

Stage 1 recommendation (28.2.2025): *The Meta of Video Game Research in Finland: A Registered Report*

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As research fields age and evolve, self-reflection becomes a vital part of their progress and understanding of their role in wider academic environments. Game studies, or research on games and videogames in particular, is one such field that has now come to reflect on its own identity and roots both globally as well as through local cultural developments.

In the current Stage 1 registered report, Korkeila sets out to investigate the Finnish landscape of research on gaming via bibliometric analysis. The study focuses on a time period between 2003-2023, namely, the era after the Digital Games Research Association (DiGRA) was established. The work will map out authors, their co-citations, publication venues, and formats, among others, to explore the nature of the ‘field’ and its development from a Finnish point of view. Considering that the Finnish regional domain remains one of the field’s origins—for example, as a starting point for DiGRA—the findings will be valuable not only for their evident cultural relevance but also as a means to shed light on global gaming meta-research development.

This Stage 1 manuscript was evaluated over two rounds. Four experts representing academic domains of bibliometrics, research on gaming, and the Finnish cultural/disciplinary history participated in the review and also returned to assess the work for a second round. The reviewers’ feedback was addressed in detail, for which the study was provided in-principle acceptance.

Veli-Matti Karhulahti, Centre of Finnish Registered Reports
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