

## PUBLICATIONS & PRESENTATIONS

### Monographs



2020. *Role-Playing Games of Japan – Transcultural Dynamics and Orderings*. New York: Palgrave.

2010. *Nutzen und Gratifikation bei Boys' Love Manga – Fujoshi oder verdorbene Mädchen in Japan und Deutschland* [Uses and Gratifications of Boys' Love Manga – Fujoshi or Rotten Girls in Japan and Germany]. Hamburg: Kovac.

### Edited volume



2015. w/Galbraith, Patrick; Kamm, Thiam Huat (eds.). *Debating Otaku in Contemporary Japan – Historical Perspectives and New Horizons*. Series: SOAS Studies in Modern and Contemporary Japan. London, Bloomsbury.

- Therein: *Introduction, Opening the Black Box of the 1989 Otaku Discourse, The Transition of Otaku and Otaku* (transl. from Okada Toshio, *Otaku ha sude ni shindeiru*).

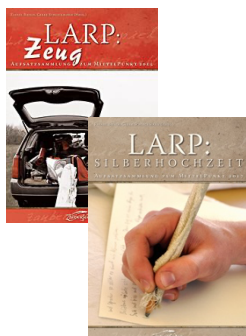
### Peer reviewed

2019. "A Short History of Table-Talk and Live-Action Role-Playing in Japan: Replays and the Horror Genre as Drivers of Popularity." *Simulation & Gaming* 50 (5): 621-44. doi:10.1177/1046878119879738.
2019. "ライブ・アクション・ロールプレイ(LARP)という意識向上を目的としたシリアス・ゲーミング方法: 「ひきこもり」 についての LARP を例に" [Live-Action Role-Play (Larp) as a Serious Gaming Tool for Awareness Raising: The Case of hikikomori (Acute Social Withdrawal)]. *Japanese Journal of Occupational Science* 13 (1): 32-44. doi:10.32191/jjos.13.1\_32.
2019. "Adapting Live-Action Role-Play in Japan: How 'German' Roots Do Not Destine 'Japanese' Routes." *Replaying Japan* 1, pp. 64-78. <http://hdl.handle.net/10367/11682>.
2017. "Brokers of 'Japaneseness': Bringing table-top J-RPGs to the 'West'." *Mutual Images Journal*, vol. 2, pp. 44-81. <http://www.mutualimages-journal.org/index.php/MI/article/view/5>
2013. "'Rotten' Use Patterns: What Entertainment Theories Can Do for the Study of Boys' Love." In "Transnational Boys' Love Fan Studies," *Transformative Works and Cultures*, no. 12. doi:10.3983/twc.2013.0427.

### Reviews

2019. "The End of Cool Japan: Ethical, Legal, and Cultural Challenges to Japanese Popular Culture ed. by Mark McLelland." *The Journal of Japanese Studies* 45 (1), pp. 129–134. doi:10.1353/jjs.2019.0007.
2019. "Atari to Zelda: Japan's Videogames in Global Context by Mia Consalvo." *Social Science Japan Journal* 22 (2): 335-338. doi:10.1093/ssjj/jyz019.

### Book sections & articles



- 2022 (forth.). "Reenacting Japan's Past That Never Was – The Ninja in Tourism and Larp." In Vanessa Agnew, Juliane Tomann und Sabine Stach (eds.), *Reenactment Case Studies: Global Perspectives on Experiential History*. London: Routledge.
- 2022 (in print). "Methodological Concerns of Researching Larp and Educational Roleplay in Japan: The (Im) Possibilities of Remote Fieldwork." In Araki Hiroshi et al. (eds.), *Global Japanese Studies after/with COVID-19: Reports from Europe*. International Research Center for Japanese Studies, 201-219.
2021. "負けるためのプレイ・盛り立てるプレイ——LARPでの共同創造的なストーリーテリング [Play to Lose, Play to Lift – Co-creative Storytelling in Larp]. In Ōtsuka Eiji, *運動としての大衆文化 [Popular Culture as Movement]*. Tokyo: Suseisha, 313–332.

## PUBLICATIONS & PRESENTATIONS

### Book sections & articles

(cont.)



