

Gaming and Computer-Mediated Simulations (IJGCMS)

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The **International Journal of Gaming and Computer-Mediated Simulations (IJGCMS)** is a peer-reviewed, international journal devoted to the theoretical and empirical understanding of electronic games and computer-mediated simulations. The journal is interdisciplinary in nature; it publishes research from fields and disciplines that share the goal of improving the foundational knowledge base of games and simulations. The journal publishes critical theoretical manuscripts as well as qualitative and quantitative research studies, meta-analyses, and methodologically-sound case studies. The journal also includes book reviews to keep readers on the forefront of this continuously evolving field. Occasional special issues from the journal provide deeper investigation into areas of interest within either gaming or simulations.

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