

DiGRA JAPAN 8th Annual Conference Programme



2018/38/2(Fri) Fukuoka Institute of Technology , Junior College

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Time	Session	Theme	Location	Titles	Author	Affiliation
9:30-16:00	Conference Registration		Refresh Corner			
9:50-10:00	Opening		Room B45	Opening Adress		
10:00-11:10	Session 1	Game Design (Takayuki Nakamura)	Room B45	Study on anger elements and their effects in digital games	Sakaki Shunsuke	Tokyo Polytechnic University
				Study on a Game Designing Method which makes a Strategic Feeling in Incomplete Information Games	ENDOH Masanobu	Tokyo Polytechnic University
				A novel attempt of gamified programming support in trading card game style that focuses on narrative mode of thought; the 2nd report	Kanami Kurosaki	Faculty of Science and Engineering
		Play Analysis 1 (Yoichiro Miyake)	Room B44	Attempt of heart rate variability analysis from forehead photoplethysmography	Seiya Otsuka	Graduate School of Science and Engineering, Teikyo University
Game-devices as basis of physiological measurements	Kanami Kurosaki			Faculty of Science and Engineering		
11:10-11:20	Break					
11:20-12:30	Session 2	Text Analysis (Akito Inoue)	Room B45	Various aspects of recollection narrative—"Norwegian Wood" and "Tomoyo After"—	Hiroteru KAMATA	Graduate School of Education, Tokyo Gakugei University
				The Rhetoric of Undertale – Ludonarrative Dissonance and Symbolism –	Frederic SERAPHINE	Graduate School of Interdisciplinary Information Studies, ITASIA, The University of Tokyo
		Soud (Takashi Obana)	Room B44	Fundamental Study on the Influence of Sound Effect on 'Warmth' Effect of Smartphone Game	Satomi Sakamoto	Faculty of Media Science, Tokyo University of Technology
				A Prototype Development of "FloorPad" - An Interactive Music Playing System Played by the Body Motion of Cooperative	Toya Saito	Nihon University, College of Industrial Technology
12:30-13:30	Lunch					
13:30-15:00	Session 3	Game Development (Kosuke Kaneko)	Room B45	An Intelligent Game Engine Design	Youichiro MIYAKE	DiGRA JAPAN
				Between Freedom and Constraint: ROM Hacking of Pokemon Games	Fanny BARNABÉ	University of Liège, Liège Game Lab, Faculty of Philosophy and Letters
				Software Reliability Evaluation in Mobile Game Development	Ken Kakizaki	CYBIRD Co.,Ltd.
				Usage Motivation Reduction Method of Smartphone for Game Contents	Yuta TAGUCHI	Okayama University of Science
		Market Research 1 (Akinori Nakamura)	Room B44	Analysis of real-user's data on social game for smartphone by Maslow's Hierarchy of needs	Masanari Himeno	KLab Inc.
				Survey on billing behaviors of smartphone game users	Yuhsuke Koyama	Shibaura Institute of Technology
				An analysis of user attributions of smartphone games – In the light of game design and fun of playing comparison –	Ema TANAKA	Foundation for Multimedia Communications
Multiple correspondence analysis of the relationship between "Pokemon GO" play and social attributes	Nobushige Hichibe	The Foundation for MultiMedia Communications				
15:00-15:10	Break					
15:10-16:20	Session 4	Serious Game 1 (Toru Fujimoto)	Room B45	Prototype Development of Adaptive e-learning System for English Learning	Yuga OMORI	National Institute of Technology, Kitakyushu College
				Initial evaluation and a development Improvement of the serious game "Fishy Fishy" for Improving vocabulary skills in English	Sakaguchi Jo	Nihon University, College of Industrial Technology
		History & Archives 1 (Masanobu Endo)	Room B44	A Development of the Metadata Model for Video Game Cataloging – Focusing on Bibliographic Relationships –	Kazufumi Fukuda	Kinugasa Research Organization
				The Possibility of Video Game Consortium	Akito INOUE	Ritsumeikan University
16:20-16:30	Break					

