教育研究・発達支援研究・メディア研究から見た TRPG・LARPの可能性
Educational Potentials of LARP & TRPG

Moderator: 石田喜美 Kimi Ishida (Yokohama National University)
Panelist: 加藤浩平 Kohei Kato (Tokyo Gakugei University)
           ビョーン＝オーレ・カム  Björn-Ole Kamm (Kyoto University)
           デニーズ・パシェン(Denise Paschen) (Münster University)
Games, like music, cinema and the theatre, are *experiences we can share*. This sharing—the handing back and forth of ideas, some of which come from the energy of youth and some experiences—is important to society. (King, L., 2002, p17)
Recently, it seems that games exist for human communications. Online games are a good example. Considering the relationships between games and the users, we can find both continuities and changes: games has been functioning as our communication tools, but the way we communicate and build communities has been changing, along with advances in technologies.

(comment by Satosh Eguchi, chief editor of a game magazine, in KADOKAWA-ASCII, 2016)
Playing the roles of fictitious characters

「複数のプレーヤーが、架空のキャラクターの役割を演じる(ロール・プレイング)ことによって進行する新しいタイプのゲーム」(『日本大百科全書』)

A new type of games in which multiple players play the roles of fictitious characters (ENCYCLOPEDIA NIPPONICA)
PART III Disciplinary Perspectives
10 RPG Theorizing by Designers and Players
11 Performance Studies and Role-Playing Games
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14 Literary Studies and Role-Playing Games
15 Learning and Role-Playing Games
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17 Science and Technology Studies and Role-Playing Games
18 Game Design and Role-Playing Games
19 Communication Research and Role-Playing Games

This handbook collects, for the first time, the state of research on role-playing games (RPGs) across disciplines, cultures, and media in a single, accessible volume.
TRPGを通じた自閉スペクトラムのある子どもたちのコミュニケーション支援
Communication Support for Children with ASD through TRPGs
Kohei Kato (Tokyo Gakugei University)

LARPを通じた子ども・若者の放課後支援活動
Community Youth Work employing LARP
Denise Paschen (Münster University)

Introduction to “Nordic Larp”
Björn-Ole Kamm (Kyoto University)
Time Schedule

9:00-9:05 企画趣旨・自己紹介 Introduction

9:05-9:25 加藤浩平 Kohei Kato (東京学芸大学) TRPGを通じた自閉スペクトラムのある子どもたちのコミュニケーション支援 Communication Support for Children with ASD through TRPGs

9:25-9:45 ビョーン＝オーレ・カム Björn–Ole Kamm (京都大学) 「ノルディックLARP」入門 Introduction to “Nordic Larp”

9:45-10:05 デニーズ・パシェン Denise Paschen (ミュンスター大学) LARPを通じた子ども・若者の放課後支援活動 Community Youth Work employing LARP (10 min. break)

10:15-10:25 指定討論 Comment by moderator
10:25-11:00 フロアとの議論 Discussion