

9th DiGRA JAPAN Annual Conference Programme
2019/3/3 (Sun) Okayama University of Science



Time	Session	Theme/Chair	Location	Titles	Authors(s)	Affiliation(s)	
9:30-16:30	Conference Registration		A1-2F				
10:00-10:10	Opening		A0122	Opening Address			
10:20-11:20	Topical Session 1		A0122	Game Education SIG Activity Report: Lessons Learned from the 7th Serious Game Jam and Gamification Activity Report	Yoshihiro Kishimoto	Play and Learning Lab.	
					Masakazu Furuichi	Nihon University	
					Megumi Aibara	Nihon University	
					Masahito Fujihara	Senshu University	
					Kenji Ono	Game Journalist	
10:20-11:20	Session 1	Internet Society and Games (Akiko Shibuya)	A0123	Effects of internet usage on psychiatric symptoms and social function	Makoto Goto	Game for IT, Inc.	
					Michitaka Yoshimura	Keio University	
					Momoko Kitazawa	Keio University	
					Taishiro Kishimoto	Keio University	
10:20-11:20	Session 1	Internet Society and Games (Akiko Shibuya)	A0123	A Preliminary Study toward the Development of SIR (shit-game is real) Index	Hiroshi Yamaguchi	Komazawa University	
				A survey on the impact of the coverage period on the pre-registration event in social games	Tatsuya Furuyama	Tokyo Polytechnic University	
					Takashi Imagire	Tokyo Polytechnic University	
11:30-12:30	Topical Session 2		A0122	Re-launched "Micom BASIC Magazine" - Report from editor and magazine contributor -	Keita Mizukami	HOSEI University	
					Taro Ohashi	DEMPA PUBLICATIONS, INC	
					Takahiro Nozaki	Teikyo University	
					Katsuhide Abe	Teikyo University	
					Mitsuhiro Ogawa	Teikyo University	
11:30-12:30	Session 2	Serious Games Development (Yoshihiro Kishimoto)	A0123	Development of a gamified programming learning support using trading card game style that focuses on narrative mode of thought	Toya Saito	Nihon University	
					Koji Suginuma	Nihon University	
					Nadia Gloenwald	University of the Arts Utrecht	
					Megumi Aibara	Nihon University	
11:30-12:30	Session 2	Serious Games Development (Yoshihiro Kishimoto)	A0123	A Prototype Development of XyloStories - a Serious Game to Support Music Teachers for Kids -	Masakazu Furuichi	Nihon University	
Lunch							
13:30-14:30	Keynote Speech 1	Takumi Naramura from NIGORO	A0122	Live Locally and Sell Globally	Takumi Nakamura	NIGORO / Asterizm	
14:45-15:45	Keynote Speech 2	Tetsuya Ueno from Hayashibara Museum of Art	A0122	Japanese Swords, Games and Museum	Tetsuya Ueno	Hayashibara Museum of Art	
Break							
16:15-17:15	Interactive Session		A0121	Beginner Support Focused on Pick in First Person Shooting	Tomone Maekawa	Okayama University of Science	
					Tomoki Kajinami	Okayama University of Science	
					A study on the difference between games for women and games for men in the same genre	Yuzuka Suzuki	Tokyo University of Technology
						Koji Mikami	Tokyo University of Technology
						Taichi Morinaka	Tokyo University of Technology
					Procedure generation of undulating footprints considering the nature of the ground and the shape of the foot	Yoshihisa Kanematsu	Tokyo University of Technology
						Koji Mikami	Tokyo University of Technology
					MEJMVision: Proposal of experience sharing method for location-based VR	Genta Maejima	Tokyo University of Technology
						Yoshihisa Kanematsu	Tokyo University of Technology
						Koji Mikami	Tokyo University of Technology
					Automatic setting of ability value in consideration of physical characteristics in procedural generation of game character	Mika Inomaki	Tokyo University of Technology
						Yoshihisa Kanematsu	Tokyo University of Technology
						Koji Mikami	Tokyo University of Technology
					A Development of Digital FUKUWARAI a Traditional Japanese Game to Accelerate Intergenerational Communications	Saika Shioya	Nihon University
						Honami Iida	Nihon University
	Wang Xiaotong	Nihon University					
	Toya Saito	Nihon University					
	Megumi Aibara	Nihon University					
	Masakazu Furuichi	Nihon University					
Branching and scenario writers	Masaru Nagaku	National Institute of Informatics					
16:15-17:15	Interactive Session		A0121	Game Education SIG Activity Report: Lessons Learned from the 7th Serious Game Jam and Gamification Activity Report	Yoshihiro Kishimoto	Play and Learning Lab.	
					Masakazu Furuichi	Nihon University	
					Megumi Aibara	Nihon University	
					Masahito Fujihara	Senshu University	
					Kenji Ono	Game Journalist	
16:15-17:15	Interactive Session		A0121	A Prototype Development of XyloStories - a Serious Game to Support Music Teachers for Kids -	Makoto Goto	Game for IT, Inc.	
					Toya Saito	Nihon University	
					Koji Suginuma	Nihon University	
					Nadia Gloenwald	University of the Arts Utrecht	
16:15-17:15	Interactive Session		A0121	Study on Viewing Attitude and Viewpoint of Movie in VR Viewing Experience	Megumi Aibara	Nihon University	
					Masakazu Furuichi	Nihon University	
					Hiroki Endo	Tokyo Polytechnic University	
17:30-19:30	Conference Reception		A1-11F Lounge		Masanobu Endoh	Tokyo Polytechnic University	

