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Acta Ludologica is a scientific journal in the field of games and 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.

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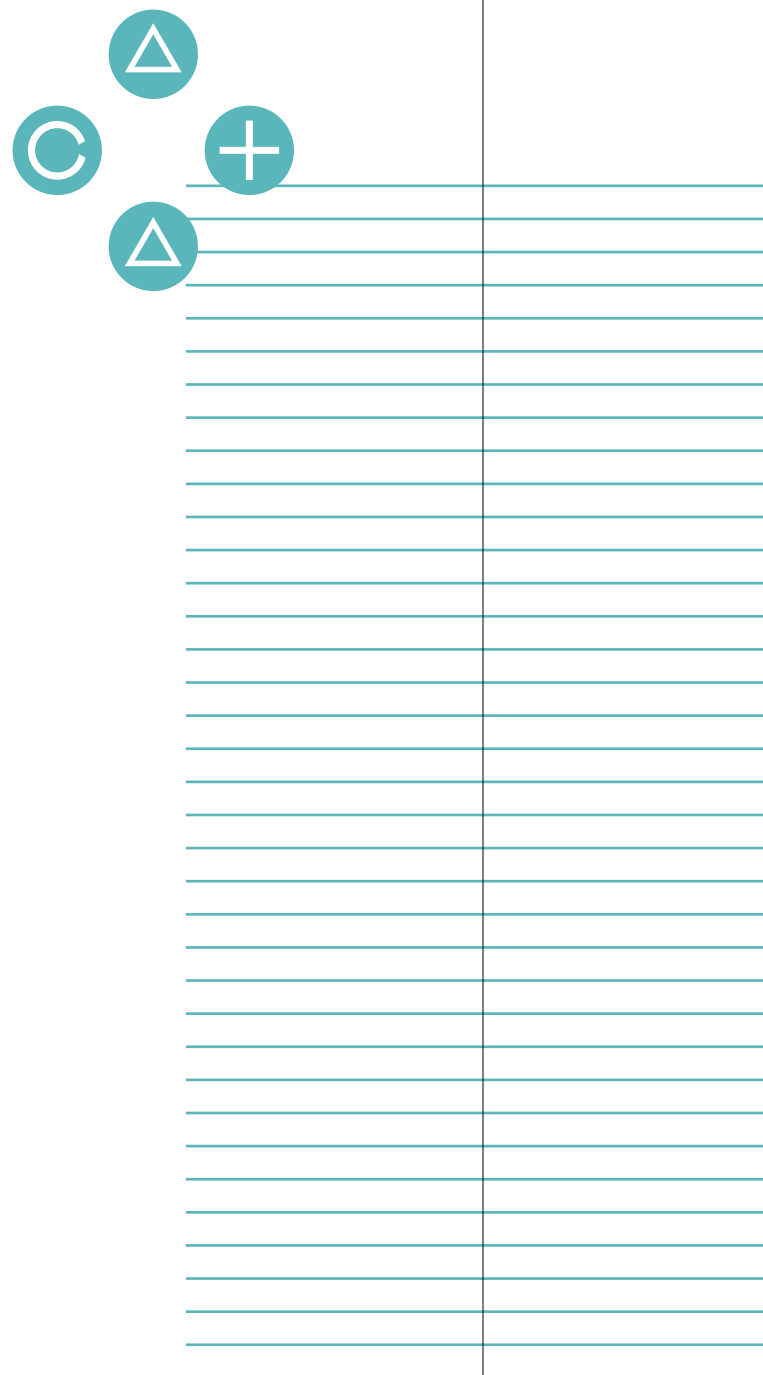
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Editorial

The Year of Great Expectations... and Disappointments

The patience of gamers, actually the whole digital-gaming community, has never before been tested to such an extent as last year, and 2020 should be the year of rewards for all of that patience. The lengthy waiting for large and highly anticipated game titles is quite normal within the digital-gaming sector, but in this case, the line has been crossed. Obviously, mainly titles are to blame – the new cyberpunk hit from the renowned Polish studio standing behind the remarkable The Witcher series, and the sequel to the multi-award winning zombie-like post-apocalyptic PlayStation exclusive classic, charged by a strongly emotional story.

The first, Cyberpunk 2077 from CD Projekt, was originally announced back in 2012, so gamers have been teased by various marketing related to this game (including the casting of Keanu Reeves) for eight long years. In 2018, the game was confirmed for all main gaming platforms, and at E3 2019, a release date of April 20, 2020 was announced. Happiness has short-lived, because even as the year began, the release was delayed until September 17th. The second, The Last of Us: Part II from Naughty Dog and Sony Interactive Entertainment has been postponed from February 28th to May 29th, 2020 (although rumours also spread about December 31st, 2019) in the autumn of 2019. As if that was not enough, the COVID-19 outbreak has globally paralyzed most economic sectors, and following the logistical problems caused another delay, a new (hopefully the last) release date of The Last of Us: Part II was set to June 19th, 2020. Gamers now have no choice but to hope that their patience (and in many cases the money they spent on pre-orders) will be rewarded as it was with the equally delayed Doom Eternal that exceeded all expectations on March 20th. The COVID-19 pandemic is an unpredictable variable that could further complicate things, but it is worth noting that, fortunately, of all sectors, it has probably affected digital-gaming the least.

However, many scientific game conferences have been postponed or cancelled because of the pandemic, game research has not stopped, as evidenced by this issue. The game studies section consists again of various topics present in digital games' discourse. For example, Martin Boszorád investigates the intermedial aspects of the film and digital games relationship. Sherry Yi analyses the serious side of satirical digital games, and thus how satirical games can provide serious content within the game-based learning framework. The theoretical potential of the digital-gaming principle, the butterfly effect, in the ethical education inspired by the game Detroit: Become Human is examined by Lenka Magová. Silvester Buček and Martina Kobetičová deal with the topic of establishing new genres within digital games, while focusing on the growing Auto Battler class.

Against the atmospheric background of the recently released Doom Eternal, our interview with the iconic game developer, John Romero, returns to the original Doom as well as discusses Romero's legacy for the present and future of the gaming sector. Scientific reviews of the game Detroit: Become Human and two new publications are followed by a special edition of News that deals with the impact of the COVID-19 pandemic on the digital gaming-sector in detail. At the end, within Add-ons, Juraj Malíček develops his reflections about games and toys.

In conclusion, even though the postponements of the abovementioned highly expected titles marginally affected the content of this issue (e.g., a planned review of The Last of Us: Part II, the release of which unfortunately did not meet the editorial deadline), I believe it will fulfil readers' expectations.

Zdenko Mago

Acta Ludologica's Editor-in-Chief

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