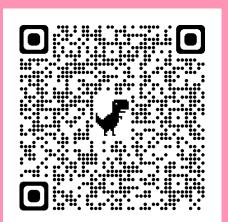


言語 Language **英語 English**



2023.1.10 (Tue) 16:10~

Concept

Aiming to deepen our understanding of the challenges today's complex and interwoven media ecologies confront us with, this round table facilitates a discussion about "media boundaries" between leading media scholars and game scholars. The event will focus on geographic, medium-related, disciplinary and professional boundaries. The discussion is intended to be casual and exploratory, and open to all participants.

本イベントは、ゲーム研究者、メディア研究者、またはそれらの関連領域をテーマとしている研究者が一堂に会し、それぞれの研究成果や視点を持ち寄りながら、「メディアバウンラリーズ」について議論することで、昨今の複雑化したメディア環境の考究を深めることを目的とする。分野横断的な意見交換や議論を進めるためにラウンドテーブル形式で行い、地理・メディウム・ディシプリン・業界のバウンダリーに焦点を当てる。登壇者、参加者の間でカジュアルな対話を行う予定である。

Discussants

Chika Kinoshita (Kyoto University)

Marc Steinberg (Concordia University)

Stevie Suan (Hosei University)

T.L. Taylor (Massachusetts Institute of Technology)

Yu-kei Tse (International Christian University)

Susana Tosca (University of Southern Denmark)

Mitsuyo Wada-Marciano (Kyoto University)

Alex Zahlten (Harvard University)

Keisuke Kitano (Ritsumeikan University)

Shinji Oyama (Ritsumeikan University)

Martin Roth (Ritsumeikan University, moderator)

Place

Ritsumeikan University Kinugasa Campus Hirai Kaichiro Memorial Library, 1F Conference Room

Schedule and registration

16:10 Welcome

16:20 Geographic boundaries

17:00 Break

17:15 Medium boundaries

18:00 Break

18:15 Disciplinary and professional boundaries

19:00 Break

19:10 Closing

参加無料 FREE REGISTRATION

(please register before Jan. 5 to receive details on the discussion) https://forms.gle/z8ihB8J4XjD9jE
Ly9

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共催 CO-HOSTED BY

CREATIVE MEDIA RESEARCH CENTER (CMRC)

CENTER FOR GAME STUDIES (RCGS) 主催 HOSTED BY

RITSUMEIKAN UNIVERSITY

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