# **MORS Journal of Wargaming** Theory and Practice of Professional Games

## **New Digital Publication!**

The MORS Journal of Wargaming is the premier research publication for articles on the art, practice, and science of professional gaming and related fields. It is peer-reviewed and broad-based. Our goal is to advance the field of professional games, which we define as games played by those with a professional stake in the subject of the game. The Journal will be published online bi-annually but may expand depending on demand and numbers of submissions.

### **Submit an Article**

Looking to publish? We are now accepting articles for consideration to be included in the inaugural issue! We welcome any and all articles that develop the art and science of professional games. Articles do not have to involve a defense or military subject. Suggested topics include:

- Articles on the design, development, production, play and analysis of games
- Educational and/or analytical topics relating to games
- **Ø** Game Reports

## **Game Reports:**

Game Reports summarize one particular game or series of the same game. They should include sufficient materials and descriptions so that someone reading the report could envision how the game was played and what the outcomes were. Illustrations and graphics are encouraged. Game Reports should not simply dump the rules, maps, pieces, and charts for a game without any narrative or explanation. They should describe the unique or important aspects of a game and relate those aspects to larger issues in game design, execution, and analyses.

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