

Time	Session	Theme	Location	Titles	Authors(s)	Affiliation(s)
9:00-16:00	Conference Registration		Yongo Kan 1F hall			
9:50-10:00	Opening		4301	Opening Address	Takayuki Nakamura	Programme Committee Chair
10:00-11:00	Session1	VR (Takashi Imagire)	4301	Reduction of VR sickness and Improvement of immersive by application of mask considering vection	Mizuki Chiba Yosuke Nakamura Daichi Watanabe Koji Mikami	Tokyo University of Technology Tokyo University of Technology Tokyo University of Technology Tokyo University of Technology
				Studies on Independent VR Game Studios and their global marketing strategies	Akinori Nakamura	Ritsumeikan University
	Session2	Games and Culture (Nobushige Hichibe)	4402	Proposal of Data model of Video game Database	Kazufumi Fukuda Akito Inoue Koichi Hosoi	Ritsumeikan University Ritsumeikan University Ritsumeikan University
				An Anthropological Approach towards Resarch on Video Games What is important Games title? ; Finding distinctive bias of game title selection in awards,museums,sales.	Mattias van Ommen Akito Inoue Kazufumi Fukuda	Sophia University, Univ. of Hawaii at Manoa Ritsumeikan University Ritsumeikan University
11:10-12:10	Session3	Sound / Analysis (Takashi Obana)	4301	A Research on Methods and Parameters for in-Game Ecosystem Expressions by Music in case of "Monster Hunter" Series	Kazuki Harada Akinori Ito Ken-ichiro Ito	Tokyo University of Technology Tokyo University of Technology Tokyo University of Technology
				An Analysis of GameSound Functions Based on Sense of Ownership and Sense of Agency	Daiki Yawata Akinori Ito Ken-ichiro Ito	Tokyo University of Technology Tokyo University of Technology Tokyo University of Technology
				Framing of one's character: Analysis of Persona 5 using Fine's three-layered model	Ji Soo Lim	The University of Tokyo
	Session4	Education (Yoshihiro Kishimoto)	4402	A Review of Recent Research on Game-based Learning	Toru Fujimoto	The University of Tokyo
				A Taxonomy and Survey of Game Software in Programming Learning Tools for Beginners	Daisuke Saito Ayana Sasaki Yoshiaki Fukazawa Hironori Washizaki Yusuke Muto	Waseda University Waseda University Waseda University Waseda University Fuji Television Kids Entertainment,Inc.
				Practice of Game-based Teaching Material "nocobon" for Familiarizing with science	Yuki Fukuyama Seiko Shineha Arisa Ema	The University of Tokyo The University of Tokyo The University of Tokyo
12:10-13:10	Lunch					
13:10-14:10	Session5	Game Design 1 (Koji Mikami)	4301	Proposal of EMCE Framework for game design analysis and an approach to get game ideas	Takayuki Nakamura	Kanagawa Institute of Technology
				Game idea generation using idea method and its evaluation	Kazuki Miyanishi	Hokkaido Information University
				The Ludic Framework: A Theory of Meaningful Gameplay	Frederic Seraphine	The University of Tokyo
	Session 6	Gamification (Akito Inoue)	4402	The process design of Japanese learning based on Gamification	Yan Jiao Emiko Hirota Misaki Yamaguchi Mitsuko Fujisaki Yehang Jiang	Ritsumeikan University Ritsumeikan University Ritsumeikan University Ritsumeikan University Ritsumeikan University
				A Gamifying for Step-by-Step Eye Tracking Training	Kazuhiro Kaneko Fumihito Ito Tomoya Miyashita Masahiko Nawate	Shimane University Shimane University Shimane University Shimane University
				A Gamifying for Revitalization of Barrier Free Map Application using a Smart Phone	Fumihito Ito Yuriko Oda Yoichi Oda Yuichiro Hayashi Kentaro Yoshifuji	Shimane University NPO PADM NPO PADM NPO PADM OryLab Inc.
14:20-15:20	Topical Session1		4301	History and Future of Game Engines	Takashi Imagire Youichiro Miyake	Tokyo Polytechnic University DiGRA Japan Research Committee
	Topical Session2		4402	How to Write a Top Conference Paper, Journal Paper, Academic Publishing	Shinji Yamane Nobushige Hichibe Akiko Shibuya	IGDA Japan, Okayama Univ. of Science Foundation for Multimedia Communications Soka University
15:30-16:30	Topical Session3		4301	Discussion for Frontier of Game sound Studies	Takashi Obana Akinori Ito Tomoya Kishi Tetsuzaku Nakanishi	Chubu University Tokyo University of Technology CAPCOM CO., LTD. BANDAI NAMCO Studios Inc.
	Topical Session4		4402	Cognitive Behavioral Therapy and Digital Game	Youichiro Miyake Ayako Shimizu Toru Fujimoto	SQUARE ENIX CO., LTD. HIKARI Lab Inc. The University of Tokyo
	Topical Session5		4401	Game Education SIG Activity Report : Lessons Learned from the 5th Serious Game Jam and the 1st Serious & Applied Game Summit	Yoshihiro Kishimoto Masakazu Furuichi Masahito Fujihara Megumi Aibara	Tokyo University of Technology Nihon University Senshu University Nihon University

