# 2018 DiGRA JAPAN Summer Conference Program

September 1, 2018
Meiji University, Surugadai Campus, Academy Common

| Time | Session | Name (Chair) | Room | Title | Presenter | Affiliation |
|---|---|---|---|---|---|---|
| 9:30-16:30 | Registration | | Lobby, 2F | | | |
| 10:00-10:10 | Opening | | A2-A3 Meeting room | Opening / Venue Announce | Nasanobu ENDOH / Shinichi NAKAZAWA | Research Committee Chair / General Chair |
| 10:10-11:30 | Session1 | Serious Games (Toru FUJIMOTO) | A2-A3 Meeting room | An Extension of Learning Motivation Improvement function of Serious Game FishyFishy! to Improve English Vocabulary Ability | Daiki KUBOTA / Masakazu FURUICHI / Megumi AIBARA / Jo SAKAGUCHI / Tomoko OI / Guy Cihi | College of Industrial Technology, Nihon University / College of Industrial Technology, Nihon University / College of Industrial Technology, Nihon University / College of Industrial Technology, Nihon University / College of Industrial Technology, Nihon University / Lexxica |
| | | | | Chain Connecting Decision Making Model of Enterprise Manager: from the Strategy to the Market of Consumer Game Enterprise | Satoru KAWAKAMI / Megumi AIBARA / Masakazu FURUICHI | Graduate School of Industrial Technology, Nihon University / Graduate School of Industrial Technology, Nihon University / Graduate School of Industrial Technology, Nihon University |
| | | | | Potential of Relationship between Game, Government and Publicity: On A Public PR Event connecting E-Sports and the Lower House Election in 2017 | Dai KURAHARA / Kenji ONO | School of Science and Engineering, Tokyo Denki University / Video Game Journalist |
| | Session2 | Games History (Daichi NAKAGAWA) | A5-A6 Meeting room | Translation Consideration of Official Game Titles in Unofficial Market: About the case of Nintendo and SCE | Liang YUXI | Graduate School of Ritsumeikan University |
| | | | | Analysis of Factors for the Game Arcade to Take Root in the Society: Based on the Field Survey on Germany | Yasuo KAWASAKI | Graduate School of Core Ethics and Frontier Sciences, Ritsumeikan University |
| | | | | The Exhibition of Games for Video game Consortium | Takashi Obana / Chitoko Koide | Chubu University / Osaka Shoin Women's University |
| | | | | Character of Heroines from OTOME Games | Chitoko Koide / Takashi Obana | Osaka Shoin Women's University / Chubu University |
| 11:30-12:10 | Interactive Session | | Foyer | Varification of compatibility between game design elements and idea method | Kazuki MIYANISHI | Faculty of Information Media, Hokkaido Information University |
| | | | | The influence of collaborative activities of online games on real-world group activity ability | Keisuke TAKADA | Institute of the Cultural Sciences, Chukyo University |
| | | | | Serious Game Development for programming education in elementary school | Tatsuya MORIMOTO | Graduate School of Tokyo Gakugei University |
| | | | | Study on the Elements of FPS that Japanese Players felt the worth. | Ryousuke MAEDA / Masanobu ENDOH | Faculty of Arts, Tokyo Polytechnic University / Faculty of Arts, Tokyo Polytechnic University |
| | | | | Analysis of a Qualitative Survey about Elements that Felt a Bargain in Digital Games | Takurou SHINOYAMA / Masanobu ENDOH | Faculty of Arts, Tokyo Polytechnic University / Faculty of Arts, Tokyo Polytechnic University |
| | | | | Analysis of a Qualitative Survey on Elements that Players Felt Properties of Games | Hiroki ENDO / Yusuke MATSUMOTO / Masanobu ENDOH | Faculty of Arts, Tokyo Polytechnic University / Faculty of Arts, Tokyo Polytechnic University / Faculty of Arts, Tokyo Polytechnic University |
