

2020 DiGRA JAPAN Summer Conference Program



September 6, 2020
Online Conference

10-Aug-20

Time	Session	Theme (Chair)	Room	Title	Presenter	Institution
10:45	Open					
11:00-12:00	General meeting		zoom 1	(※Only for the members of DiGRA Japan)		
12:00-13:00	Lunch					
12:50-13:00	Session 1	Opening speech	zoom 2		Toru FUJIMOTO	General Chair
13:00-14:00		Keynote (MC : Toru FUJIMOTO)		The History of Thinking Games and AI in Japan: From the Ancient Times to the Present	Hitoshi MATSUBARA	The University of Tokyo
14:15-15:00	Session 2	Lightning Talk Session (Kazufumi FUKUDA)	zoom 3	Homo Ludens Ordinatrum; co-evolution of human and digital game	Mitsuhiro OGAWA	Teikyo University
				Validation of mimesis in "TEKKEN7"	Wakana HIRAI	Tokyo Passing Seminar
				A study of cognitive training through e-sports for the elderly	Teramitsu MIZUKUNI	Heisei International University
				A Study of an Online Gaming Community in Japan	Fumiichi KONDO	Fumiichi Kondo Society for the Study of Games
				A Study on Connection between Background Music in Visual Novel Games and Player Immersion	Atsushi YAMAJI	Osaka Electro-Communication University
				Workshop method of visualizing the player experience by drawing the flow of emotion	Daiki SATOI	SQUARE ENIX CO., LTD.
				The report about an introduction to the history of the video game and an exercise on key layout correction with Scratch	Kenji ONO	Independent
				A Survey of Effective Game Elements for Learning in Games for Developing Programmatic Thinking Skills	Yuki TAKUNO	Fundamental Science and Engineering of Waseda University
				An Attempt to Introduce Gamification to the Class with Experiencing and Creating Quizzes: For International Students	Yuanzhou LI	Department of Teacher Education, Graduate School of Education, Yokohama National University
				Current state of online in the field of education and trial of programming learning by region	Shinya MIYAGAWA	Free-lance
15:15-16:45	Session 3	Planned Session 1	zoom 4	New Frontier of Serious Games	Yuki FUKUYAMA	Kwansei Gakuin University
				Prototype of an Online Escape Game to Experience How to Examine Historical Materials	Yuki FUKUYAMA Moeko AKASHI Eriko KIGUCHI	Kwansei Gakuin University Chiba University Hachioji Gakuen Hachioji Junior and Senior High School
				An Examination of the Relationship between the Motivation for Death Studies and Learning through Games	Hironori SAKAI Yasufumi Osono Michikazu ONO	Waseda University National Defense Medical College Waseda University
	Session 4	Planned Session 2	zoom 5	Characteristics of Digital Game Players in Japan, U.K., and China: Results of an International Comparative Survey	Yuhsuke KOYAMA	Shibaura Institute of Technology
				Characteristics of Digital Game Players in Japan, UK and China: Results of an International Comparative Study	Nobushige KOBAYASHI Ema TANAKA Yuhsuke KOYAMA	Tohoku Gakuin University Meiji University Shibaura Institute of Technology
				Characteristics of Digital Game Culture in Japan, UK and China: Results of an International Comparative Survey	Ema TANAKA Yuhsuke KOYAMA Nobushige KOBAYASHI	Meiji University Shibaura Institute of Technology Tohoku Gakuin University
A Comparative Analysis of Billing Behavior in Japan, the United Kingdom and China				Yuhsuke KOYAMA Nobushige KOBAYASHI Ema TANAKA	Shibaura Institute of Technology Tohoku Gakuin University Meiji University	
				Correlation between Preference and Online Game Charges: Results of a Survey of Japanese Elementary, Middle, and High School Students	Tetsuya KAWAMURA	Japan University of Economics
16:45-18:15	Session 5	Planned Session 3	zoom 4	New possibilities for game media and game education through the online "Bit Summit Gaiden"	Morihiro SHIGIHARA Shoichi TOMINAGA Takeshi ISHIKAWA Kenji ONO Yoshihiro KISHIMOTO	Freelance writer Q-Games Skeleton Crew Studio Freelance video game journalist Play and Learning Lab. (Kishimoto Lab.)
	Session 6	Planned Session 4	zoom 5	The Depiction of "General will", in 2000s "JRPG"s as Interactive Media: A Suggestion of Narratology Theories	Yuna NAKAO Yuuki MATSUI	Graduate School of Social Science, Hitotsubashi University Graduate School of Library, Information, and Media Studies, University of Tsukuba
18:15-18:30	Closing		zoom 4	Closing	Toru FUJIMOTO Kazufumi FUKUDA	General Chair Program Chair
18:45-20:00	Online gathering		zoom 6-			