Table of Contents

International Journal of Gaming and Computer-Mediated Simulations

Volume 12 • Issue 1 • January-March-2020 • ISSN: 1942-3888 • eISSN: 1942-3896

Research Articles

1  Video Games and Writing Instruction: Focus on Rhetoric and Composition
   Johansen Quijano, Tarrant County College, USA

28  Fiero and Flow in Online Competitive Gaming: The Gaming Engagement Framework
    Sharon Andrews, University of Houston-Clear Lake, USA
    Robert E. Bradbury, University of Houston-Clear Lake, USA
    Caroline M. Crawford, University of Houston-Clear Lake, USA

43  Acceptance of Virtual Reality Games: A Multi-Theory Approach
    Mehmet Kosa, Tilburg University, The Netherlands
    Ahmet Uysal, Stanford University, Stanford, USA
    P. Erhan Eren, Middle East Technical University, Turkey

COPYRIGHT

The International Journal of Gaming and Computer-Mediated Simulations (IJGCMS) (ISSN 1942-3888; eISSN 1942-3896), Copyright © 2020 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; Web of Science Emerging Sources Citation Index (ESCI)