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9:30-15:30	Conference Registration		A1-2F				
10:00-11:00	DiGRA-J Annual Meeting		A0122				
11:10-12:10	Session 3	Media Mix (Nobushige Kobayashi)	A0122	Emergence and Development of the Chinese Media Mix - Comparative Case Studies of Game Studios in China-	Akinori Nakamura	Ritsumeikan University	
				Research of " Women's Games" based on the game magazines	Takashi Obana	Chubu University	
	Session 4	e-Sports (Takashi Imagire)	A0123	Electronic Sports Athlete's Complaints and Consideration of Acupuncture - Interview Survey of Pro-gamers -	You Hiramatsu	Tokyo Ariake University of Medical and Health Science	
					Tomoaki Takanashi	Tokyo Ariake University of Medical and Health Science	
					Hiroyoshi Yajima	Tokyo Ariake University of Medical and Health Science	
					Miho Takayama	Tokyo Ariake University of Medical and Health Science	
					Crystal L. Partil	University of Illinois at Chicago	
					Judith M. Schlaeger	University of Illinois at Chicago	
					Nobuari Takakura	Tokyo Ariake University of Medical and Health Science	
					Watching Support Focused on Characters' Move and Stamina in Fighting Game	Yousuke Miyauchi	Okayama University of Science
An Interface for Supporting Post-Match Play-by-Play Analysis of a Fighting Game Based on the Players' Eye Movements	Tomoki Kajinami	Okayama University of Science					
Lunch							
13:00-14:20	Session 5	Technological Development (Koji Mikami)	A0122	A Software Implement of Intelligent Game Engine	Youchiro Miyake	DiGRA Japan	
				A Study on Stage Generation for 2D Action Game based on DC-GAN	Kotaro Nagahiro	Osaka Institute of Technology	
					Sho Ooi	Ritsumeikan University	
					Mutsuo Sano	Osaka Institute of Technology	
					Seiya Otsuka	Teikyo University	
	Session 6	Research on Players (Masanobu Endoh)	A0123	Physiological measurement by game devices embedded sensor and its application for future health care	YanJun Sun	Teikyo University	
					Mitsuhiro Ogawa	Teikyo University	
					Attempt of open source hardware of physiological measurement system during game playing	Tatsuya Hirose	Teikyo University
						Seiya Otsuka	Teikyo University
						YanJun Sun	Teikyo University
	Mitsuhiro Ogawa	Teikyo University					
Session 7	History and Formation Process (Akinori Nakamura)	A0122	Methodological Considerations of Oral History Collection for Video Games: Through the Practice of Game Oral History Project	Kazufumi Fukuda	Ritsumeikan University		
				Fumihiko Ikuine	Tsukuba University		
				Akito Inoue	Ritsumeikan University		
				Morihiro Shigihara	Journalist		
				Hiroshi Shimizu	Hitotsubashi University		
15:40-16:20	Session 9	Game Analysis (Takashi Obana)	A0122	Attempt to conserve game culture. - KMD x IGCC -	Keita Mizukami	Hosei University	
				The analysis of social fixing factor of game arcade that overlook from prehistory -Centering around a relation with the social regulation to gambling-	Yasuo Kawasaki	Ritsumeikan University	
	Session 10	Gamification (Tohru Fujimoto)	A0123	Study on Viewing Attitude and Viewpoint of Movie in VR Viewing Experience	Hiroki Endo	Tokyo Polytechnic University	
					Masanobu Endoh	Tokyo Polytechnic University	
					Boxin Zhao	Tokyo University of Technology	
					Yoshihisa Kanematsu	Tokyo University of Technology	
					Naoya Tsuruta	Tokyo University of Technology	
					Kunio Kondo	Tokyo University of Technology	
					Koji Mikami	Tokyo University of Technology	
					Xiaoran Cai	Tokyo University of Technology	
Session 9	Game Analysis (Takashi Obana)	A0122	The Research on Virtual Reality Sickness with Advancing Color and Receding Color	Yoshitaka Kanematsu	Tokyo University of Technology		
				Naoya Tsuruta	Tokyo University of Technology		
Session 9	Game Analysis (Takashi Obana)	A0122	Characteristics of "OTOME game" seen from the smartphone application 'Ikemen series'	Chitoko Koide	Osaka Shoin Women's University		
				Takashi Obana	Chubu University		
Session 9	Game Analysis (Takashi Obana)	A0122	Preliminary study on Development a Selecting Method for Analyzing Music Pieces in Franchise from the aspect of Dual Functionality - Case Study on Analyzing Music of "Tales of the Abyss" -	Ubu Sato	Tokyo University of Technology		
				Akinori Ito	Tokyo University of Technology		
Session 10	Gamification (Tohru Fujimoto)	A0123	A Study on the Effect of a Problem-Solving Game for Team Building	Ken'ichiro Ito	Tokyo University of Technology		
				Yuki Fukuyama	Meisei University		
Session 10	Gamification (Tohru Fujimoto)	A0123	The Process Design of Japanese Learning Using Gamification	Yan Jiao	Ritsumeikan University		
				Emiko Hirota	Ritsumeikan University		
Session 10	Gamification (Tohru Fujimoto)	A0123	The Process Design of Japanese Learning Using Gamification	Mitsuko Fujisaki	Ritsumeikan University		
				Misaki Yamaguchi	Ritsumeikan University		
Session 10	Gamification (Tohru Fujimoto)	A0123	The Process Design of Japanese Learning Using Gamification	Yehang Jiang	Ritsumeikan University		
16:55-17:10	Closing		A0122				