



# Replaying Japan 2014

## Call for Papers

### Replaying Japan Again: 2nd International Japan Game Studies Conference, 2014

We are pleased to announce that the International Conference on Japan Game Studies 2014 will be held at the University of Alberta in Edmonton, Canada, August 21-23, 2014.

Proposals in Japanese are most welcome! <日本語での発表要旨も受け付けます。>

This conference is organized in collaboration with the Ritsumeikan Center for Game Studies, the Prince Takamado Japan Centre and the University of Alberta with support from the GRAND Network of Centres of Excellence.

The conference is the third collaboratively organized conference focusing broadly on Japanese game culture, education and industry. It aims to bring together a large range of researchers and creators from a broad range of different country to present and exchange their work.

We invite a broad range of posters/demonstrations and papers dealing with game culture, education and games and the Japanese game industry from the perspectives of humanities, social sciences, business or education. We encourage poster/demonstration proposals if you want to show a game or interactive. The range of possible topics includes (but is not limited to):

- Cross cultural study of games and toys
- East Asian Game Culture and Market (especially China)
- Localization of games
- Assessment of educational aspects of games
- Preservation of games and game culture
- Understanding player culture
- Close readings of specific games
- Comparative study of specific titles
- Game theory
- Game design

- Game industry (in Japan and transnationally)
- Marketing and financing the games industry
- Games and transmedia phenomena
- Games of chance

Please send abstracts of no more than 500 words via email to <replayingjapan2014 at gmail dot com>, before April 1st, 2014. Figures, tables and references, which do not count towards the 500 words, may be included on a second page. Please submit your anonymized abstract (and supporting second page) in PDF format with a just title. The following information should be in the accompanying email message: Type of submission (poster/demonstration or paper), Title of submission, Name of author(s), Affiliation(s), Address(es), Phone (and Fax) number(s), and Email address(es). Notification of acceptance will be send out by April 15th, 2014. Abstracts will be accepted in English or Japanese.

<日本語での発表要旨も受け付けます。>

While the language of this conference will be English, Abstracts, Posters and PowerPoint slides will be translated into both languages. For those who can't present in English there will be translation help on demand.

For more information about the International Conference on Japan Game Studies 2014, visit the conference home page <<https://sites.google.com/a/ualberta.ca/replayingjapan2014/>> or write <replayingjapan2014 at gmail dot com>.

<日本語での ご質問、お問合せ、及び日本語の研究発表要旨の提出は  
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