

# Minutes Business meeting Games Studies Interest Group

26 May 2012 16:45-18:00

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## Attendance (37)

**Dmitri Williams (Chair), Jimmy Ivory (Vice-Chair), Joyce Neys (Secretary), Robby Ratan, Adam Kahn, Frank Waddell, Steve Lovaas, Jaime Banks, Robin Johnson, Gerald Voorhees, Malte Elson, Nat Poor, Florence Chee, Kelly Bergstrom, Lin Zhang, Mathias Crawford, Ryan Rogers, Matthew Grizzard, Sven Jacckel, Nick Bowman, Richard Huskep, Chris Ferguson, Vivian Chen, Mike Schmerbach, Anthony Limperos, Edward Downs, Thorsten Quandt, Jan van Looy, Julia Kneer, Miruna Doicaru, Jeroen Jansz, Maria Haagsma, Oscar Peters, Zeynep Tanes-Ehle, Jerry Jalette, Jih-Hsuan Tammy Lin, Wei Peng**

## Agenda

1. Approval minutes
  - a. Motion to approve
  - b. Minutes approved
2. Honoring top papers
  - 4<sup>th</sup> place Wei Peng et al
  - 3<sup>rd</sup> place Burcu Bakioglu
  - 2<sup>nd</sup> place Robby Ratan et al
  - 1st place Tammy Lin
3. Conference paper report (Jimmy Ivory)
  - 78 submissions, 0 panel submission (+1 film screening)
  - 45 accepted, 33 papers rejected (57,7%)
  - 81 reviewers
  - 3 reviewers/paper, some 4. Majority w/comments
  - Mix of traditional and HD sessions + extended new format (# sessions determined by ICA formula)
  - Also: downs exhibit, stickers, Facebook comp, more? Extended session: HD with Q&A session seemed to work quite well
  - Issues to discuss for future: HD format, reviewers comments, etc?
4. Chair's report (Dmitri Williams)
  - a. ICA Larger business news
    - Overall ICA as conference is doing well; however, we do not spend enough of our money
    - 11 new fellows
    - 48% acceptance rate of conference; explaining the format of allocating # of sessions
    - More division awards, were not a division, so they are not really looking at us
    - Timing and location of future conferences: USA vs EU/ASIA ; regional conferences also successful, recently in France, soon in Chile and China

- 40% of money is going unspent (ICA wide); we do not have this problem (about 600 dollar a year); we can change the focus of spending the money
  - Plagiarism policy – what should a journal do when there is/might be a case of plagiarism. There is tool for journals as well. But what to do when you catch someone. If anyone wants to talk about it we can discuss it in New Business
  - New Communication Director (J.P.) is on duty and enthusiastic. Invited to talk with us as we deal with a lot of press and controversy. Game research is well suited to be translated to media outlets. Contact him if you want to explore these options
  - 18 months in advance there will be a visit to the location
  - Questions? NO
- b. Division status
- 195 members of GSIS; to become a division we need 200 members; Please register! We then have a full vote in board meetings. The formula for sessions also favors divisions
5. New Business on agenda
- a. Preconference (Nick Bowman and Robby Ratan)
- (Nick Bowman) 49 people turned up
  - Recognizing the sponsors, costs were low; Konkrite school; MSU; West Virginia University; Annenberg
  - Feedback: mostly enjoyable; pleased with turn up and speakers who came a day early
  - More hands on time was the one thing that people seemed to wanted more of
  - (Robby Ratan) Multiple perspectives was purpose: however, the discussion part could have been better, maybe next year? Any ideas for London please let me know. I will be happy to do it again
  - (Dmitri Williams) – wider theme that appeals to larger audience
    1. Pei Wen: Invite game developers?
    2. Tracy Kennedy: exploring relationship between gaming and industry
    3. Adam Kahn : Games history in a broader way (not just digital games)
    4. Robby Ratan: Playing a game?
    5. Zeynep Tanes: Little groups how to design games creating a board game, very effective and doable. Which might be a way to connect industry with audience. Dmitri Williams: At GLS every year
    6. Nick Bowman: industry idea came up last year, but we thought we'd wait until Seattle (in two years). If we were to that we should not wait too long to start organize this
    7. Dmitri Williams: Who would want to volunteer to organize this?
      - a. Zeynep Tanes – broad spectrum; focusing on the making/design of things, hands on experience of the making of games; Make a game day. measurement issues as well  
Robby Ratan: Also make it into theme, for example games for health
      - b. Jimmy: collect names and email addresses after meeting
        - Robby Ratan
        - Matthias Crawford
        - Tracy Kennedy
      - c. Thorsten Quandt: ECREA might join to organize as well:

