Special Issue

Cloud Gamification 2021 & 2022

Message from the Guest Editors

This Special Issue seeks to fill the gap between the unregulated growth of gamification services and the needs of standardization, motivated by both methodological and practical reasons. We invite designers, developers, and users of gamification systems and services to present the results of their work, identify new trends, and share methodologies and best practices for the design and implementation of gamification services in the cloud context. The topics include, but are not restricted to:

- Applied gamification in specific industries and business areas;
- Artificial Intelligence (AI) in gamification systems;
- Best practices for the design of gamified UI;
- Big data and gamification;
- Conceptual and technical frameworks for implementing gamification in the cloud;
- Development and evaluation of systems using cloud-based gamification services;
- Gamification as a Service;
- Methodologies for the implementation of gamification software for the cloud;
- Mixed-reality gamification approaches;
- Models and architectures for gamified cloud-based systems

Guest Editors

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Deadline for manuscript submissions

closed (28 February 2023)

About the Journal

Message from the Editor-in-Chief

The concept of *Information* is to disseminate scientific results achieved via experiments and theoretical results in depth. It is very important to enable researchers and practitioners to learn new technology and findings that enable development in the applied field.

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