

ゲームスタディーズのフロンティア2

NEW AVENUES IN GAME STUDIES

言語: 英語
Language: English

2023.3.16 (Thur) 13:00

Place

RITSUMEIKAN UNIVERSITY KINUGASA CAMPUS

HIRAI KAICHIRO MEMORIAL LIBRARY, 1F CONFERENCE ROOM

Schedule

13:00	WELCOME	
13:10	SUSANA TOSCA AKITO INOUE STEFANO GUALENI	REPETITION, GAMES, AND EVERYDAY LIFE VIDEOGAME AND REAL WORLD ON FICTIONAL GAMES
14:40	BREAK	
15:00	DANIEL VELLA COSTANTINO OLIVA VICTOR NAVARRO REMESAL	THE LUDIC SUBLIME AND LUDIC IRONY: FOREGROUNDING THE LIMITS OF THE PLAYER'S EXPERIENCE OTOCKY: ADVENTURES IN IMPROVISATIONAL MUSICKING A BRIEF HISTORY OF SLOWNESS IN GAMES: FROM ZEN MODES TO SLOW GAMING
16:30	BREAK	
16:50	JOHNATHAN HARRINGTON DOUGLAS SCHULES VINCENZO IDONE CASSONE YASUO KAWASAKI	EUROGAMES, AMERIGAMES, AND THEN? ONTOLOGISING THE EAST ASIAN MODERN BOARD GAME GAMES AS SYSTEMS OF CONTROL: PLAYING GO IN THE EDO PERIOD FIGHT ON! THE REPRESENTATION OF GEEMUSENTAA IN CONTEMPORARY POPULAR MEDIA THE RELATIONSHIP BETWEEN GAME CULTURE AND SOCIETY AS CONSIDERED FROM THE PERSPECTIVE OF SOCIAL CONTROL: FOCUSING ON JAPANESE GAME CENTERS
18:40	CONCLUSION	

Organization

企画 ORGANIZED BY

STEFANO GUALENI & MARTIN ROTH
Contact: roth1003★fc.ritsumeai.ac.jp

共催 CO-HOSTED BY

CENTER FOR GAME STUDIES (RCGS)

主催 HOSTED BY

RITSUMEIKAN UNIVERSITY

GRADUATE SCHOOL OF CORE
ETHICS AND FRONTIER
SCIENCES