2021. “日本で広がる体験型ゲーム LARP [LARP, an Experience-type Game, is Spreading in Japan].” In Okamoto Takeshi, Matsui Hiroshi, Matsumoto Kentarō (eds.), *Yururepo*. Kyoto: Jimbun Shoin, 108-111.
2019. “‘Nordic Larp’ 入門：芸術・政治的な教育 LARP の理論と実践” [Introduction to ‘Nordic Larp’: Theory and Practice of Artistic, Political, and Educational Larp]. *JARPS* (0): 5-14. doi:10.14989/jarps\_0\_05.
2019. “Memento Mori: Die Großen Alten in Japan.” In Rafael Bienia, *LARPokalypse*. Braunschweig, Zauberfeder: 37-63.
2019. “Experience Design for Understanding Social Withdrawal.” In Ryoju Hamada, Songsri Soranastaporn, et al. (eds.), *Neo-Simulation and Gaming toward Active Learning*. Singapore: Springer: 387–396.
2017. “Translating Research into Larp: Village, Shelter, Comfort.” In Rafael Bienia, Gerke Schlickmann, *LARP: Silberhochzeit*. Braunschweig, Zauberfeder, pp. 31-60.
2017. “芸術・政治的な教育ラープ(LARP)と‘ブリード’” [Artistic, Political Edu-Larp and ‘Bleed’]. In Idō Masami, Yamada Jun (eds.), *社会システムゲーミング [Society-System Gaming]*. Tokyo, JASAG: 32-40.
2016. w/Becker, Julia. “Live-Action Roleplay; or the Performance of Realities.” In Toshiyuki Kaneda, Hidehiko Kanegae, et al. (eds.), *Simulation and Gaming in the Network Society*. Singapore: Springer, pp. 35-51.
2016. “Cross-Gender Table-Talk-RPG auf Japanisch; oder, die beiläufigen Realitäten des Tischrollenspiels” [Cross-Gender Table-Talk-RPG in Japanese; or, the Collateral Realities of Table-Top Roleplaying]. In: Michiko Mae, Elsibaeth Scherer, Katharina Hülsman (eds.), *Japanische Populärkultur und Gender*. Wiesbaden, VS, pp. 273-303.
2015. “Die Kraft von nur 100 Yen: Larp in Japan” [The Power of just 100 Yen: Larp in Japan]. In Rafel Bienia, Gerke Schlickmann (eds.), *LARP: Zeug*. Braunschweig, Zauberfeder, pp. 17-32.
2013. “Ethics of Internet-based Research on Japanese Subcultures.” In Asato, Wako and Yoko Sakai (eds.), *Social Innovation and Sustainability for the Future*. Kyoto, Nakanishi, pp. 525-540.
2012. “Vielfältig und Hybrid - Der Manga-Diskurs in Japan” [Diverse and Hybrid - The Manga Discourse in Japan]. In: *JuLit 1/12 “Comic - Manga - Graphic Novel. Aktuelle Tendenzen in der graphischen Literatur für Kinder & Jugendliche,”* pp. 35-40.
2011. “Why Japan does not Larp.” In: Thomas Duus Henriksen, et al. (eds.), *Think larp. Academic Writings from KP2011*. Kopenhagen: Rollespilsakademiet, pp. 52-69.
2008. “Media Cultivation: Japan’s Gay Boom of the 90s”. In: *Bochumer Jahrbuch zur Ostasienforschung* (BJOAF), Vol. 32, pp. 95-114.

### Live-Roleplays

(edu-larp)

- Staying Alive. Co-Designer: Julia Becker (Dortmund University). Runs: October 2014, “Cultural Mediation: Creativity, Performance, Display,” Universität Heidelberg; July 2015, ISAGA, Ritsumeikan University.*
- Village, Shelter, Comfort. Co-Designer: Katō Kōhei (Tokyo Gakugei University). Runs: October 2016 & July 2017, Tokyo Gakugei University; January 2017, CLOSS; February 2017, Knutepunkt; April, June 2017, Kyoto University; September 2018, TRPG Fes.*

### Presentations

(selection)

- Keynote: Of Castles and Ninjas – Snapshots of a History of Analog Role-Playing in Japan.* Mutual Images Workshop, Manchester (2021/12/02).
- Keynote: Non-Digital Role-Playing of Japan – Approaching RPGs as a Practice.* Ropecon 2021 Academic Seminar, Helsinki (2021/07/30).

## PUBLICATIONS & PRESENTATIONS

### Presentations

(cont.)

