CALL FOR APPLICANTS

AOM PDW # 12283

Esports: A Natural Laboratory for Management Research?

Monday, August 10 2020 from **2:00PM to 4:00PM** ET (New York time) (UTC-4).

Main Sponsor: OMT
Co-sponsors: STR, TIM

Abstract. Big data on complex social systems can improve our ability to study longstanding management questions. This PDW aims to examine esports — online multiplayer video games with millions of players and fanbases rivalling traditional sports — as a natural laboratory for management research. We aim to engage scholars working at the intersection of economics, psychology, and sociology in three main activities: (1) discussing exemplars of long-standing management questions that have been investigated using data on online multiplayer video games; (2) computational social science tutorials, focused on specific empirical challenges and opportunities presented by esports data; (3) a hands-on workshop, with groups of participants developing research designs exploiting esports data. Our goal is to offer an interactive and developmental session, fostering research collaborations between scholars at different stages of their careers and from different disciplinary and demographic backgrounds.

Organizers

Enrico Forti, *University College London*
Julien Clement, *Stanford University*

Confirmed Participants

Kenny Ching, *Worcester Polytechnic Institute*
Julien Clement, *Stanford University*
Enrico Forti, *University College London*
Sandra Matz, *Columbia University*
David Waguespack, *University of Maryland*

Format

Part I — open to all attendees, does not require pre-registration.

Part I will provide a short introduction to the session and will feature short presentations by leading scholars in the field offering exemplars of macro and micro perspectives leveraging esports data to answer topical questions at the intersection of sociology, economics, and psychology. This part will also illustrate specific empirical challenges and opportunities in the use of esports data in management research.

Part II — hands-on workshop, by invitation only.

Please submit a proposal for review by August 02, 2020 to **esportspdw@gmail.com** (see submission requirements below).

In Part II, selected applicants will interact in small-group virtual roundtables to develop research designs leveraging esports data. Research proposals will be selected and shared for pre-reading among group members with similar interests in advance of the PDW. The discussion at each roundtable will thus initially center around a set of provisional topics based on attendees' research expertise and interests. Scholars at different stages of their careers and from different disciplinary and demographic backgrounds will benefit from this format, since they will have the opportunity to interact in the more intimate and friendly environment of a roundtable. A short plenary discussion will conclude the PDW, reflecting on the specific ideas emerged and opportunities for future research.

The virtual PDW will take place on **Monday, August 10 2020** from **2:00PM to 4:00PM**. All times are Eastern (New York time) (UTC-4). This will be a "Real-time Open" virtual session on the AOM's virtual meeting platform. Information on how to participate to the AOM 2020 virtual program can be found here: **https://aom.org/events/annual-meeting/registering-and-attending/participating-virtually**

Apply Now

To be considered for the hands-on workshop in Part II please **submit a max 2-page structured research plan** describing a current research project or new research idea together with **your CV to esportspdw@gmail.com by August 02, 2020**. Your submission should consist of a single PDF document including the following:

1. Research question or title of the idea/research project (e.g. if you would like to discuss a specific new research idea with the organizers and other participants at the roundtables)
2. Abstract
3. Brief description of actual or potential data source(s) and data collection method(s)
4. Max 3 specific aspects of the idea to get feedback on
5. CV

IMPORTANT: The filename of the single PDF document and the subject of the submission email MUST be: "12283 - Name Surname - AOM 2020 PDW Application". Send your application to **esportspdw@gmail.com**

The PDW organizers will rely on the materials submitted to plan the hands-on workshop where groups of attendees will be invited to develop research designs leveraging esports data. The discussion at each roundtable will be semi-structured and will initially center around a set of provisional topics based on attendees' research expertise and interests.

Application Deadline: August 02, 2020

Applications will be reviewed on a rolling basis. There are a limited number of spots available for Part II, early applications are strongly encouraged.

Notification of Acceptance: August 03, 2020

A waitlist will be maintained. Any updates to this call for applications will appear here: BITLY LINK. **All AOM attendees are welcome to attend Part I**. An application is NOT required for participation in Part I. Any updates to this call will be available at this link https://bit.ly/esportsPDW

We look forward to seeing you!

Enrico Forti and Julien Clement

(eSports PDW @ AOM2020 Organizers)