# Your Title Goes Here: It May Carry Over onto a Second Line

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## Keywords
keywords, help, identifying, suitable, reviewers, readers

## INTRODUCTION
Place your 400-800 word abstract here. This template builds upon the DiGRA extended abstract format as adapted by DiGRA Australia and Chinese DiGRA amongst others.

In essence, you should format your paper exactly like this document. The easiest way to do this is simply to download this template from the conference web site, and replace the content with your own material. The template file contains specially formatted styles (e.g. Normal, HEADING levels 1-3, Reference, and Index) that will minimise time spent formatting your submission.

Although this template has been developed in MS Word, you may use any software to prepare your submission. Your article should be submitted as a PDF file.

## BIBLIOGRAPHY

### Citations and References
DiGRA uses a simplified, slightly revised version of the Chicago citation system (see publication year placement, for example). In running text, use a verbose parenthesis format (Author last names Publication-year) or (Author last names Publication year, Page/Chapter) to indicate your reference. If the authors' name is mentioned in running text, use only the publication year in parentheses. Anderson (1992, 453) may or may not think this is a good idea, but it does not matter since this sentence is only included as an example. If a reference has three or more authors (Schwartz et al. 1995), use the name of the first author "et al." in the reference. When citing several sources at once, authors' names should be presented alphabetically, separating each reference with a semicolon. Organise the bibliography alphabetically by last name of the first author. See the bibliography towards the end of the template for examples.



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## Game References

Game titles should be italicised in the main text and reference list. Include the full game title when it first appears in the text, accompanied by the developer(s) and publication year in parentheses; e.g., *World of Warcraft* (Blizzard 2004). Depending on the use of the game in the context of the article, you may also choose to refer to the principal designer(s), creator(s), and so on. The Bibliography section below provides examples of how to format game references – in general, you should follow this format as closely as possible:

Developers/designers. Year. *Title*. Platform, Version. Release City, State, Country: Publisher.

## LANGUAGE AND STYLE

The written and spoken language of GachaCon is English. Spelling and punctuation may use any English dialect (e.g., British, Canadian, US, etc.) provided this is done consistently. To ensure suitability for an international audience, please pay attention to the following:

- Write in a straightforward style. Try to avoid long or complex sentence structures.
- Briefly define or explain all technical terms that may be unfamiliar to readers.
- Explain all acronyms the first time they are used in your text; e.g., "Alternate Reality Game (ARG)."
- Explain local references (e.g., many people do not know that a child in the first grade of school in the US is 6-7 years old).
- Explain "insider" comments. Ensure that your whole audience understands any reference whose meaning you do not describe (and do not assume that everyone has read a particular article).
- Avoid or explain colloquial language and puns. Humor and irony are difficult to translate.
- Use unambiguous forms for culturally localised concepts, such as times, dates, currencies, and numbers (e.g., "1-5- 97" or "5/1/97" may mean 5 January or 1 May, and "seven o'clock" may mean 7:00 am or 19:00). For currencies mentioned less often in the current academic literature, indicate equivalences in US or Hong Kong Dollars or euros – e.g., "Participants were paid 10,000 lire, or roughly HK$ 5."
- You should avoid using gender-specific pronouns (he, she) and other gendered words (chairman, manpower, man-months). Use inclusive and gender-neutral language instead (e.g., they, chair, staff, staff-hours, person-years).
- Use the full (extended) alphabetic character set for names of persons, institutions, and places (e.g., Grønbæk, Lafreniére, Sánchez, Universität, Weißenbach, Züllighoven, Århus, etc.). Use non-latin (*e.g.*, Asian) alphabets and characters for concepts and names where appropriate whilst providing an English translation. Make sure to include latin transcriptions if this is necessary.
- Clarify your context. Do not expect that readers know which region/country you are writing about, or where a specific city is. Explain, for example, where

your fieldwork was done (e.g. "This study focuses on players in Hong Kong").

## BIO

Place your 100-word bio here. Each co-author may use up to 100 words individually. This section should be written to help readers situate the submission in the broader context of your past work in game development and/or research. We include this section to help attendees network, and as a gauge of the breadth of games research at GachaCon.

## FUNDING

State how your research was funded.

## CONFLICTS OF INTEREST

Disclose any potential conflicts of interest and relevant positionality. These include but are not limited to:

- being or having been an employee working with the gambling or gaming industry;
- having investments in or commercial business interests associated with the gambling or gaming industry, *e.g.*, stocks;
- provided paid and not joint expert opinion as part of a regulatory, legislative, or judicial process on behalf of the gambling or gaming industry; and
- received research support or other sorts of gifts or compensation from the gambling or gaming industry to consult, advise, conduct research, or provide any other service.

## ACKNOWLEDGMENTS

Place your acknowledgements here. If you have no acknowledgements, please remove this section. This template (originally used for DiGRA 2011) was developed based on a similar template for the CHI conference (Doe and Smith 2011) and the template from DiGRA 2005. Some references in this template are cited for illustrative purposes only. Special thanks to Annika Waern and José Zagal. Thanks also to DiGRA Australia and Chinese DiGRA, which have further developed the template. Thanks finally to the Academic Forum for the Study of Gambling for inspiration as to conflicts of interest declarations.

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Make sure all references in your bibliography are actually cited in the text. Also check that all references are included in the bibliography. In this template, we have included several references as examples only.

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