The Systems and Methods of Game Design

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Deadline for manuscript submissions:
closed (31 July 2021)

Message from the Guest Editors

Dear Colleagues,

In this Special Issue of the journal *Information* we want to take advantage of the fact that we are in an Information Science environment to gather strict knowledge regarding methods, techniques, models and modes of designing games. Games are, before any other definition, information systems that allow you to manage data, their design being essentially an information design task. Of course, this design is not intended to just organize or process information, this is only the first part of the process, since information management is carried out here in order to produce very concrete impacts and effects on the agents (humans and non-humans) of the system.

In this way, we call for the submission of articles that account for game design models in the broadest sense, from analogue to digital, from pure entertainment to applied contexts of education, health or other. We welcome submissions in the form of empirical, theoretical, and review articles that are focused on the combined area of the following topics:

- Game design
- Interaction design
- Patterns
- Models
- Systems
- Methods
- Interaction design

Special Issue

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Message from the Editor-in-Chief

The concept of *Information* is to disseminate scientific results achieved via experiments and theoretical results in depth. It is very important to enable researchers and practitioners to learn new technology and findings that enable development in the applied field.

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