

# Special Session at IEEE ICEBE 2022

**Session Title:** Digital Games as Socio/Technical Systems

**Goal:**

Digital games are complex information systems used by billions of people on an everyday basis. According to the statistics and estimation done by Statista company, the global gaming market will amount to 268.8 billion U.S. dollars annually in 2025, up from 178 billion U.S. dollars in 2021. And in-game purchases are estimated to account for more than 74 million U.S. dollars worldwide in 2025. Apparently, the digital game industry has become an essential part of e-business/e-commerce. Besides the traditional entertainment purpose, digital games have served in diverse applications, such as education, vocational training and medical therapy. In order to make games capable of providing expected services with good profitability, multidisciplinary knowledge, for example, literature, graphics, music, programming, human-machine interaction and various domain expertise are required to be well synthesized. All these aspects have to be reflected into the various phases of game design, development and distribution such as game mechanics and game scenes setup. This special session will provide a good opportunity for the researchers from different disciplinary and game industry practitioners to share their visions and innovative ideas in practice.

**Session Topics:**

This special session invites papers on the following topics: (but not limited to):

- Games as e-business and games as a service
- Games for education/vocational training/medical therapy
- Games for entertainment
- Games as internet of things
- Games as audio-visual systems
- Game balancing
- Game development as a creative process

**Publication:**

- All accepted and presented papers by this special session will be included in the conference proceedings published by IEEE Computer Society. The proceedings will be submitted for inclusion in the IEEE Xplore Digital Library and will also be submitted to EI, INSPEC and Norwegian Register for Scientific Journals and Series for indexing.
- The committee of journal special issue will select quality papers to be published in the [Service-Oriented Computing and Applications \(SOCA\) journal](#) after expansion, review and revision as required.

**Organizers:**

Ulf Wilhelmsson  
School of Informatics, University of Skövde, Sweden  
E-mail: [ulf.wilhelmsson@his.se](mailto:ulf.wilhelmsson@his.se)

Ran Zhang  
School of Informatics, University of Skövde, Sweden  
E-mail: [ran.zhang@his.se](mailto:ran.zhang@his.se)

Wei Wang

School of Engineering Science, University of Skövde, Sweden  
E-mail: [wei.wang@his.se](mailto:wei.wang@his.se)

Marcus Toftedahl  
School of Informatics, University of Skövde, Sweden  
E-mail: [marcus.toftedahl@his.se](mailto:marcus.toftedahl@his.se)

Huiwen Zhao  
Faculty of Science & Technology, Bournemouth University, UK  
Email: [hzhao@bournemouth.ac.uk](mailto:hzhao@bournemouth.ac.uk)