**Paper Format for “Replaying Japan” Main Title: Paper Subtitle**

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Abstract

All papers must include an abstract. Japanese manuscripts should also have an English title and abstract. The Abstract must be 10-point Times New Roman. It should be no more than 300 words in length. Abstracts should be single-column, not double-column. Also, please use only one paragraph (no line breaks).

# 1 Heading 1 (11-pont)

Heading text must be Arial.

Main Text must be 10-point Times New Roman[[1]](#footnote-1).

## 1.1 Heading 2 (10-pont) and Bibliography

Submissions need to be original works that have not been published elsewhere. In certain cases, we will accept submissions of translations of papers important to the field.

After acceptance, the papers will be printed in book form and posted on the Internet under a Creative Commons license. Please see the footer of this page for more details.

English paper should be no more than 7,000 words in length (references are not counted).

Subtitles should be connected by ":", not "-". Please do not put an asterisk (\*) in the title.

For the bibliographic format of references, the manuscript should follow the formatting rules of the Chicago Manual of Style (17th ed., Author-Date style).[[2]](#footnote-2)

If you need to write your bibliography in Japanese notation, please also refer to the Japanese version format.

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When referring to game works, please make a separate “Game References” section from the bibliography.[[3]](#footnote-3)

Please refer to Table 2 for specific specifications of literature formatting. If there is any confusion about the details of how to cite references, please follow the formatting precedents in the latest issue of Replaying Japan.

# 2 Overall Format Specifications

All papers must use the following layout:

* ISO A4 (210 x 297 cm) paper size
* Portrait Orientation
* Two-column format for the body of the document
* Top margin: 2.8 cm
* Bottom margin: 2.2 cm
* Left and right margins: 1.8 cm
* Spacing between columns: 0.8 cm
* Indents - all paragraphs - 0.63 cm
* Header and Footers 0.5 inches
* Do not use the official citation tool included MS Word.
* Please apply “Lines break in the middle of words” to the URL part.

# 2.1 Examples of Source Citations

The following is an example of a text reference (quotation) description:

* According to Newman (2019), it is .......
* Argued as ...... (Newman 2019).
* Discussed as ...... (Clute and Grant 1999, 127)
* Discussed as ...... (Fraska n.d.).
* Discussed as ...... (Yamada 2015, 21–22).
* Discussed as ...... (Yamada, Sato, and Suzuki 2016).
* Discussed as ...... (Yamada et al. 2017; 2018; 2021).
* ....... (Suzuki and Yamada 2019, 35, 37–38, 180).
* Attested as ...... (Retro Game Web n.d.).
* Has characteristics of ...... (Mojang 2009).
* ...... (Nintendo 1985a; 1985b).
* For edition notations, there are examples of Austen’s work (Austen [1813] 2003) as well as Akagawa’s ([2003] 2022).

## 2.2 Quotations

When quoting a large amount of text, please be sure to indent 6.3 mm wide for the quoted portion.

Authors are responsible for verifying that the work of others is free of copyright issues, as well as clearly indicating the source of the work. In the case of translations, authors are responsible for obtaining copyright licenses. (Ritsumeikan Center for Game Studies 2022)

Also, if you provide a short quotation in a sentence, please describe it as "Add double quotation marks" (Yamada 2015, 28).

## 2.3 Figure and Table Formats

Please start a new paragraph before and after each figure and table.

The basic format of the figure is as follows.

グラフ, 棒グラフ

自動的に生成された説明

Figure 1. Number of articles (Yamada 2015)

The table format may be changed to style for printing after adoption. Please start new paragraphs before and after figure as well.

Table 1. Fonts and Size

|  |  |  |
| --- | --- | --- |
| **Tag** | **Font** | **Size** |
| Title | Arial | 14 pt, Bold |
| Author | Times New Roman | 11 pt |
| Affiliation | Times New Roman | 10 pt |
| Heading Abstract | Arial | 11 pt, Bold |
| Abstract | Times New Roman | 10 pt |
| Heading 1 | Arial | 11 pt, Bold |
| Heading 2 | Arial | 10 pt, Bold |
| Main Text | Times New Roman | 10 pt |
| Footnote | Times New Roman | 8 pt |

The data in the figure will be printed in grayscale for both print and digital editions. Please adjust the color tone of the data in advance.

Tables should be titled before tables and figures should be titled after figures.

If the size of figures and tables cannot be accommodated in a two-column format, please partially remove the two-column format to create a larger table, as shown below. If the text is so small that the readability of the figures and tables is significantly reduced, they cannot be printed.

The above is the formatting information for submitted papers. Please note that formatting modifications may be requested again even after the paper has passed peer review.

# 4 Licensing of Submitted Papers

All peer-reviewed papers accepted for publication in this journal are published under the Creative Commons Attribution 4.0 International License. Please be aware of this.

