ACM Games: Research and Practice
Special Issue on Ethical Games

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Ethical Games is a two-day, single-track online conference and special issue with ACM Games aiming to bring together game academics and industry professionals to advance the debate on ethical design, development, and live operation of digital games. We invite presentations and full paper submissions. The conference will blend presentations with roundtable discussions and online socializing opportunities.

Key facts
- **Submission deadline:** September 25, 2023, 23:59 AOE
- **Conference:** January 11-12 2024, online
- **Publication:** Full papers in a special issue with ACM Games
- **Cost:** Free to attend for accepted authors
- **Website:** http://ethicalgamesconference.org/

Background
By some counts, a third of the world population is now regularly playing digital games. With this growing reach, we also see growing concerns about possible negative impacts of games on players, such as online toxicity, media addiction, financial harm from predatory monetization techniques, or so-called dark patterns. Research on these various ethical concerns is varied and patchy and not widely shared within the games industry, making it hard for game developers to tell apart warranted concerns from unsubstantiated moral panics. In parallel, we see game developers standing against long-standing industry issues around diversity, equity, and inclusion or worker rights and demanding industry action on climate change. In short, the public, researchers, and game developers are all pointing to the ethics of game design and development, and the lack of clear ethical standards for the game

industry.

In response, *Ethical Games* will bring together research on ethical concerns pertinent to video game development and the game industry workplace. By convening academics and industry professionals, the conference will also make the current state of research more approachable and accessible to industry professionals. Third and finally, *Ethical Games* wants to initiate a conversation to establish evidence- based code of ethics for the game industry that game studios could pledge to follow.

Topics
Ethical Games welcomes submissions on the following topics and any other topics on the ethics of game design and development:
• Ethically problematic game design patterns and practices
• Ethically problematic business models, monetization systems, and marketing practices
• Disruption and harms in (online) gaming
• Methods, tools, principles, best practices for responsible game design, development, and publishing
• Trust and Safety in games
• Diversity, Equity, and Inclusion issues in games
• Workplace ethics of games
• Environmental impacts of games
• Ethical issues in game intellectual property
• Ethics of user and AI-generated game content

Important dates
• Submission Deadline: September 25, 2023 (23:59 AOE)
• Presentation acceptance notification: October 8, 2023
• Paper acceptance notification: November 13, 2023
• Conference: January 11-12, 2024
• Invited articles deadline: February 17, 2024 (23:59 AOE)
• Revised manuscripts deadline: March 1, 2024 (23:59 AOE)
• Special Issue acceptance: April 1, 2024
• Special Issue published: June 2024

Submission information
Ethical Games welcomes two kinds of submissions: Presentations and Papers.

Presentation
Submit a proposal for a talk (15 min + 5 min Q&A) or flash talk (5 min + group Q&A) at the conference. The organizing team will invite select presenters to write and publish a Viewpoint or Horizon article for ACM Games based on their presentation. Authors should submit a title, short abstract (50 words) and extended abstract (500-800 words excluding references) describing their presentation topic and a short (50 word) biography and additional information for featuring the talk on the conference website.
Submissions may but need not include links to draft presentation slides.

Submit your presentation via EasyChair at https://easychair.org/conferences/?conf=egc20240.

Paper
Submit an original research paper that will be academically peer-reviewed. Accepted papers will be presented at the conference (15 min + 5 min Q&A) and published as part of a Special Issue on Ethical Games with the journal ACM Games: Research and Practice. See the ACM Games Article Types for guidance on format and word count.

Eligible article types are Case Study, Research Article, Dataset, Review, and Tutorial.

IMPORTANT: When submitting, please note 'For Special Issue: Ethical Games' at the top of your Cover Letter, select the track 'Social, Ethical, and Political Issues', and select the paper type 'Special Issue: Ethical Games'. Submit your paper to ACM Games via ManuscriptCentral: https://mc.manuscriptcentral.com/acmgames.

All paper submissions will undergo the regular review process for peer-reviewed manuscript with ACM Games: Research and Practice (see Author Guidelines), spanning 3 reviews and a meta-review. All papers will receive one round of reviews by the paper acceptance deadline. All papers that are accepted as is or with minor or major corrections at that time are accepted for presentation at the conference, and due for formatted resubmission by the revised manuscripts deadline. Papers with minor or major revisions will undergo a second round of reviewing by the special issue acceptance date. All papers accepted as is at this stage will be published as part of the special issue. Papers that require further minor or major corrections at this stage will be published with *ACM Games* once these corrections are addressed, but not with the special issue.

Presentation submissions will be reviewed by 2 organizing committee members and accepted by the general and program chairs. The program chairs and ACM Games Senior Associate Editors will determine whether and which presentations to invite for a Viewpoint or Horizon article to be published in the special issue alongside the regular papers. Exceptional high-quality presentations may be invited to submit a full research article for accelerated peer review that may be included in the special issue if accepted by the special issue acceptance date.

All presentations will be video-recorded on the conference day, and presentation slides and videos will be published on the conference and ACM Games website unless the authors decide otherwise. All accepted authors will be asked to provide short abstracts, titles, short bios, and pictures for the conference website.

For questions and further information, please contact **Prof Sebastian Deterding (eic-games@acm.org)**.