**Call for Nominations / Applications for the position of Editor-in-Chief of the *IEEE Transactions on Games***

The *IEEE Transactions on Games* (ToG) publishes original high-quality articles covering scientific, technical, and engineering aspects of games. Details about the current state of this publication can be found at: <https://cis.ieee.org/publications/t-games>.

The IEEE CIS Executive Committee has formed an Adhoc Search Committee to invite nominations/applications for the position of Editor-in-Chief for ToG. The Editor-in-Chief appointment is for a 2-year term starting 1 January 2022.

Nominees/applicants should be dedicated volunteers with outstanding research profiles and extensive editorial experience. The nomination/application package should include complete CV along with a separate description (max 300 words/topic) on each of the following items:

Vision Statement;

Editorial Experience;

Summary of publishing experience in IEEE journals/magazines;

IEEE Volunteer Experience;

Institutional Support;

Current service and administrative commitments;

Networking with the Community;

Challenges, if any, faced by the publication, and how to deal with them;

Why the candidate considers himself/herself fit for this position?

The nomination/application package should be sent as a single PDF file through email to both Prof. Kay Chen Tan ([kctan@polyu.edu.hk](mailto:kctan@polyu.edu.hk)) and Jo-Ellen Snyder ([j.e.snyder@ieee.org](mailto:j.e.snyder@ieee.org)) by **August 20, 2021**.