- Methodological Concerns of Researching Larp and Educational Roleplay in Japan: (Im) Possibilities of Remote Fieldwork.* CGJS-EAJS Japan Conference (2020/12/13).
- Teaching Transcultural Studies: Insights from the Kyoto-Heidelberg Joint Degree Master.* Lecture Series at National Chung-Hsing University, Taiwan (2020/12/04).
- Fantasy Rollenspiele in der Pädagogik in Japan* [Fantasy Role-Playing Games used in Pedagogy in Japan]. Barcamp eduRPG: Online-Pen&Paper in der politischen Bildung [Online Pen&Paper in Civic Education] (2020/6/27).
- Replays and the Horror Genre as Driving the Popularity of Live-Action Role-Play in Japan.* Replaying Japan 2019 Conference, Ritsumeikan University (2019/8/11).
- Transcultural Learning and Live-Action Role-Play in Japan.* DiGRA 2019, Ritsumeikan University (2019/8/9).
- Asymmetric Flows of Analog Gaming between Japan and Germany.* Youth Culture Symposium. Yamaoka Memorial Foundation, Kyoto University (2019/3/19).
- Raibu Akushon Rōrupurei (LARP) to iu ishikikōjō wo mokuteki to shita shiriasu gēmingu hōhō* [Live-Action Role-Play (Larp) as a Serious Gaming Tool for Awareness Raising]. 22nd Occupational Science Seminar, Tokyo (2018/12/12).
- Das Internet ist nicht genug: Eine Cyber-ethnographische Studie zu Live-Rollenspiel in Japan* [The Internet is not enough: A cyber-ethnographic study on live-action role-play in Japan]. 17th German-language Japanese Studies Conference (Japanologentag), Berlin (2018/8/31).
- Experience Design for Understanding Social Withdrawal: Employing a Live-Action Role-Play (LARP) to Empathize with Hikikomori in Japan.* 49th ISAGA Conference. Mahidol University, Bangkok (2018/7/11).
- Larp in Japan: How 'German' Roots Do Not Destine 'Japanese' Routes.* Youth Culture Symposium. Yamaoka Memorial Foundation, Osaka (2018/3/18).
- Bunkaekkyōkenkyū no shuppatsuten to chihei* [History and Horizons of Transcultural Studies]. "Rethinking Transcultural Dynamics," Ibunkai-Symposium, Kyoto University, Kyoto (2017/12/09).
- Experience Design for Understanding Social Withdrawal: Opening a Door to Closed Lifeworlds through Larp (Live-Action Role-Play).* TEDx Kyoto University, Kyoto (2017/07/08).
- Encountering Silent Others and Their Ways of Being: Fieldwork at the Site where Fiction Bridges Worlds.* Cultural Typhoon 2017, Tokyo (2017/6/24-25).
- Educational and Therapeutic Role-Playing in Japan (Larp).* Knutepunkt 2017, Oslo (2017/2/23-26).
- Geijutsu-seijiteki na kyōiku larp no riron to jisshi* [Theory and Practice of Artistic and Political Edu-Live-Role-Playing]. Taishū-bunka Project – Modernity Group Symposium, Nichibun, Kyoto (2016/12/09).
- Raibu RPG o mochiita hikikomori shien: Nihon-bunka-gaku to media kenkyū no tachiba kara* [Hikikomori-Support and Live-Action-Roleplay: From the Perspective of Japanese and Media Studies]. Japan Society of Developmental Psychology, Kansai Symposium, Osaka International University (2016/11/12).
- Sutereotaipu tai kyōiku-taikengata gēmu: otaku to hikikomori o rei ni* [Stereotypes vs. Experience-pedagogical Games: Otaku and Hikikomori as Examples]. Science Agora 2016, Tokyo (2016/11/6).

## PUBLICATIONS & PRESENTATIONS

### Presentations

(cont.)

- The Power of 100 Yen – Larp in Japan.* 2<sup>nd</sup> EAJS in Japan Conference, Kobe (2016/09/24). *Larp & “Bleed:” Immersion and Learning in Fantastic Spaces.* Kyoto Manga Museum (2016/06/18).
- Collateral Realities of Role-Playing; or “Otaku” versus “Real Women.”* Association for Asian Studies 2016, Seattle (2016/04/01-03).
- PAC Analysis – A Tool for Evaluating Larp Learning?* Solmukohta 2016, Helsinki (2016/03/09-13).
- The Black and White Aesthetics of Boys’ Love.* 16th Japanologentag, München (2015/08/26-28).
- Live-Action Roleplay; or the Performance of Realities.* ISAGA/JASAG 2015, Kyoto (2015/07/17-21).
- Brokers of “Japaneseness:” Bringing table-top J-RPGs to the “West.”* Mutual Images Workshop, Kobe (2015/06/12-13).
- Conflicted Mediators: Nodes of (Non)Translation in Japanese-Language Cyberspace.* 4th HeKKSaGOn Presidents’ Meeting, Sendai (2015/04/17).
- Manga as a Medium.* Exhibition *Manga-dō — The Way of Manga*, Munich (2014/02/01).
- Playing at Culture.* 3rd HeKKSaGOn Presidents’ Meeting, Göttingen (2013/09/13).
- Making-up the Otaku.* GCOE The Intimate and the Public Spheres, Kyoto (2013/01/08).
- Japanese Popular Culture and Project Oriented Teaching.* Teaching Japanese Popular Culture Conference, National University of Singapore (2012/11/11-12).
- Ethics of Internet-based research on Japanese subcultures.* 5th Next-Generation Global Workshop “Social Innovation and Sustainability for the Future”, Kyoto (2012/11/06-08).
- Cyber-Ethnography – (Im-) possibilities of Internet based research on Japan using the example of transcultural subcultures [in German].* 15th German-language Japanese Studies Conference (Japanologentag), Zürich (2012/08/27-30).
- Key Capital - Diffusion and (Language) Barriers of Japanese Popular Culture [in German].* Japan Center, Ludwigs- Maximilian-University Munich (2011/12/15).
- Manga-ron: The Manga discourse in Japan [in German].* Conference “Comic - Manga - Graphic Novel”, Association for Youth Literature, Eisenach (2011/11/25-27).
- Gates and their Keys – Language Barriers, Flows and “Cosmopolitan” Gatekeepers of Japanese Pop Culture.* Conference “Trends on the Move: Transcultural Dimensions of Popular Flows”, Heidelberg (2011/10/28-29).
- Space and Life-Action Roleplay in Japan.* 13th EAJS conference at Tallinn University, Estonia (2011/08/24-28).
- Role-Playing in Flow: History and Appropriation in Japan [in German].* University Düsseldorf (2011/05/21).