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Cyberculture, Identity and diversity: online video games and digital learning Cibercultura, Identidad y diversidad: videojuegos online y aprendizajes digitales

Thematic editors

Scope

Internet access and ICTs are determining and current factors in the lives of young people. It has been found that among the most frequent daily activities carried out by young people are related to the use of the network in digital environments. However, the experience is not always positive; as some recent studies point out, more traditional bullying has jumped into the digital world to the point that the number of cases is almost the same. In this context, we find ourselves with a thriving and growing industry. This business niche (video game companies and companies specialized in current digital environments such as social networks) dedicates significant resources not only to the design of gaming experiences based on gamification and online cooperation that allows its users (many of them young) to share, compete and enjoy emotions in a vast virtual world. Violence in video games and today's digital environments has been a controversial topic of public debate for decades. With this monograph, we intend to deepen the knowledge about the realities and experiences of users of online platforms and social networks, especially at the level of children and youth, about interactions within a masculinized social space. This special issue focuses on the possible manifestations of hatred and violence experienced in this context and the game spaces and situations themselves from a gender and intersectional perspective in the analysis. For this reason, the central objective is to explore the possible impacts that online games and multiplayer digital environments generate in childhood, adolescence and youth, paying particular interest to the existence of hate speech, identity and gender biases.

Descriptors

- Education and digital socialization.
- The importance of education in potentially socializing spaces in the virtual world.
- Multiplayer online video games (MMO) as spaces for relationships and social construction.
- New challenges of edu-communication in the interaction between equals in the digital context.
- Multiplayer platforms as generators of learning environments.
- Impact of online violence in the vital stages of the individual. Childhood, adolescence and youth.
- The understanding of the socializing relevance of edu-communication in gender equality.
- New possibilities for inclusion and identity construction in the digital world.

Questions

1. Are digital environments spaces prone to violence and harassment?
2. What are the leading online video game platforms on which young people spend their free and leisure time?
3. How is the representation of diversity, the roles in online games and multiplayer digital environments, from the point of view of the narratives developed in this type of digital resources?
4. Is there hate speech and harassment in digital environments against diverse people, especially with a gender bias from and in video games and digital environments today?
5. What is the type of violence, and how do sociodemographic characteristics such as age, sex, and origin, among others, influence online video games and other digital environments?
6. What psycho-social and educational effects do the different types of online video games and multiplayer digital environments have, as well as their modalities of participation?
7. To what extent is androcentrism present in video games and other digital environments?
8. What are the initiatives and measures established by platforms and companies to prevent violent behaviour in online video games and multiplayer digital environments?
9. Do the new digital media and platforms raise educational and communication initiatives focused on the prevention and fight against harassment and violence against women in online video games and current digital environments?

Editors

Guidelines for authors and submission

Editorial guidelines:

<https://bit.ly/3eA7G7v>

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<https://bit.ly/3eydP49>

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