

9:00-16:30	Registration				
9:30-9:40	Opening	Zonshin 207	Opening Venue Announce	Koichi HOSOI Takashi OBANA Toru FUJIMOTO Kazufumi FUKUDA	
9:40-11:00	Planned Session1	Zonshin 207	The Preservation of Japanese Games in the 1970s and 1980s: Current Status and Prospects	Yoshihiro KISHIMOTO Takefumi HYODO Youichiro MIYAKE Masayuki UEMURA	Play and Learning Lab. Bandai Namco Research Inc. DiGRA JAPAN Ritsumeikan University
11:00-12:30	Interactive Session	Zonshin 207	Fast Forward		
		Soshikan Training room 4	Analysis of a Qualitative Survey on Elements that Players Felt Exhilaration of Games	Michitaka Nakai	Tokyo Polytechnic University
			A Qualitative Survey on Digital Games of Female Player Favorites	Rika UEDA	Tokyo Polytechnic University.
			The Possibility of Game Playing in Stage of 2D Action Game using DC-GAN	Kotaro NAGAHIRO	Major in Information Science and Technology, Osaka Institute of Technology
			Influence of collaborative activities in massively multiplayer online role-playing games on real-world group activity: Examining causality using panel data for three time points	Keisuke TAKADA	University of Shizuoka, Junior College
			Possibility of using Game development related materials from the Exhibition	Chitoko KOIDE	Osaka Shoin Women's University
			Gamedo: A Face of Ludology to understand Japanese Game Culture	Masanobu ENDOH	Tokyo Polytechnic University.
			Game meets Club Culture	Shigeo TOSAKI	
			Games for Government Publicity -Serious Games in the Next Generation: let us analyze their present and future perspectives-	Dai KURAHARA	Researcher,Gunji-Mondai Kenkyu-kai (Research Group of Military Affairs for Peoples)
			Serious Games and Modeling & Simulation, What are the Differences?	Masakazu FURUICHI	College of Industrial Technology, Nihon University
Investigation on The Continuity and Easiness of Japanese Learning System Using Gamification	YAN JIAO		Graduate School of Ritsumeikan University		
Research on the audience awareness for the animations whose origins are the social games	Kouki DOUSEN	Graduate School of Engineering and Science, Shibaura Institute of Technology University			
12:30-13:00	Lunch				
13:00-14:15	Planned Session2	Zonshin 207	Gamification for Educational Purposes in Japan	Toru FUJIMOTO Shunya HAMADA Yuki FUKUYAMA	University of Tokyo Kyoto University Meisei University
14:20-15:50	Planned Session2	Zonshin 207	Games for Health: Advancements in Japan	Toru FUJIMOTO Hironori SAKAI Ayako SHIMIZU Tetsuro MAKINO Tsutomu MITAMURA Hiroyuki MATSUGUMA	University of Tokyo Graduate School of Human Sciences, Waseda University HIKARI Lab Inc. Favary Inc. TANOTECH Co.LTD. Kyushu University
16:00-16:50	Planned Session3	Zonshin 207	The differences between the Japanese and foreign gaming medias conception	Morihiro SHIGIHARA Kenji ONO Florent Gorges Kagotani Christophe	FreeranceWriter (Dibra JAPAN Game Media SIG Representative) Game Journalist Omaké Books Freelance Consultant
17:00-18:00	Planned Session4	Zonshin 207	Toward to Increase Cultural Value of e-Sports	Tomoki KAJINAMI You HIRAMATSU Shinji R. YAMANE	Faculty of Information and Communication, Bunkyo University Tokyo Ariake University of Medical and Health Science, Affiliated Acupuncture and Moxibustion Center Department of Information Science, Okayama University of Science
18:00-18:05	Planned Session4	Zonshin 207	Closing	Koichi HOSOI Takashi OBANA Toru FUJIMOTO Kazufumi FUKUDA	