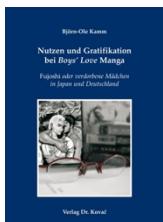


**PUBLICATIONS & PRESENTATIONS****Monograph**

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. "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.

**Book sections & articles**

2017. "Translating Research into Larp: Village, Shelter, Comfort." In Rafael Bienia, Gerke Schlickmann, *LARP: Silberhochzeit*. Braunschweig, Zaurerfeder, pp. 31-60.

2017. "Geijutsu-seijiteki na kyōiku larp to 'burīdo' [Artistic, Political Edu-Larp and 'Bleed']." In Idō Masami, Yamada Jun (eds.), *Shakai Shisutemu Gēmingu* [Society-System Gaming]. Tokyo, JASAG, pp. 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 Hülsmann (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, *LARP: Zeug*. Braunschweig, Zaurerfeder, pp. 17-32.

2013. "Ethics of Internet-based Research on Japanese Subcultures." In Asato, Wako and Yoko Sakai, *Social Innovation and Sustainability for the Future*. Kyoto, Nakanishi, pp. 525-540.

**PUBLICATIONS & PRESENTATIONS****Book sections****& articles**

(cont.)

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. *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.

**Presentations**

(selection)

*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, Nichibunken, 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).

*The Power of 100 Yen – Larp in Japan.* 2<sup>nd</sup> EAJS in Japan Conference, Kobe (2016/09/24).

## PUBLICATIONS & PRESENTATIONS

### **Presentations**

(cont.)

*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, Ludwig-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).