



Motion-Based Games and Play

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Message from the Guest Editors

With this special issue, we want to address the question of how to design complex, engaging, and inherently pleasant motion-based games that capture the positive elements of movement. Further, we aim to explore their application in settings that aim to improve player wellbeing, along with tackling other relevant challenges in their development. We welcome submissions covering technical aspects, but also design studies and guidelines. While motion-based games for health are certainly one focus of this special issue, we are determined to showcase the full breadth of this important area, and thus invite submissions discussing motion-based games in general, or adopting interdisciplinary perspectives such as examples from the area of play in the performing arts.

