


Games We Must Play: Cooperative, Not Competitive

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Dear readers and authors of Simulation and Gaming,

Almost one year has passed since we were appointed as editors. To be honest, when we EIC's took over the role, we did not know how to specifically prepare for this journey. Nor did we know if our joint academic baggage would be what the journal needed –or that we perhaps were still missing some suitcases... Yet, we believe in the word, 'Incepi!' (Begin!) of the Roman poet Horace: When you begin, you have done half of the work. Now we are confident that we made the right choice in teaming up and embarking on the Journal. With the help of our Associate Editors, our reviewers, and the Sage team, we take pride and have confidence in further guiding this Journal. This year, over one hundred manuscripts of remarkable quality have been submitted. In particular, the articles reflecting on scientific research concerning digital games have increased in number. To meet and accommodate the call upon the journal, we installed new AE's and reviewers, to meet the timeslots scheduled for reviewing and to further improve the quality of the journal.

In addition, we decided to introduce a new rule to the journal. We updated the author's guideline on the 1st of December, 2021. The changes are minimum: The word count limits are loosened; and (provided it is a good fit with the article) the number of figures and tables are not restricted.

We decided on the updates to improve the quality of articles and visual support for our online journal. Even though we liberalize word counts, we keep the basic policy as a scientific journal: Summarize ideas into succinct paragraphs. Although S&G is an online-only Gold class journal, unnecessarily long articles could impair readability. Considering that the reviewing process is on a voluntary basis, we kindly ask our authors to be cooperative with those reviewing the articles and follow their guidance.

Remember this wicked game we are forced to play combatting COVID-19. In constant competition with the virus, we are on a quest for game changers, like vaccination or effective medicine regimens. And after the two-year pandemic experience,

we learned that not only game changers like vaccination or medicine can solve the issue. Our cooperation as a society is also an important element ‘in play’. We must adjust and change our lifestyle, perhaps infinitively, to avoid risky behaviors which lead to infection such as the familiar handshake and remain at safe distance. Only by having all strategies optimized in playing this game, we may combat the virus and hopefully soon overcome the imperative restrictions to our society. As the board game designer of “Pandemic” (<https://boardgamegeek.com/boardgame/30549/pandemic>) wrote (Leacock, 2020), “No single player can win the game on their own”. The game was created before the pandemic started, though the system the game suggested the solution for the real society. We have to cooperate, sharing knowledge and expertise, as we do in the game.

Improving the quality and keeping the reputation of the S&G journal – we consider also to be a cooperative game among authors, reviewers, AE’s, and us EIC. All of us are players. And all of us must play by the rules to gain. With the new guidelines and of course our cooperative spirit, we, the S&G community, can accomplish the goal of the journal together. Let’s play our exemplary game as game professionals!

Declaration of Conflicting Interests

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