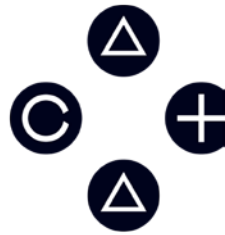


# Acta Ludologica



## Call for Papers

**Acta Ludologica** (ISSN 2585-8599, e-ISSN 2585-9218) is a double-blind peer-reviewed scientific journal published twice a year in both online and print versions. It focuses on the comprehensive discourse of games and digital games, including theoretical and empirical studies, research results, and their implementation into practice, as well as professional publication reviews and scientific reviews of digital games.

Acta Ludologica is inviting manuscripts for Vol. 5, No. 2, scheduled to be published in December 2022. The submissions deadline is **extended** until **July 31, 2022**.

Journal issues include scientific reflections on digital and non-digital games, and related media and digital competencies, their creation, design, development, research, history, sociology, psychology, marketing, and the future associated with phenomena of the digital-gaming sector. The journal has no thematically oriented issues, so this CFP is general for manuscripts of any topics related to games and digital games.

Acta Ludologica's sections: **game studies, interview, reviews, add-ons**

More information about the individual journal sections, instructions for authors, as well as templates are available in the journal's [Guidelines](#). Submitted manuscripts should strictly follow the outlined format as well as the journal's [Citation Rules](#).

**Submissions are accepted only in English, with no publication fees, article-processing charges (APCs), or article submission charges.**

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