

February, 27th 2019

Dear Mariona Moncunill-Piñas,

Once again, we would like thank you for your time, your rigorous feedback and, in particular, for sharing your expertise in the review of the article “Push, Press, Become: Tactility Linked to Identity Configurations in Video Games” that you have carried out for Digithum (ISSN 1575-5886) during 2018.

We are convinced that this cooperative practice most definitely improves the scientific works we publish. We are aware that this is an anonymous, barely visible task, but it is still essential for a journal like Digithum, which seeks to publish and disseminate high-quality scientific research as a sign of our commitment to the Open Access movement.

This year, we have been able to count on the help of 38 referees to respond to the growing number of reviews we need, and some of these referees have reviewed more than one article. We’d like to thank you for your help and patience when it comes to having to adapt to the journal’s review process and the tight deadlines set.

Without your efforts we wouldn’t have been able to ensure the journal’s current high standards, nor its regular publication schedule. Authors value feedback from peer review of their submissions very highly. This is why we’d like to stress how much we value and are grateful for your work.

Sincerely,



Natàlia Cantó
Codirector of Digithum
Universitat Oberta de Catalunya



Einer Mosquera-Acevedo
Codirector of Digithum
Universidad de Antioquia (Colombia)