Introduction

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In 2016, for the first time, the Digital Games Research Association (DiGRA) and the Society for the Advancement of the Science of Digital Games (SASDG) partnered and decided to jointly host an unprecedented gathering of game-related researchers. The result was the largest ever academic conference on games research: the 1st JOINT INTERNATIONAL CONFERENCE OF DIGRA AND FDG. The conference took place in Dundee, Scotland (1-5 August) and included 6 parallel tracks: *Artificial intelligence*, *Game technology*, *Game design*, *Game production*, *Play studies , interaction and player experience*, and *Game criticism and analysis*. In total, there were over 400 submissions, each of which was double-blind peer-reviewed by, on average, three reviewers. These figures, combined with the conference logistic constraints, meant that the program committee was faced with the unenviable task of having to select only the best submissions for each track. Eventually, 188 papers were accepted for presentation, leading to an overall acceptance rate of 47%.As part of the submission process, authors were asked to indicate their interest and willingness to submit a revised version of their papers to ToDiGRA. From those, we sought the most representative highlights in each track and invited, for this special issue, the ten papers with the highest scores given by the anonymous reviewers during the conference review process. Out of these, nine accepted the invitation and, following an additional round of anonymous peer review, there are now eight articles in this issue. This special issue

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and game studies. After all, as he argues, there is a ludic dimension to the collection of activities and behaviours that constitute the identity of a fan. Next, Janne Paavilainen, Kati Alha, and Hannu Korhonen present a detailed overview of 30 common social features found across social network games on Facebook and show how most social features in these games are not used for monetization purposes, but rather for player acquisition and retention. Following this, Malcom Ryan, Dan Staines, and Paul Formosa describe four lenses for designing morally engaging games. Their work is informed by findings from moral psychology and is complemented by an analysis of two recent games using their lenses. Next, Richard Wetzel, Tom Rodden, and Steve Benford describe their iterative development of a set of ideation cards for supporting the design of mixed reality games. Finally, Ea Willumsen provides a reading and analysis of Jason Rohrer's game Passage that also illustrates the importance and value that analyzing a game's source code can have. In addition to the regular academic articles, we have invited William Huber, General Chair of the conference, to pen an editorial describing his experience in running the conference. This editorial serves as a way to both preserve institutional knowledge but also for the game research community at large to reflect on our practices and processes.

We hope that you enjoy reading this special issue at least as much as we did putting it together. We thank (the other) Program Chairs, Casey O'Donnell and Staffan Björk, for their assistance in this task.

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