As Keza MacDonald already pointed out on page three, COVID-19 is now a present – and genuinely worrying – reality for many of us. And with much of the western world self-isolating to avoid spreading the virus, it’s clear that the economic impact of the pandemic will be considerable, too. The cancellation of events like E3 and EGX Rezzed (which you can read more about on page 14) are going to have a profound impact on our favourite hobby, indie developers, who rely on those events to make deals and get the word out about their games, will be particularly affected, as are charities like the National Videogame Museum and the Centre for Computing History, which have both been forced to close due to the coronavirus situation.

Thankfully, the industry’s pulling together to help those affected: the GDC Relief Fund was set up in early March to assist indie devs who’ve lost money from the cancelled expos, and gamedev.world is launching a fundraiser from 27 March to 3 April; to boost donations – you can find out more about that at wfmag.cc/gdc-relief. There are things you can do to help those museums, too: you could join the NVM’s Patreon at patreon.com/thenvm, or you could make a donation to the CCH on its website (computinghistory.org.uk).

Above all, though, stay safe, stay calm, and look after yourselves. Like Keza, I’m going to be spending a lot of spare time immersed in the soothing world of Animal Crossing: New Horizons.

Ryan Lambie
Editor