

PERIÓDICOS ELETRÔNICOS

JOGOS DIGITAIS

LIVRE ACESSO

2179-2259 - Anais do Simpósio Brasileiro de Jogos e Entretenimento Digital - INTERDISCIPLINAR – C

<https://www.sbgames.org>

2161-7856 – GAMES FOR HEALTH: RESEARCH, DEVELOPMENT, AND CLINICAL APPLICATIONS – INTERDISCIPLINAR – B4
<https://home.liebertpub.com/publications/games-for-health-journal/588/overview>

1. (IN)SECURE MAGAZINE

<https://www.helpnetsecurity.com/2020/02/13/insecure-magazine-65/>

2. ADVANCED COMPUTING: An International Journal (ACIJ)

<https://airccse.org/journal/acij/acij.html>

3. ADVANCES IN MULTIMEDIA <https://www.hindawi.com/journals/am/>

4. ARKADE <https://www.arkade.com.br/>

5. ARTEFACTUM - REVISTA DE ESTUDOS DAS LINGUAGENS DA ARTE E DA TECNOLOGIA

<http://artefactum.rafrom.com.br/index.php?journal=artefactum&page=index>

6. DYNAMIC GAMES AND APPLICATIONS

<https://link.springer.com/journal/13235/volumes-and-issues>

7. GAME STUDIES <https://gamestudies.org/1001/archive>

8. GAMES AND CULTURE <https://journals.sagepub.com/home/gac>

9. INTERNATIONAL GAME THEORY REVIEW

<https://www.worldscientific.com/worldscinet/igtr>

10. INTERNATIONAL JOURNAL OF DIGITAL MULTIMEDIA BROADCASTING

<https://www.hindawi.com/journals/ijdmb/>

11. INTERNATIONAL JOURNAL OF GAME THEORY <https://www.springer.com/journal/182>

12. JOGOS 80: A REVISTA ELETRÔNICA DO ENTUSIASTA DE VIDEOGAMES E

MICROCOMPUTADORES CLÁSSICOS <https://www.jogos80.com.br/>

13. MCV: THE MARKET FOR COMPUTER & VIDEO GAME <https://www.mcvuk.com/>
14. NINTENDO BLAST <https://www.nintendoblast.com.br/>
15. PLAYSTATION BLAST <https://www.playstationblast.com.br/>
16. SIGNIFICAÇÃO: Revista de Cultura Audiovisual
<https://www.revistas.usp.br/significacao/index>
17. GAME DEVELOPER <https://www.gamedeveloper.com/>
18. GAMEDEV <https://www.gamedev.net/>
- 19.