

General Information of IJACT

Bibliographic Information

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Journal Aims

Our Journal provides a chance for academic and industry professionals to discuss recent progress in the area of game science and engineering.

To bridge the gap of users who do not have access to major databases where one should pay for every downloaded article; this online publication platform is open to all readers as part of our commitment to global scientific society.

Journal Topics

The main topics include but will not be limited to: (Excellent surveying works, summary or introduction of new or fresh idea in these areas are welcome, too).

- Computer Games
- Control, Robotics, Mechatronics
- Game simulation
- Game Theory
- Games and its application
- Games Design
- Games Engineering
- Games for Education
- Interactive Games
- Mobile Games
- Operations Research, Management Science

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