

PUBLICATIONS & PRESENTATIONS

Monographs



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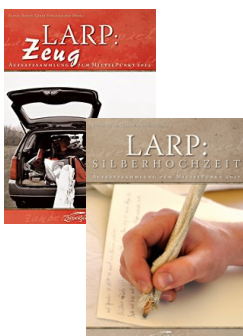
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Book sections & articles

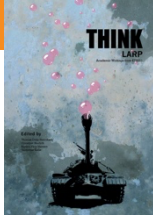


2019. "'Nordic Larp' 入門: 芸術・政治的な教育 LARP の理論と実践" [Introduction to 'Nordic Larp': Theory and Practice of Artistic, Political, and Educational Larp]. *JARPS* (0): 5-14. doi:10.14989/jarps_0_05.
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- Teaching Transcultural Studies: Insights from the Kyoto-Heidelberg 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).
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- 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).
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- 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).
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- Bunkaekkyōkenkyū no shuppatsuten to chihei* [History and Horizons of Transcultural Studies]. "Rethinking Transcultural Dynamics," Ibunkai-Symposium, Kyoto University, Kyoto (2017/12/09).
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- 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).
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- PAC Analysis – A Tool for Evaluating Larp Learning?* Solmukohta 2016, Helsinki (2016/03/09-13).
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- Live-Action Roleplay; or the Performance of Realities*. ISAGA/JASAG 2015, Kyoto (2015/07/17-21).
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- 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).
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- Manga-ron: The Manga discourse in Japan* [in German]. Conference "Comic - Manga - Graphic Novel", Association for Youth Literature, Eisenach (2011/11/25-27).
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