YOU are currently reading the first issue of the IEEE TRANSACTIONS ON GAMES (TG), a journal aiming to be the top place to publish technical and scientific research on games. What is this, a new journal? Not quite: It is the continuation of the IEEE TRANSACTIONS ON COMPUTATIONAL INTELLIGENCE AND AI IN GAMES (TCIAIG), which has been around since 2009, but with a shorter name and much wider scope. It is an ambitious effort to build on the strength of an established high-quality journal to create a broader journal with appeal to several related research communities.

The main reason for this move is that there is plenty of interesting work on games, with games or using games, which is not in artificial intelligence. Games are becoming ever more important as a societal and cultural phenomenon as well as an economic force, and pose important questions that can be approached from multiple angles. They are also important testbeds for research into fundamental questions not only in AI, but in topics ranging from human–computer interaction to education to psychology to graphics. Would it not be great if we had a top-quality journal, especially one with the prestige of an IEEE Transactions, where such research could be published? This is exactly the thought behind the transformed journal. The scope of the new TRANSACTIONS ON GAMES simply reads:

The IEEE TRANSACTIONS ON GAMES publishes original high-quality articles covering scientific, technical, and engineering aspects of games.

In other words, research on artificial intelligence for games, and games for artificial intelligence, is very welcome, just as it was in TCIAIG. But TG will also be accepting papers on human–computer interaction, graphics, educational and serious games, software engineering in games, affective computing in games, virtual and augmented reality, and other topics. The scope specifically indicates “scientific, technical, and engineering aspects of games,” and I expect that the vast majority of what is published will be empirical and/or quantitative in nature.

Trying to delineate better what this journal is about, we can also ask the question what sort of papers are not likely to be published in the TRANSACTIONS. For example, game studies work belonging primarily in the humanities will be outside the scope of the new TRANSACTIONS. The same goes for work that has nothing to do with games, for example, game theory applied to nongame domains. (While there is some excellent work on game theory applied to games, much game theory research has nothing to do with games that anyone would play.) But there will, of course, be many instances where it is unclear whether the paper is in scope. Acceptance/rejection decisions will be taken based on the recommendations of Associate Editors, which are in turn based on the recommendations of reviewers, leaving some room for interpretation of the exact boundaries of what type of research the journal will publish.

More important than the scope is the commitment to quality. I want the publication of an article in the TRANSACTIONS ON GAMES to signify that it is a top-quality research, likely to have lasting influence on subsequent research and/or practice. Obviously, this commitment goes hand-in-hand with a commitment to high-quality reviewing and editorial work at all stages.

Another way of improving quality is to get early feedback from the research community on the manuscript, which is one of the reasons I encourage authors to upload their papers to a preprint server such as arXiv.org at submission time. Note that this is explicitly allowed by IEEE policy.

I took over as an Editor-in-Chief of the TRANSACTIONS in January this year, at the same time as the change of name and scope took effect. Taking over the editorship of this journal meant taking over from Simon Lucas, who created TCIAIG and served as its inaugural Editor-in-Chief, and Graham Kendall, who took over from Simon. Under their leadership, TCIAIG became the most prestigious journal for publishing work on artificial intelligence and games. I am honored to follow in their footsteps, and work toward making TG the number one outlet for publishing all technical, scientific, and engineering research on games. To that end, I have begun by updating the editorial board by adding 11 new Associate Editors to include Editors with broad and deep expertise in many of the areas that TCIAIG did not cover, but that TG now covers.

Needless to say, I am very excited about taking on this responsibility and work toward making TG the journal of choice for anyone doing technical, engineering, or scientific research related to games.

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Julian Togelius received the B.A. degree from Lund University, Lund, Sweden, the M.Sc. degree from the University of Sussex, Brighton, U.K., and the Ph.D. degree from the University of Essex, Colchester, U.K.

He had been with IDSIA, Lugano, Switzerland and with the IT University of Copenhagen, Copenhagen, Denmark. He is an Associate Professor at the Department of Computer Science and Engineering, New York University, New York, NY, USA, and the new Editor-in-Chief of the IEEE TRANSACTIONS ON GAMES. He works on artificial intelligence for games and games for artificial intelligence. His recent work has focused on search-based procedural content generation in games, general video game playing, player modeling, and fair and relevant benchmarking of AI through game-based competitions.