Sources Citation Index (ESCI)