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16:40-17:40	Interactive Session (Core Time)		5F Open Room	Than the investigation of the graphic correction in the home transplant of the study on standard - adult game pro-sex expression of the CERO ethic rule ..	Kabuto Watanabe Masanobu Endoh	Tokyo Polytechnic University
				A Development of Jump Rope Training Serious Game to Improve Cooperation Skill of Children	Koyo Arai Yushi Kijima Hisanaga Kuroda Megumi Aibara Masakazu Furuichi	Nihon University
				Testing a prototype of shooting game by using the device which chase the sight of players	Yuki Ikenoue Yoshihiro Kishimoto Koji Mikami	Tokyo University of Technology
				Prototype of a learning experience software of game production for children and hold a workshop	Yuusuke Yamamoto Kazuki Murakami Yoshihiro Kishimoto Koji Mikami	Tokyo University of Technology
				Structure of Fusion and Separation in Game Sounds from the Perspective of Sign / Symbol Based on J?rgensen's Classification Method	Ryohei Kasuya Akinori Ito Ken-ichiro Ito	Tokyo University of Technology
				Investigating online text chat in table-top roleplaying games: using quantitative text analysis	Muneyuki Takahashi Akito Inoue	Ritsumeikan University
				Relationship between the age of starting play of the game and the quality and quantity of real-world interpersonal relationships	Keisuke Takada	Chukyo University
				The Ludic Framework: A Theory of Meaningful Gameplay	Frederic Seraphine	The University of Tokyo
				Study on Presence in VR Game - Implementation Verification of Game Design Considering Presence -	Yusuke Numazaki Kota Nakagaki	Tokyo Polytechnic University
				Game idea generation using idea method and its evaluation	Kazuki Miyanishi	Hokkaido Information University
				An attempt of physiological measurement having high compatibility with a game-device	Seiya Ohtsuka Kanami Kurosaki Mitsuhiro Ogawa	Teikyo University
				Reduction of VR sickness and Improvement of immersive by application of mask considering vection	Mizuki Chiba Yosuke Nakamura Daichi Watanabe Koji Mikami	Tokyo University of Technology
				A Research on Methods and Parameters for in-Game Ecosystem Expressions by Music in case of "Monster Hunter" Series	Kazuki Harada Akinori Ito Ken-ichiro Ito	Tokyo University of Technology
				A Gamifying for Step-by-Step Eye Tracking Training	Kazuhiro Kaneko Fumihito Ito Tomiya Miyashita Masahiko Nawate	Shimane University
				17:50-19:50	Conference Reception	

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9:50-16:00	Conference Registration		Yongo Kan 1F hall		
10:20-11:20	DiGRA-J Annual Meeting		4301		
11:30-12:30	Session7	Globalization (Akinori Nakamura)	4301	Current state of Spanish video game industry	Carlos Naranjo Bejarano Kyoto Computer Gakuin
				Comparative Analysis of Japanese and American game arcade history	Yasuo Kawasaki Ritsumeikan University
				Information Society and Digital Games: Research Project about Locations-Based Games at Tampere University Game Research Lab	Nobushige Hichibe Foundation for Multimedia Communications
				The Mentality and Social Approval of Chinese Esports Players	Chen Ma Yusuke Koyama Shibaura Institute of Technology Shibaura Institute of Technology
	Session8	Games and Psychology (Akiko Shibuya)	4402	Correlation of Flow Experience with Arousal in Gameplay: Part 2	Tomohiro Kimura The University of Tokyo
				An attempt of physiological measurement having high compatibility with a game-device	Seiya Otsuka Kanami Kurosaki Mitsuhiro Ogawa Teikyo University Teikyo University Teikyo University
				Strategy of consolation in otome game	Shunsuke Mukae Yutong Liu Ritsumeikan University Ritsumeikan University
12:30-13:30	Lunch				
13:30-14:50	Keynote Speech		4301	Critical Cycling	Masayuki Akamatsu Institute of Advanced Media Arts and Chubu University
15:00-15:40	Session9	Game Design 2 (Takayuki Nakamura)	4301	Research of Game Design for "Women's Games (OTOME Games)"	Takashi Obana Chitoko Koide Osaka Shoin Women's University
				Study on Presence in VR Game - Implementation Verification of Game Design Considering Presence -	Yusuke Numazaki Kota Nakagaki Masanobu Endoh Tokyo Polytechnic University Tokyo Polytechnic University
	Session10	AI (Youichiro Miyake)	4402	Development of Real-World Agent System that Plays Werewolf Game	Takuya Toyono Hirotaka Osawa University of Tsukuba
				Analysis of Agents for AI Wolf Contest	Fujio Toriumi Kosuke Shinoda Hirotaka Osawa Youichiro Miyake The University of Tokyo The University of Electro-Communications University of Tsukuba SQUARE ENIX CO., LTD.
15:50-16:50	Session11	Game Development (Masanobu Endoh)	4301	Research on Design Patterns for Game Sound between event triggers.	Nonoka Watanabe Akinori Ito Ken-ichiro Ito Tokyo University of Technology Tokyo University of Technology
				Research on state transition analysis of game app utilization for multi event log data	Mao Nishiguchi Katsuyuki Ariei Fujio Toriumi Metaps Inc. Metaps Inc.
				A case of gradual introduction of agile method in team game development in graduation production.	Takashi Imagire Tokyo Polytechnic University
	Session12	Games and Industry (Koichi Hosoi)	4402	Perspectives in history of video game industry in Japan	Yusuke Koyama Shibaura Institute of Technology
				The Acticity of "GAIRA"; Case of Game Academic-Industry Cooperation	Shin Yamada Nagoya Kougakuin College
16:55-17:10	Closing		4301		