

DiGRA2007 situated play Schedule

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| 1. A=Yasuda Auditorium |
| 2. B=Faculty of Science Bldg.1 |
| 3. C=Faculty of Engineering Bldg.2 |
| 4. D=Sanjo Conference Hall |
| 5. Blue Lines are Session with English/ Japanese translation service. |

Sep. 28th Friday: Game Industry Day

8:30-10:00	C	Lecture Room 222	Work in Progress, Non- or Semi-Academic Sessions, Late Breaking News 4
			Creating a Component Based Message System <i>Felix Kerger</i>
			Synchronicity in Game Design <i>Trent Burg, Nicholas Daniel, Michael Herring, Robert Pearsall, and Tedo Salim</i>
			The Temporal Situation: Gamer Time, Industry Time, Academic Time <i>Barry Atkins</i>
			Designing Play: Gestural Innovations and Interventions in Computer-Mediated Play <i>James Tobias</i>
			Casestudy: DeBlob™ for Nintendo Wii & DS: Game industry innovation trough 'garage based' student driven game design research & development <i>Jeroen van Mastrigt</i>
8:30-10:00	C	Lecture Room 223	Work in Progress, Non- or Semi-Academic Sessions, Late Breaking News 5
			Content Analysis of Educational Video Games for Children: Development and use of a new checklist for educational video games <i>Shiko Hirakawa, Noriko Ihori, Akira Sakamoto</i>
			The effects of the usage of video games and their violent depictions on aggression in junior high school students: The moderating effects of their reflection <i>Kanae Suzuki, Makiko Sado, Mari Hasegawa, Yukiko Horiuchi, Akira Sakamoto</i>
			Considering the Geocultural Context of Game Play and Development <i>Tom Edwards</i>
			Videogames between Narration and Interactivity. A case of study: Fatal Frame <i>Bianca Terracciano</i>
10:00-16:00	C	Meeting Room 1A	Exhibition
10:30-12:00	B	Koshiba Hall	Symposium : Game Design Workshop (IGDA Education SIG) <i>Susan Gold, Tracy Fullerton, Magy Seif El-Nasr</i>
10:30-12:00	C	Lecture Room 222	Paper Session 8B: Game Industry and Business Models-1
			The Impact of Experience: The Influences of User and Online Review Ratings on the Performance of Video Games in the US Market <i>Sven Joeckel</i>
			The unbound network of product and service interaction of the MMOG industry: with a case study of China <i>Patrik Ström and Mirko Ernkvist</i>
			Game Design on Item-selling Based Payment Model in Korean Online Games <i>Gyuhwan Oh and Taiyoung Ryu</i>
10:30-12:00	C	Lecture Room 223	Paper Session 8C: Player Engagement-8
			Ghastly multiplication: Fatal Frame II and the Videogame Uncanny <i>Laura Hoeger and William Huber</i>
			Exploring E-sports: A Case Study of Gameplay in Counter-strike <i>Jana Rambusch, Peter Jakobsson, and Daniel Pargman</i>
10:30-12:00	C	Lecture Room 242	Paper Session 8D: Game Industry and Business Models-2
			Because Players Pay: The Business Model Influence on MMOG Design <i>Tiago Reis Alves and Licínio Roque</i>
			Exporting Wars: Literature Theory and How It Explains the Video Game Industry <i>Mikolaj Dymek</i>
			Pricing models and Motivations for MMO play <i>Miho Nojima</i>
10:30-12:00	C	Lecture Room 243	Paper Session 8E: Learning and Games-3 (Chair: Akiko Shibuya)
			Video Games and the Training of Sociality: A Survey of Video Game Players <i>Yumi Matsuo, Sachi Tajima, Seiko Nohara and Akira Sakamoto</i>
			A Typology of Speeches within Board Game Players for Analyzing the Process of Games <i>Taichi Kato, Junkichi Sugiura, Makoto Iida, and Chuichi Arakawa</i>
13:00-14:00	A	Yasuda Auditorium	Keynote: History and Development of Game Industry in Japan <i>Masayuki Uemura, Toru Iwatani, Akira Baba</i>
14:30-16:00	B	Koshiba Hall	Symposium: Game Development in Japan <i>Masanobu Endoh, Kazutoshi Iida, Kiyoshi Shin(moderator)</i>
14:30-16:00	C	Lecture Room 222	Panel Session : Games without Genres <i>Tracy Fullerton, Celia Pearce and more</i>
16:30-17:30	B	Koshiba Hall	Closing
17:40, 17:50, 18:00			Shuttle Bus to Hotel Metropolitan Edmont Tokyo
18:30-20:00		Hotel Metropolitan Edmont Tokyo	Banquet