| | | | | Analysis of a Qualitative Survey about Elements that Made Players Felt an Amusingness in Games | Mahiro NAKAMURA / Naoaki YOKOTA / Masanobu ENDOH | Faculty of Arts, Tokyo Polytechnic University / Faculty of Arts, Tokyo Polytechnic University / Faculty of Arts, Tokyo Polytechnic University |
| | | | | Studies on New Styles of Playing based on a Qualitative Survey about Play Experiences by Joy-Con | Yujiro YAMAMOTO / Masanobu ENDOH | Faculty of Arts, Tokyo Polytechnic University / Faculty of Arts, Tokyo Polytechnic University |
| 12:10-13:10 | Lunch | | | | | |
| 13:10-13:55 | Session3 | Planned Session1 | A2-A3 Meeting room | Current status and issues of "e-sports" promotion in Japan | Daichi NAKAGAWA / Nabezomu / Hiroyasu KATO | Meiji University Institute for Wild Science / Free lance / Seikei University |
| 13:55-15:15 | Session4 | Game-play Analysis (Hiroshi YAMAGUCHI) | A2-A3 Meeting room | How do smartphone users play "social game" apps active in Japan? :A log data analysis of smartphone use | Keisuke SHIRAISHI | Graduate School of Sociology, Rikkyo University |
| | | | | Attempt of pulse transit time measurement during game playing by using game-devices embedded sensors | Seiya OHTSUKA / Mitsuhiro OGAWA | Graduate School of Science and Engineering, Teikyo University / Faculty of Science and Engineering, Teikyo University |
| | Session5 | Game Design (Masanobu ENDOH) | A5-A6 Meeting room | A novel attempt of gamified programming support in trading card game style that focuses on narrative mode of thought; the third report | Mitsuhiro OGAWA / Seiya OHTSUKA | Faculty of Science and Engineering, Teikyo University / Graduate School of Science and Engineering, Teikyo University |
| | | | | Risks and reward in Space Invaders analyzed by Game Theory | Katsuteru TAKAHASHI | Free lance Programmer & Editor |
| | | | | Method of game designing education using board game | Hidehito SUZUKI | Human Academy Co.Ltd. |
| | | | | Varification of compatibility between game design elements and idea method | Kazuki MIYANISHI | Faculty of Information Media, Hokkaido Information University |
| 15:15-16:00 | Session6 | Game Technology / Archive (Youichiro MIYAKE) | A2-A3 Meeting room | Seisen Cerberus cross developer questionnaire: A Social Game Development Archive | Takashi IMAGIRE | Faculty of Art, Tokyo Polytechnic University |
| | | | | A Software Design of Intelligent Game Engine | Youichiro MIYAKE | Digital Games Research Association JAPAN |
| | Session7 | Planned Session2 | A5-A6 Meeting room | Workshop : Understanding the Concepts and Usage of Reviced Journal Format in 2018 | Akinori ITO | DiGRA Japan Editorial Board |
| 16:00-16:45 | Session8 | Planned Session3 | A2-A3 Meeting room | History of game maker PR business, looking back at the "Dragon Quest" era: The 10th DiGRA Japan Game Media SIG research presentation | Shigihara MORIHIRO / Hiroyuki TAKAHASHI / Kenji ONO | Free lance Writer / CAMELOT CO., LTD / Game Journalist |
| | Session9 | Planned Session4 | A5-A6 Meeting room | Preservation of NAMCO's Development Materials for Archive Collection and Its Future Utilization | Yoshihiro KISHIMOTO / Takefumi HYODO | Play and Learning Lab. / BANDAI NAMCO Studios Inc. |
| 16:45-17:30 | Session10 | Planned Session5 | A2-A3 Meeting room | The 80th anniversary of "Homo Ludens": The thing which is in the old layer of Gaming Human | Shinichi NAKAZAWA / Daichi NAKAGAWA | Meiji University Chief of Institute for Wild Science / Meiji University Institute for Wild Science |
| 17:30-17:40 | Closing | | A2-A3 Meeting room | Student Award Ceremony / Closing | Masahito FUJIAHRA / Kazufumi FUKUDA / Shinichi NAKAZAWA | Program Chair / Program Chair / General Chair |
| 17:40-17:45 | Photo Session | | A2-A3 Meeting room | | | |
| 18:00-20:00 | Reception | | Café Pensée (Academy Common) | | | |