

Gaming and Geospatial Information

Guest Editors:

Dr. Alenka Poplin

Community and Regional
Planning Department, Iowa State
University, Ames, IA 50010, USA

Dr. David I. Schwartz

School of Interactive Games and
Media (IGM), Golisano College of
Computing and Information
Sciences, Rochester Institute of
Technology, GOL 2157,
Rochester, New York, NY 14623,
USA

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Message from the Guest Editors

Online games, serious games, geogames based on geospatial technologies, and visualization have emerged as a novel form of communication with users/players. They may enhance their ability to think spatially, enable novel principles, and designs of spatial game-based simulations and models that include game mechanics, playfulness, and even enjoyment in their concepts. Such games can be offered on mobile devices as location-based games and are often called geogames. They may involve technologies and concepts such as virtual- and augmented realities, mixed-realities, or other cutting-edge implementations. Space and places with location-based visualizations play an important role in geogames.

This Special Issue is dedicated to gaming with geographic information. We invite publications that focus on the concepts, fundamental principles of game-play and design, user experience with games based on geographic information technologies, and a variety of application areas in which these games have been implemented including learning, emergency management, urban planning, health, and others.



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Editor-in-Chief

Prof. Dr. Wolfgang Kainz

Cartography and Geographic
Information Science, Department
of Geography and Regional
Research, University of Vienna,
Universitätsstr. 7, A-1010 Vienna,
Austria

Message from the Editor-in-Chief

The *ISPRS International Journal of Geo-Information* invites you to submit research articles, reviews, and reports covering topics of the whole domain of geo-information. Although the journal was only founded in 2012, it has already achieved wide recognition in the scientific community. We are proud that since April 2015, our journal is indexed by the SCIE of the Web of Science. As Editor-in-Chief, I encourage you to consider *IJGI* for your scientific papers and would be pleased to welcome you as authors.

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ISPRS International Journal of Geo-Information Editorial Office
MDPI, St. Alban-Anlage 66
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