16:40-17:40	Interactive Session (Core Time)	Room B43, B44	Examples of game production for the visually impaired	Anraku Kiyosada	Kyushu University
			Proposal of Level Design for Hidden Object Games Using Eye Movement	Asuka Wakizaka	Tokyo University of Technology
			Why university student give up to be employed in game industry?	Dosen Koki	Shibaura Institute of Technology
			An Investigation of UI what User Prefer in VR Game using Customization Functions	Mai Miyazawa	Faculty of Media, Tokyo University of Technology
			A Research of system design of to encourage voluntary quit for preventing replay desire loss in games	Shota Homma	Tokyo University of Technology Graduate School of Media Science
			Brainstorming idea visualization system in game production	Shunya Ogawa	Tokyo University of Technology
			Verification using "delimiter" on spontaneous play time control of players of social RPG	Naoki AIDA	Faculty of Media, Tokyo University of Technology
			A research on the difference of difficulty recognition based on attack frequency and power of a Gun.	Tomohiro Nagai	Tokyo University of Technology
			Making a Game for the Elderly -"CRUSH!" The Random Shooting Game-	Tsuyoshi MATSUNOSHITA	Graduate school of Design, Kyushu University
			Development and evaluation of game design learning software to learn difficulty	Ryunosuke Hayashi	School of Media Science, Tokyo University of Technology
			A Work of AR Content "TekuTekuPhoto" that Communicates with Characters on the Screen - Photo Shoot by Characters -	Saki MURAOKA	Faculty of Design, Kyushu University
			The Rhetoric of Undertale - Ludonarrative Dissonance and Symbolism -	SERAPHINE Frederic	The University of Tokyo - Graduate School of Interdisciplinary Information Studies
			A Prototype Development of "FloorPad" - An Interactive Music Playing System Played by the Body Motion of Cooperative Persons	Toya Saito	Nihon University, College of Industrial Technology
			Implementation report of The 6th Serious Game Jam~English Please!~	Megumi AIBARA	Nihon University, Graduate School of Industrial Technology
18:00-20:00	Conference Reception	Restaurant Oasis			

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9:30-16:00	Conference Registration		Refresh Corner			
10:00-11:00	DiGRA-J Annual Meeting		Room B45			
11:10-12:20	Session 5	Play Analysis 2 (Koji Mikami)	Room B45	Team Play Analysis Support Based on Direction Covered and Distance Covered in FPS Game	Kento HIROHATA	Okayama University of Science
				Level of interpretation and motives of prosocial behavior in digital games	LIM, Ji Soo	The University of Tokyo
		History & Archives 2 (Kazufumi Fukuda)	Room B44	The Analysis of "News of Industry Condition" of Specialized Journal of Japanese Game Arcade in 1980s-1990s:History of Arcade Video Games looking over Transition of Store Sales	Kawasaki Yasuo	Ritsumeikan University Graduate of Core Ethics and Future Sciences
				Reconsideration about "Symphonic Suite Dragon Quest"	OBANA, Takashi	Chubu University
12:20-13:30	Lunch					
13:30-14:30	Keynote Speech		Room B45			
14:40-15:50	Session 6	Serious Game2 (Hiroyuki Matsuguma)	Room B45	Introduction and Effective Evaluation of Serious Game with Sugoroku's Competitiveness, Progress Visualization and Probability Elements	Tomomi ISHII	Nihon University, College of Industrial Technology
				The Effect of Mental Health Education Game on the Trust of Employees	Hironori SAKAI	Graduate School of Human Sciences, Waseda University
				Consideration as a tourism contents by the Experience-based Detective Games.	YAMAMOTO Kunihiro	Yoshino Visitors Bureau
		Market Research 2 (Nobushige Hichibe)	Room B44	Current status of game engines in doujin games	Takashi Imagire	Tokyo Polytechnic University
				Studies on the emerging of digital game industry in China and its Globalization	Akinori Nakamura	College of Image Arts and Sciences, Ritsumeikan University
				Career Development and Issues of Game Developers in their Mid-career	Masahito FUJIHARA	Senshu University
16:00-17:00	Topical Session		Room B44	Game Education SIG Activity Report : Serious Game Jams in Other Countries and Our Future Goals	Masakazu Furuichi	Nihon University
				Game Education SIG Activity Report : Lessons Learned from the 6th Serious Game Jam and the Future of Serious Game Jam	Yoshihiro KISHIMOTO	Tokyo University of Technology
17:10-17:20	Closing		Room B45			