- b. Membership for division status
  - Discussed already
- c. Congratulations to top papers
  - Discussed already
- d. Honoring past efforts
  - Discussed already
  - John Sherry was honored last night
- e. Nomination for vice chair
  - Jimmy will move on to Chair in 2014 (last year, London, as vice chair for him)
  - Tracy Kennedy nominates Robby Ratan (declines nomination)
  - Robby Ratan nominates Nick Bowman
  - Julia Kneer is nominated (accepts nomination)
  - If anyone wants to nominate later please let us know via email | also a call will be send out
  - Elections are held in October, in July we need to know who would like to nominate
- f. ECREA presentation TWG (Temporary working group)
  - Thorsten Quandt (chair); Jan van Looy (vice chair);
  - ECREA – European communication research and education association (2005); more than 2900 members; bi-annual conferences; next one in Istanbul Oct 2012; books
  - TWG Digital Games Research (2011); 120 FB members, 75 official members
  - TAG talks (trans atlantic game talks)
  - Future plan: joint journal with ICA group? Talking to publishers as well
  - Preconference Experiencing Digital Games (23/24 October 2012)
    - Two days because we want to give people the opportunity to fly in the same day and it will be a two track panel (30-35 presentations) which asks for two days. Topic is very wide and broad and was very competitive (55-60% rejected)
  - Also see: [www.ecrea2012istanbul.eu](http://www.ecrea2012istanbul.eu); [www.digital-games.eu](http://www.digital-games.eu); join ECREA then join TWG (ask Malte if you need help). Cheap to become a member, also on institutional level
  - It would be great to have more members. We need more members to become a section in ECREA
  - Robby Ratan: Perspectives on games research?
    - Similar as Games Studies Interest Group. Social sciences; communication studies; psychologies; some from humanities and design
  - Jimmy Ivory: Please support because the collaboration so far has been great and helps both of our groups
- g. Communication Director ICA JP
  - Get research out to main stream media
  - Game studies is important and timely topic. A lot of good things can get out of this group
  - I need to know what you are researching. Best way to do that is via ICA journals or other journals as well (then promote via social media)

- I also am looking for experts, especially in EU and Asia.
- All info is on the ICA website, please email me
- Dmitri: are you open to publishing paper talks? Some institutes count that as well
- Yes we are
- Also grad students
- What has been done before, what have you done and what is important about you have found
- Jimmy: Moderated by US?
- No, not necessary
- Dmitri: please send out a notification otherwise people tend to forget
- Yes that might be a good idea
- Questions? NO

6. New Business in meeting

- a. Matthias Crawford: Stuff in preconference/conference is representative of all submitted?
  - Jimmy Ivory: Preconference different, because they are doing different things
    - Did not notice any difference with regular conference
  - Matthias Crawford: I ask because my interest lies broader than digital games alone
  - Jimmy Ivory: all papers submitted related to digital/video games, the call is not restrictive in this way but this is how it turns out
  - Dmitri Williams: this would not be reason to get rejected for that reason though
  - Jimmy Ivory: there is just not anything submitted in this category (perhaps 1); perhaps remind in social media and here that it is not just about digital games
  - Zeynep Tanes: Mostly to education journals, because it often relates to learning in class etc
  - Jimmy: nice reminder for the division that games do not have to be video games
  - Zeynep Tanes: video games changes the interaction as well
  - Matthias Crawford: video games or computer games?
  - Dmitri Williams/Jimmy Ivory: there is no distinction between them for us; perhaps we change the floor
- b. Gerald Voorhees: area seems to be very quantitative, is there any call for attracting more qualitative research?
  - Dmitri Williams: we have not enough diversity concerning methodology. Post on the network gaming network to ask them to contribute. It is not on purpose this diversity is not there
  - Oscar Peters: any feedback of the extended session?
    - You could get more out of it than the general discussion at the end than we had know
    - Jimmy Ivory: we will evaluate for next year
- c. President-elect Francois Heinderyckx: next year conference in London: Challenging Communication Research
  - Central London (Hilton Metropole); we negotiated a good deal (115 Pounds/ 180 Dollar) and includes breakfast and WIFI (has to be confirmed)

- Will be very tricky to accommodate all in terms of conference rooms
  - Total numbers of sessions equivalent of number this year; however high number of submission expected, so we invite and encourage pre-conference and post-conferences → well focused theme and one day event; good if you can find a partner in London (university); otherwise you can use the Hilton conference accommodations free of charge.
  - IAMCR conference will be a few days later in Dublin, so maybe you can collaborate there
  - Encourage to respond to post conference evaluation survey; tweaking of conference is based on that, especially on the new formats (like extended sessions); Alternatively, talk to your division chair.
7. Zeynep Tanes: raise of hands serious games developers theme/ more focus on entertainment fun vs educational
    - a. Dmitri Williams suggest we continue this discussion during drinks
  8. Motion to close – Meeting closed