



IET Software

Call for Papers

SPECIAL ISSUE ON: Gamification and Persuasive Games for Software Engineering

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Persuasive games promise to deliver educational, political and sometimes advertising content alongside pure entertainment. They are considered as social and interactive systems in which we can make implicit and explicit arguments to the participants. To foster communication and collaboration in software development, games can be used to conduct a systemic form of persuasion especially in non-gaming context. Consequently, the use of game elements in business practices becomes a trendy subject for improving the business processes also known as Gamification, which is frequently used to align individuals' motivations with business context. This journal Special Issue intends to include original, pertinent and relevant contributions to cover diverse topics to outline the implications of games and gamification in all stages of the software development, and the use of game elements in software process improvement and in best practices. The application or investigation of game elements in software process improvement about productivity enhancement, motivation, training, innovation, and customer engagement are also welcome.

Topics of interest:

- Gamification in software development
- Gamification for improving innovation management
- Motivational factors and customer engagement in the field of SPI
- Gamified crowdsourcing for the activities for software testing and data collection
- Gamification design for software development research
- Virtual reality and simulations for activities of software development
- Gamification in software process improvement
- Non-digital games for improving the social aspects of software development
- The future benefits of Gamification to teach software engineering and industry standards.

Submit your paper to manuscript submission and peer review site via the following link:
www.ietdl.org/IET-SEN

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