

CREATIVITY GAME

Theory and Practice of Spatial Planning

IGRA USTVARJALNOSTI (IU) – teorija in praksa urejanja prostora / CREATIVITY GAME (CG) – Theory and Practice of Spatial Planning

The journal **IGRA USTVARJALNOSTI (IU) – teorija in praksa urejanja prostora / CREATIVITY GAME (CG) – Theory and Practice of Spatial Planning** (University of Ljubljana, Faculty of architecture and Faculty of Civil and Geodetic Engineering) invites you to prepare and submit an article proposal for its 2020 issue:

IGRA USTVARJALNOSTI(IU) – teorija in praksa urejanja prostora / CREATIVITY GAME (CG) – Theory and Practice of Spatial Planning
<http://iu-cg.org/en/index.html>

Accessibility of Journal

The journal is freely available online at journal's website: www.iu-cg.org, and with DOI link: [10.15292/IU-CG](https://doi.org/10.15292/IU-CG).

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Periodicity of Journal

One issue per year as an e-journal.

Databases

The journal is indexed and abstracted in the following bibliographic databases:

COBISS - Co-operative Online Bibliographic System and Services

ICONDA - International Construction Database

DOAJ – the DIRECTORY OF OPEN ACCESS JOURNALS.

ERIH PLUS – The European Reference Index for the Humanities and the Social Sciences

ISSN

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Aims & Scope

The idea behind the founding of the journal **IGRA USTVARJALNOSTI (IU) – teorija in praksa urejanja prostora / CREATIVITY GAME (CG) – Theory and Practice of Spatial Planning** emerged from a successful scientific monograph with the same title Creativity Game. In 2013, the first issue of the journal will be published jointly by the Faculty of Architecture and the Faculty of Civil and Geodetic Engineering, both of the University of Ljubljana. The journal shall publish peer-reviewed scientific articles, book reviews, presentations of research and professional projects, workshop presentations, presentations of scientific and professional meetings, presentations of professional visits, scientific conferences and similar. The review procedure shall be applied to submissions in the Slovenian and English languages, which shall be based on **theoretical and practical experience** from the areas of architecture, civil engineering, urban design and planning, spatial planning, landscape architecture, sociology and from other areas of social and technical sciences relevant to these subject matters. It shall present the results of professional work, teaching and scientific research that, through the use of creativity and abstract thinking, form a continuous flow of experiential learning about spatial values and the processes within. The journal shall be published once a year (in October). In the selection of the manuscripts for publications, the editors shall place emphasis on originality and currency related to the trends in the research community.

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Submission:

Abstract – 15th October 2020 [Title, abstract 200 words, Keywords (3-5)]

Accepted abstract – 22th October 2020

Full paper submission of manuscripts by authors – 22th November 2020

Peer-review Completion – 30th November 2020

Revision/Revised submission by authors – 15th December 2020

Submission of finally approved articles to the editorial office and publication confirmation – December 2020

Publishing of journal – January 2021

See Details:

<http://www.iu-cg.org/en/authors.html>

You are welcome to submit also other material:

RESEARCH AND PROFESSIONAL PROJECTS; COMPETITIONS; WORKSHOPS; CONFERENCES AND OTHER CURRENT SCIENTIFIC AND PROFESSIONAL EVENTS; GRADUATE AND POST-GRADUATE THESES (see examples issue No. 7/2019 <https://www.iu-cg.org/stevilka.php?vol=7&lang=en>).

Instructions for Authors:

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click on **Detailed instructions and a template for scientific and professional manuscripts**

For any questions, submission directly to:

Alenka Fikfak, alenka.fikfak@fa.uni-lj.si