From the paper chairs

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providing details and we will investigate your claim.
Putting together the CHI PLAY 2019 conference was a volunteer team effort. We are extremely grateful to all the contributors: our staff at the conference, our partners, our volunteers, the authors who submitted their high-quality work and thus provided the content of the program, the program committee, our reviewers who ensured a top-quality program, and our local organizing committee. We hope that you will find this program interesting and thought-provoking and that the event will provide you with a valuable opportunity to share ideas with other researchers and practitioners from institutions around the world.

**Joan Arnedo**  
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### From the Paper Chairs

CHI PLAY 2019 has attracted a total of 181 full technical paper submissions, constituting the largest number of submissions since its inception in 2014. This not only reinforces the leading role of CHI PLAY in the area of player-computer interaction but is a testament to the ever-increasing importance and quality of research conducted in this field. Player-computer research is a growing and expanding area, as reflected in the wide range of topics covered by the submissions, including player experience, game design, gamification, gender aspects, embodied gaming, VR, audio, streaming, crowdsourced playtesting, playful gustatory experiences, and player behavior analysis and visualization.

A program committee consisting of 37 associate chairs, 5 ninja reviewers, and a total of 247 external reviewers from around the world ensured a high-quality review process. Each paper was handled by a primary associate chair who received reviews from a second associate chair and two external reviewers so that each submission would receive at least three high-quality reviews. Borderline scoring papers or papers with diverging scores received an additional reviewer and/or were discussed at the virtual program committee meeting. We strove for a diverse program approaching games research from a variety of perspectives, including design, engineering, psychology, computer and data science while at the same time only accepting high-quality contributions CHI PLAY has become known for.

We would like to express our sincere thanks to all the authors who submitted their work to CHI PLAY and are immensely grateful to everyone who helped shape the program of CHI PLAY 2019. We thank all associate chairs, ninja and external reviewers for their time and effort. It is the commitment to quality of everyone involved to help ensure the continued success of CHI PLAY.

**Jo Iacovides**  
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*York, UK*

**Günter Wallner**  
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