Table 2. Reference formatting variations

|  |  |  |
| --- | --- | --- |
| **Referenced** | **Format** | **Font size and font specification** |
| English Bibliography | Chicago Manual of Style (CMOS17, Author-Date) | 10pt, Times New Roman |
| Game works | In addition to Chicago Manual of Style (CMOS17, Author-Date), game platform must be specified. See examples in "Game References" at the end of this document. | 10pt, Times New Roman |
| Other works | Chicago Manual of Style (CMOS17, Author-Date) | 10pt, Times New Roman |

# References

Austen, Jane. (1813) 2003. *Pride and Prejudice*. London: T. Egerton. Reprint, New York: Penguin Classics. Citations refer to the Penguin edition.

Akagawa, Sho. 2022. *The Lure of Multimodal*. 2nd ed. Tokyo: Hyohonsya.

Clute, John, and John Grant, eds. 1999. “High Fantasy.” In *The Encyclopedia of Fantasy*. London: Orbit.

Frasca, Gonzalo. n.d. “Ludology Meets Narratology: Similitudes and Differences Between (video)games and Narrative.” Accessed January 19, 2023. https://ludology.typepad.com/weblog/articles/ludology.htm. Originally published in Finnish as “Ludologia kohtaa narratologian.” in *Parnasso* 3, 1999.

Jenkins, Henry. 2004. “Game Design as Narrative Architecture.” In *First Person*, edited by Pat Harrigan and Noah Wardrip-Fruin, 118–130. London: MIT Press.

Juul, Jesper. 2005. *Half-Real: Video Games between Real Rules and Fictional Worlds*. Cambridge, MA: MIT Press.

Newman, James. 2019. “Slower, Squashed and Six Months Late: Japanese Videogames in the UK, 1991–2019.” *Replaying Japan* 1: 5–28.

Ritsumeikan Center for Game Studies. 2022. “Call for paper: Journal of Replaying Japan Vol. 5.” Ritsumeikan Center for Game Studies. July 29, 2022. https://www.rcgs.jp/?p=1840.

Retro Game Web. n.d. “Appropriate Reference when Date is Unknown”. Retro Game Web. Accessed October 30. https://www.samplemedia.co.jp/suzukiunknown/.

Suzuki, Jiro, and Taro Yamada, eds. 2019. *How to Output Jjointly Edited Bibliographic Information*. Sapporo: Hopposha.

Yamada, Taro. 2019. “Website’s Article: Clearly State the Date of the Reference.” *Sample Website Name*, December 15. https://www.samplemedia.com/yamada2009/.

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Yamada, Taro, ed. 2018. *How to Cite the Book Compilation*. Tokyo: Hyohonsya.

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Yamada, Taro, and Hanako Sato. 2022. “How to Output Co-Authored papers.” *Japanese Journal Articles* 31 (2): 20–35.

Yamada, Taro, Hanako Sato, and Jiro Suzuki. 2016. “In Three-Author Papers, Do not Omit the Author’s Name even when Referring to the Text.” *Japanese Journal Articles* 33 (4): 20–35.

Yamada, Taro, Hanako Sato, Jiro Suzuki, and Siro Itagaki. 2017. “Papers with more than four authors are abbreviated only by reference to the text.” *Japanese Journal Articles* 35 (2): 20–29.

# Game References

Mojang. 2009. *Minecraft.* PC. Mojang.

Rockstar North. 2001. *Grand Theft Auto III*. PC. Rockstar Games.

Nintendo. 1985a. *Sūpā Mario Burazāzu*. Family Computer. Nintendo.

Nintendo. 1985b. *Super Mario Bros*. Nintendo Entertainment System. Nintendo.

Capcom. 2017. 大逆転裁判2: 成歩堂龍ノ介の覺悟 (Dai Gyakuten Saiban 2: Naruhodo Ryunosuke no Kakugo). Nintendo 3DS. Capcom.

1. Annotations should be written in footnotes at the bottom of the same page. Please use 8-point Times New Roman. [↑](#footnote-ref-1)
2. Regarding publications in the Japanese language, it is permissible to omit place of publisher element. Additionally, for title of game packages, regardless of the region of publication, it is permissible to omit place of publisher element. [↑](#footnote-ref-2)
3. If the name of the developer and the name of the publisher are publicly available respectively, the element corresponding to Author(s) should be distinguished and denoted as developer and the element corresponding to publisher. However, since it tends to be difficult to distinguish between the two in many cases, the element corresponding to Author(s) may also be denoted by the publisher’s name. The English name of the work may be written in accordance with the orthography of the work, independently of the official name of the game software package (e.g., if the title displayed on the package is “gRand theFt aUto III”, it can be written as “*Grand Theft Auto III*”. In the case of “FINAL FANTASY VII”, it can be written as “*Final Fantasy VII*” or “ファイナルファンタジー VII”). [↑](#footnote-ref-3)