

2017 DiGRA JAPAN Summer Conference Program



September 2, 2017

Senshu University, Ikuta Campus

Fixed on July 12, 2017

Time	Session	Theme (Chair)	Room	Title	Name	Institution			
9:30-15:40	Registration		1F, Bldg.10						
10:00-10:10	Opening		10102	Opening Venue Announce	Masanobu ENDOH Masahito FUJIHARA	Research Committee Chair General Chair			
10:10-11:30	Session1	Game Reality (Yoichiro MIYAKE)	10102	Attempt of heart rate variability analysis by using gaming VR headset embedded photoplethysmography	Seiya OTSUKA Kanami KUROSAKI Mitsuhiro OGAWA	Teikyo University Teikyo University Teikyo University			
				The Controller for Detecting Spirit of a Player	Hironori HARA Haruka KINOSHITA	Tokyo Polytechnic University Tokyo Polytechnic University			
				The Possibility of Application of Dynamic Difficulty Controlling Game System to Tourism Industries	Kunihiro YAMAMOTO	Yoshino Visitors' Bureau			
10:10-11:30	Session2	Game Education (Masakazu FURUICHI)	10101	Issues and solutions emerging from consciousness survey about university students' game programming learning	Kazuki MIYANISHI	Hokkaido Information University			
				Case study of game design as lecture course design	Toyohisa NAKADA	Niigata University of International and Information Studies			
				Research programming language for education	Keigo KAWAMURA	Freelance			
11:40-12:10	Interactive Session		101A	A collaboration experience workshop assisted by computer and game engine	Masaru NAGAKU Makoto GOTO Kenji ONO	IGDA Japan IGDA Japan IGDA Japan			
				Study on the Elements of disliked Game Character by Players	Fumiaki KON Masanobu ENDOH	Tokyo Polytechnic University Tokyo Polytechnic University			
			101B	Issues and solutions emerging from consciousness survey about university students' game programming learning	Kazuki MIYANISHI	Hokkaido Information University			
				Study on the factors of the charm in game arcades	Keisuke KIDOWARA Masanobu ENDOH	Tokyo Polytechnic University Tokyo Polytechnic University			
			101C	A Development and Evaluation of Serious Game "Line Hitter" to Improve Cooperation Skill	Yujiro SUZUKI Megumi AIBARA Masakazu FURUICHI	Nihon University Nihon University Nihon University			
				Study on the Effective Elements of Attractive Game Playing	Naoto TAKAHASHI Masanobu ENDOH	Tokyo Polytechnic University Tokyo Polytechnic University			
			101D	VR Prototyping and verification of new fear video expression	Boxin ZHAO Yoshihiro KISHIMOTO Koji MIKAMI Kunio KONDO	Tokyo University of Technology Tokyo University of Technology Tokyo University of Technology Tokyo University of Technology			
				The Controller for Detecting Spirit of a Player	Hironori HARA Haruka KINOSHITA	Tokyo Polytechnic University Tokyo Polytechnic University			
				Study on Elements to Feel "Strategic" in Games	Makoto KONNO Masanobu ENDOH	Tokyo Polytechnic University Tokyo Polytechnic University			
			101E	Possibility and issues of games that user comments through web services affect game operations	Satoru MORIKAWA Kazuki MIYANISHI Hajime SAITO Tohru HIROHUKU Masato MAEDA	Hokkaido Information University Hokkaido Information University Hokkaido Information University Hokkaido Information University Electronics Development Computer College			
			12:10-13:00	Lunch		10103			
			13:00-13:10	Photo Session		10102			
			13:10-14:00	Session3	Keynote	10102	Biometrics and Digital Games	Mitsuhiro OGAWA	Teikyo University
			14:10-15:30	Session4	Game Design (Masanobu Endo)	10102	Proposal of high quality "Novel Game" development system	Masaru NAGAKU	National Institute of Informatics
Time-based structured model of game design for making better games/criticizing games	Sho IWAMOTO	GRIMOIRE OF GAME DESIGN							
Proposal of stochastic variations of Quantum Tic-tac-toe and development of the playing system	Yusei TOMIOKA Makoto SAKUTA	Fukuoka Institute of Technology Fukuoka Institute of Technology							
14:10-15:30	Session5	Serious Games (Toru Fujimoto)	10101	An Application and Evaluation of SGLM to Novel Game Development	Megumi AIBARA Atushi KOBAYASHI Masakazu FURUICHI	Nihon University Nihon University Nihon University			
				A Development and Evaluation of "Line Hitter" Serious Game to Improve Cooperation Skill	Yujiro SUZUKI Megumi AIBARA Masakazu FURUICHI	Nihon University Nihon University Nihon University			
				A novel attempt of gamified programming support in trading card game style that focuses on narrative mode of thought	Kanami KUROSAKI Seiya OHTSUKA Mitsuhiro OGAWA	Teikyo University Teikyo University Teikyo University			
15:40-16:40	Session6	Approach from the History of Games (Nobushige HICHIBE)	10102	Digital Game as Auditory Media	Takashi OBANA	Chubu University			
				Meaning of "Otome" in Otome Games	Chitoko KOIDE Takashi OBANA	Osaka Shoin Women's University Chubu University			
15:40-16:40	Session7	Games and Society (Yusuke KOYAMA)	10101	Game Piracy in Europe and America	NARANJO BEJARANO CARLOS GIL GIRON ANDRES	Kyoto School of Computer Science Kyoto School of Computer Science			
				Characteristics of Japanese type game in collaboration project	Kazutomoto TAKAHASHI Dootak MOON	Kyoto University Kyoto University			
16:50-17:00	Closing		10102	Student Award Ceremony Closing	Takeyasu ICHIKOHJI Masahito FUJIHARA	Program Chair General Chair			
17:30-19:30	Reception (PV Session)		5F, Bldg.9 CABIN						