DiGRA 2023 notification for paper 4430

DiGRA 2023 <digra2023@easychair.org>
Tue 3/28/2023 1:21 PM
To:Antognoli, David <dantognoli@colum.edu>

Caution: This is an external email and may be malicious. Please take care when clicking links or opening attachments.

Dear David Antognoli,

This year, the DiGRA conference garnered a lot of interest, and we received a total of 441 submissions. A warm thank you to all of you who sent an extended abstract, a full paper, or a panel proposal.
As you will see, we have three anonymous reviews for each submission. The Track Chairs oversaw this reviewing process, helping us to take into account each reviewer's recommendation and the final scores. We took into consideration all the reviews and all the metacomments by the Track Chairs to treat every submission with the attention and care they deserve.
After careful consideration, we share with you the results of the reviewing process.
We have tried to accept as many people as possible since we believe a conference is a place to discuss ideas – some carefully crafted and finalized, others still in need of polishing. Opening your ideas to the world and discussing them with colleagues beyond peer review is a good way to move forward.
However, some submissions did not pass the minimum threshold at the peer review stage. We hope the feedback provided is useful in any case.
We hope to see you in Sevilla!

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We are delighted to inform you that your submission "A Proposed Taxonomy for the Design Qualities of Video Game Loading Interfaces and Processes" has been accepted for presentation at the DiGRA2023 conference.

Below, you will find the reviews for your submission. Please, take them into account when preparing the final 'camera-ready' version of your Extended Abstract, Full Paper, or Panel. All camera-ready submissions are to be uploaded to EasyChair by 15 May 2023.

Also, note that a single author cannot present more than twice at the conference (excluding panel presentations). If more than two of your submissions were accepted, please select those you wish to present and inform us before 15 May 2023.

Please, keep in mind that you can still submit a proposal to one of the several DiGRA2023 workshops soon to be published on the DiGRA2023 website: https://nam12.safelinks.protection.outlook.com/?url=https%3A%2F%2Fdigra2023.org%2F&data=05%7C01%7Cdantognoli%40colum.edu%7C47963fb862 3f42d5855008db2fb93619%7C243ef28877994efcaff5fde4e3f1c98d%7C0%7C0%7C638156244764621164 %7CUnknown%7CTWFpbGZsb3d8eyJWIjoiMC4wLjAwMDAiLCJQIjoiV2luMzIiLCJBTiI6Ik1haWwiLCJXVCI6M n0%3D%7C3000%7C%7C%7C&sdata=zSu%2Futk9lBCLJJQ6C0z0Bn9fJmq7Z2F9pk90OCrpA04%3D&reser ved=0.

Please, expect soon an email with further information regarding conference registration and fees,

arrangements for remote attendance and other practicalities. The registration platform is available at
https://nam12.safelinks.protection.outlook.com/?url=https%3A%2F%2Fgestioneventos.us.es%2F2023-
digra-international-conference-limits-and-margins-of-
games&data=05%7C01%7Cdantognoli%40colum.edu%7C47963fb8623f42d5855008db2fb93619%7C243
ef28877994efcaff5fde4e3f1c98d%7C0%7C0%7C638156244764621164%7CUnknown%7CTWFpbGZsb3d8
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ata=TPPujBxM%2F5fjaI9juG84r6Ja5xTM78fykXtRIjYwxx4%3D&reserved=0

Also, our DiGRA Solidarity Fund will be available for DiGRA2023! The purpose of the fund is to provide
means for scholars from less privileged countries to attend DiGRA International events and present their
work. The application period for the DiGRA International conference 2023 in Sevilla is from March 29th
to April 12th, 2023. You can apply by filling out the form (here) and sending it, with a short CV (max 2
pages) and a recommendation letter (that confirms your situation regarding limited conference travel
funding) to Miia Siutila (mimasi[at]utu.fi). The Solidarity Fund Committee aims to make the decisions
regarding the award of funds by April 19th. All applicants will be personally informed of the decision.

We are very much looking forward to seeing you at the conference!

