Special Issue

Games and Large Language Models

Message from the Guest Editor

We invite submissions of original research, systems papers, and reviews on the design, implementation, and evaluation of LLM-based tools and platforms in game contexts. Topics of interest include, but are not limited to the following:

- LLMs and Games:
- Real-time commentary generation in board games;
- Conversational interfaces for playing or analyzing games;
- Educational tools and game-based tutoring powered by LLMs;
- LLMs for solving or generating puzzles, studies, and exercises;
- Procedural content generation and storytelling using LLMs;
- LLM integration in esports, coaching, or interactive broadcasts:
- Hybrid Al architectures: combining LLMs with rulebased or search systems;
- Evaluation of LLM-generated content: stylistic, strategic, or ethical dimensions;
- GPU-accelerated inference for real-time game commentary and analysis;
- Deployment of LLMs in resource-constrained or edge gaming environments;
- Hardware-software co-design for game-specific LLM applications;
- Optimization of transformer-based models for interactive gameplay scenarios;
- Model compression, quantization, and distillation for game-based LLM tasks;
- Distributed or cloud-based infrastructures for LLMenhanced gaming platforms.

Guest Editor

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Deadline for manuscript submissions

15 March 2026



Electronics

an Open Access Journal by MDPI

Impact Factor 2.6 CiteScore 6.1



mdpi.com/si/249182

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About the Journal

Message from the Editor-in-Chief

Electronics is a multidisciplinary journal designed to appeal to a diverse audience of research scientists, practitioners, and developers in academia and industry. The journal is devoted to fast publication of latest technological breakthroughs, cutting-edge developments, and timely reviews of current and emerging technologies related to the broad field of electronics. Experimental and theoretical results are published as regular peer-reviewed articles or as articles within Special Issues guest-edited by leading experts in selected topics of interest.

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manuscripts are peer-reviewed and a first decision is provided to authors approximately 16.8 days after submission; acceptance to publication is undertaken in 2.4 days (median values for papers published in this journal in the first half of 2025).

