

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 | | | | | | |