Best wishes,
Marcelo de Vasconcellos, Tanja Sihvonen and Victor Navarro Remesal
DiGRA 2023 Program Chairs

SUBMISSION: 4430
TITLE: A Proposed Taxonomy for the Design Qualities of Video Game Loading Interfaces and Processes

---------------------- REVIEW 1 ---------------------
SUBMISSION: 4430
TITLE: A Proposed Taxonomy for the Design Qualities of Video Game Loading Interfaces and Processes
AUTHORS: David Antognoli and Joshua Fisher

----------- Overall evaluation -----------
SCORE: 3 (strong accept)
----- TEXT:
A well-written, well-researched paper on the taxonomy of game loading screens. I would only like to see
all the proposed categories described in a chart, table or other kind of visual organization, for a faster
understanding of the taxonomy created by the authors.

---------------------- REVIEW 2 ---------------------
SUBMISSION: 4430
TITLE: A Proposed Taxonomy for the Design Qualities of Video Game Loading Interfaces and Processes
AUTHORS: David Antognoli and Joshua Fisher

----------- Overall evaluation -----------
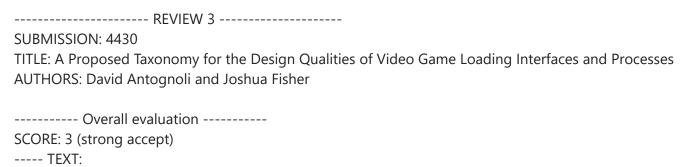SCORE: 2 (accept)
----- TEXT:
The paper proposes a taxonomy of loading interfaces in games.

The taxonomy consists of 4 dimensions:
Hypermediacy / Transparency
Diegetic / Nondiegetic
Passive / Interactive
Pedagogic / Misdirection

The authors analysed the loading interfaces of 139 games. The authors gave a clear background and justification of studying loading interfaces of games.

I think the 4 dimensions are well justified and clearly articulated. It is relevant and interesting to the DiGRA community.

The future direction can be elaborated more. I can see the potentials / future (further exploration) of the study. For example, some ends of the taxonomy seem to be more interesting than the others. For example, for diegetic loading interfaces, it would be interesting to explore how and to what extend the diegetic information is situated within the game world/narrative. Another potential "next step" can be the exploration whether and how the intentional combination of the different properties in the dimensions can generate new ideas for designers.

---------------------- REVIEW 3 ---------------------
SUBMISSION: 4430
TITLE: A Proposed Taxonomy for the Design Qualities of Video Game Loading Interfaces and Processes
AUTHORS: David Antognoli and Joshua Fisher

----------- Overall evaluation -----------
SCORE: 3 (strong accept)
----- TEXT:
The article titled "A Proposed Taxonomy for the Design Qualities of Video Game Loading Interfaces and Processes" offers a compelling argument regarding the lack of attention given to the design and implementation of video game loading interfaces and processes. The authors highlight the ubiquity of loading interfaces in video games, yet their significance has not been fully recognized in game studies. Drawing on the concept of the purity complex in games studies, the authors argue that non-play elements are often ignored, despite their impact on the player experience.

To address this gap, the authors propose a taxonomy of design qualities for loading interfaces and processes, which is derived through an archaeogaming perspective. This methodology is material agnostic and well-applied, allowing for a comprehensive examination of loading interfaces across different platforms and hardware constraints. By focusing on design methods that address loading processes and interfaces, the authors aim to understand the ethos and telos of their designers and how they grapple with the capacities of hardware to support the play experience.

The article is well-written and presents clear and compelling arguments that support the need for critical attention to be paid to loading interfaces and processes. The use of an archaeogaming perspective is particularly effective, allowing for a comprehensive and agnostic approach that draws attention to the design strategies employed by game designers. The paper makes an important contribution to the historiography of games, highlighting the significance of loading interfaces and processes in shaping the player experience.

The authors' background is thorough, citing relevant literature and game archaeologists such as Brendan Keogh and Andrew Reinhard. The use of these references strengthens the paper's arguments and provides a solid foundation for the authors' analysis. Furthermore, the presentation of case studies that exemplify the derived design qualities of loading interfaces and processes further strengthens their arguments and highlights the practical application of their taxonomy.

In conclusion, this paper is an important contribution to the field of game studies and warrants further attention from game design and media scholars. The authors' methodology and taxonomy provide a useful framework for understanding the evolution of loading interfaces and processes in video games.