



Call for Papers:

International Journal of Gaming, Hospitality and Tourism (IJGHT) prepares to launch inaugural edition, *Resilience and Revitalization*.

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 inaugural edition of the journal which will be released Fall of 2021.

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* responding to Fall 2021 issue theme: “Resilience and Revitalization” will be accepted for academic review through May 31, 2021.

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

**As a special benefit to NENA members, 2021 accepted conference paper submissions will receive priority review. In order to receive priority review, authors must upload their NENA 2021 Conference Acceptance as part of the submission process and include the following text in the Notes to the Editor: "Accepted NENA 2021 Conference Paper".*