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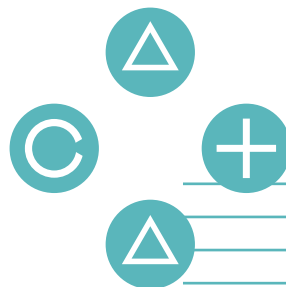
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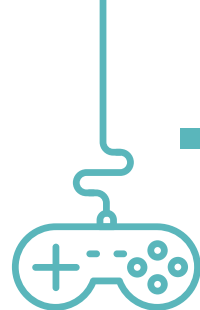
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Journal Orientation



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.

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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“You will learn about a person during the game and on the road.” – Russian quote

The game is as old as humanity itself. Research shows that it ‘resides’ in the evolutionarily ‘older’ parts of the human brain that are responsible for survival. It is not typical just for humans, it can also be observed in the animal kingdom. In a person’s existence, it can be recorded at different stages of life, where it performs various functions. We are able to play at any age, in any environment, with everything and without anything. It plays a very important role in childhood. The first simple interpersonal game takes place between the 3rd – 6th months after birth. The adult looks at the child, then hides for a moment and looks at them again. The child shows joy whenever a familiar face appears. Through this game, the child builds the ability to preserve certain information and recognize the human face that is important. Games intensively accompany the child throughout their development, into adulthood and form an important part of personal development – games help to build various skills and abilities, develop the imagination, give pleasure, but also helps to process various emotional situations, which can prepare a young person for real life. In the game, the child is free and expresses attitude to the world and to itself. The game is a language. It is a way of interpreting reality. For a child, a symbolic game is an opportunity, at least symbolic, to fulfil wishes and satisfy the needs of real life. This is how children can deal with emotional situations. The themed game is used to practice various skills and future roles, even negative ones, which attract the child and which otherwise they would not be allowed to express. The game allows child to be good and bad and learn to distinguish many personalities. It has also significant socializing effects - through games children learn to trust and interact with individuals or groups. Lack of play can have serious consequences. Research shows that gaming deprivation can lead to irritability, sometimes to more aggressive behaviour, and can be associated with various mental

disorders. The game is also very important in adulthood or old age. Many of its functions are needed through the life of a person in order to build or renew abilities. It is also an important part of relaxation.

From their very beginnings, games developed their forms and versions. The new digital era with the use of augmented and virtual reality has multiplied their diversity. Their diversity and their importance in the life of society are also proven by studies in the latest issue of *Acta Ludologica*. In the first study, the authors N. Navarro-Sierra, J. A. Carrillo, V. S. Gómez-García deal with a very important topic – cancer. Through the environment of nine digital games the designers show how the game conceptualizes this topic as a part of society. In the second study, D. Jukić emphasizes the importance of projecting real elements into the game environment. It deals with the importance of image and brand identity in virtual reality with regard to consumer needs. The next study deals with the educational function of games. The authors R. C. Rodríguez and V. Marone present how the multimodal properties of user interactions in the online affinity space dedicated to digital play can contribute to the expansion of their educational potential. The author of the last study, M. Foxman, reveals the roots of gamification and states why the invasion of non-gaming companies and entities into this area was perceived as a threat. In the journal you will also find an interesting interview with Alfie Bown about his book *The PlayStation Dreamworld* and other topics, scientific reviews of current games and monographs, as well as news from the gaming world. A. Hayes concludes the issue with her design for a gamified immersive virtual library in the Add-ons section.

I wish you inspirational reading.

assoc. prof. PhDr. Zora Hudíková, PhD.

Acta Ludologica’s Advisory Board

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