ESJ Special edition
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EUROPEAN SCIENTIFIC JOURNAL

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Topic:
Learning Enhancement Using Educational Games

The special edition will address the following areas but is not limited to:

- Educational mobile games
- Educational online games
- Games for psychological evaluation
- Games of scientific visualization
- Games of algorithm visualization
- Automatics of game testing
- Dynamic difficulty in games
- Fractal games
- Virtual Reality games
- Augmented Reality games
- Character modelling

Submissions
Submit your paper as an attachment to contact@eujournal.org or hadi.sutopo@kalbis.ac.id

Time Schedule

Submission Deadline:	August 30, 2020
Peer Review (First decision):	September 30, 2020
Revision by Authors:	October 30, 2020
Final Decision for Publication:	November 15, 2020
Publication of Special Issue:	December 15, 2020

Languages: English

Peer Review Procedure

Single blind and optional open review.

Publication Fee

To cover the operating costs, authors of the accepted papers will be required to pay 97 EUR per paper. Hard copies of the ESJ special edition are included in the price.

Overview of the Special edition

The COVID-19 pandemic forced most governments around the world to temporarily close educational institutions to contain the spread of the virus. More than 1.5 billion learners, or over 90% of the world's student population from pre-primary to higher education, have seen their education disrupted and at times interrupted. The number of children, youth and adults not attending schools or universities because of COVID-19 is soaring. Governments all around the world have closed educational institutions in an attempt to contain the global pandemic

The pandemic has shed a light on the widening digital divide that will lead to serious implications on education in the world. On the other hand, this enforced learn-from-home situation can also be an opportunity to spearhead a new education paradigm. Educational

games can be used to help the learning process. Learning in various subjects using the games are not boring for students. They are also interesting to observe, fun to play, and very attractive to students. A game is equipped with tutorial, practice, and evaluation functions. The famous games are games of learning mathematics, science, puzzle, and others. Game development also includes developing from simple to complex of algorithms, and integration of different developing methods.

In this exceptional case, the European Scientific Journal (ESJ) is launching a special edition on educational games. The special edition aims at analyzing ways in which education, training and learning were developed in educational games. This compilation of papers of scientific merit will aim at evaluating how designers, programmers, educators, artists, researchers and practitioners used educational games to develop and support education. Additionally, there is great potential for developing methods on art, education and information technology fields to improve the design and development of educational games properly.