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The Impact of Games during the COVID-19 Pandemic

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Message from the Guest Editors

The COVID-19 pandemic has had a substantial impact on global societies. In contrast to many other economic sectors that are drastically affected by the pandemic, the video game industry has been far more resilient to the pandemic. But while industry events that were canceled, such as Gamescom or E3, left the community at home in front of their own screen, eSport events boomed. The American NASCAR series or Formula 1 allowed their racing drivers to compete against each other or other eSport athletes on virtual tracks. Another advantage was that the industry has always been digital in virtual worlds and has thus been able to efficiently cope with home offices and other challenges. The enormous demand for entertaining content due to the global lockdowns was another boost for the industry. Also worth mentioning: Online games in particular can serve as a particularly good substitute for social interactions and so Discord, TeamSpeak, Twitch, and Co had to replace going to the pub together.

We invite you to submit an article, a conceptual paper or, a review that address the topic of the Special Issue.



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