Call for Papers:

International Journal of Gaming, Hospitality and Tourism (IJGHT) prepares Fall 2024 edition.

The editors of the International Journal of Gaming Hospitality and Tourism (IJGHT) call on all members of the gaming, hospitality, tourism and events management community around the world to contribute articles to the Fall 2024 edition of the journal.

IJGHT is a peer reviewed, open access journal publishing original research that bridges the gap between industry practitioners, and academic researchers and educators.

IJGHT celebrates diverse experiences and viewpoints, accepting work for consideration from various disciplines (Arts and Humanities; Business and Enterprise; Education; Health Sciences; Natural Sciences and Mathematics; and Social and Behavioral Sciences), regions, and categories of practice, which address major trends and developments related to gaming, hospitality, tourism, and event management. IJGHT publishes original, double-blind, peer-reviewed professional articles, empirical or theoretical in nature, case studies, research papers, state-of-the-art reviews, and analyses of business practices in the gaming, hospitality, tourism and event management industries.

Submissions* within the journal's areas of focus will be accepted for review through July 15, 2024.

Interested individuals can view more information about the journal and its Fall 2024 issue at www.Stockton.edu/IJGHT or direct their inquiries to IJGHT@Stockton.edu.

As a special benefit to NENA members, 2024 accepted conference paper submissions will receive priority review. In order to receive priority review, authors must upload their NENA 2024 Conference Acceptance as part of the submission process and include the following text in the Notes to the Editor: "Accepted NENA 2024 Conference Paper".