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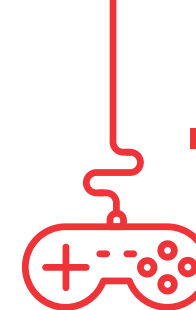
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Acta Ludologica is a scientific journal in the field of digital games. The journal contains professional scientific reflections on digital games; it also offers academic discourses on games, especially media and digital competencies, creation, design, marketing, research, development, psychology, sociology, history and the future of digital games and game studies.

Acta Ludologica is a double-blind peer reviewed journal published twice a year. It focuses on theoretical studies, theoretical and empirical studies, research results and their implementation into practice, as well as professional publication reviews.

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Editorial

One Does Not Simply Buy a Game Anymore

It seems that games are quickly becoming something even less 'touchable' while looking at new console designs that come completely stripped of any physical media reader. At the same time, big studios are trying to launch more and more titles in an effort to act as a service. This opens a whole new set of challenges for people interested not only in playing games privately or publicly, but also for reviewers, who need to rate them gradually, because developers continuously add more content (mostly as DLC), or even for researchers, who can only capture the current state of a game at the given time. In recent months, many games (Fallout 76 and especially Anthem) suffered badly due to community outrage that echoed via social media, as players cannot grasp the concept of continuous development and are often immersed in a heavy discussion about lacking content that might even reveal many more defects and bugs.

There is also a rising a trend of services providing remote access to computing power and delivering only real-time interactive video streams to consumer's devices acting as common browsers (even literally as Google Stadia is running within Chrome). We can also observe that distributors are going wild, opening their own markets and fighting for rights to exclusive content (among established digital storefronts run by console manufacturers, Epic and EA opened their own subscription based services). Although, all this might be good for refreshing the established rules of the game market, it may be rather harsh before things will settle down, and regular gamers or 'game researchers' could end up paying monthly fees to various providers for content they don't need.

Only time will tell what these changes will mean for the research of digital games. Meanwhile, the presented issue of Acta Ludologica again offers an insight into various topics related to games and digital games. Jurczyk-Romanowska and Ilona Zakowicz present their research on the potential correlation between age and playing styles in an authorial role-playing game. Team around co-founder and managing director of GamesThatWork, Dov Jacobson, investigates impaired and empowered game design, possibly promoting social esteem, with the aim of reducing social stigma for children with physical disabilities. Zuzana Bučková's study builds on the game theory by Roger Caillois and applies his typology of game principles onto the field of digital games, demonstrating it with a case study on Mafia III. The game studies section concludes with Magdaléna Balážiková and her study focused on real-life frustration of gamers with the virtual worlds of digital games.

The interview with the president of the Slovak Esport Association, Karol Cagáň, brings a closer look at the Slovak eSport sphere – its beginnings, the current establishment of the professional eSport scene, and even visions and prognoses for the future, directed towards the World Championships. The issue also includes critical reviews of new games and game-related literary releases, as well as interesting news from the digital-gaming sector. A dot after the content is an add-on entitled "Found in Translation".

Michal Kabát

Acta Ludologica's editorial team

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