## Occupied by Play Rethinking Reading and Learning in Japan

## A Workshop

Cambridge-Stockholm Collaborative Research Grant Faculty of Asian and Middle Eastern Studies (Cambridge UK)



Friday 17 February Room 9

9.30-9.45 Greetings by Jaqueline Berndt and Laura Moretti

> 9.45–11.45 Reading as Play/ Play beyond Reading

9.45–10.15 Jaqueline Berndt (Stockholm University) *Manga at Play: Reading, Toying, and Performing* 

10.15–10.45 Hiroshi Yoshida (The University of Tokyo) Between Virtual and Physical: Japanese Video Games in the Tradition of Toys

10.45–11.15 Martin Roth (Ritsumeikan University, joining on Zoom) Free to Play? Rethinking 'Play" Beyond Rules and Transgression

11.15–11.45 Selen Çalık Bedir (Beykoz University, Turkey) Storytelling, Storyliving, Storybeing: Juggling Different Levels of Play in Contemporary Narrative Engagement

11.45–12.15 Olga Kopylova (Tohoku University, joining on Zoom) Reading Visual Novels: Play and/or Emotion Work?

12.15–13.00 Lunch

> 13.00–14.30 Play and gamification in Japanese language education

Saturday 18 February

Room 10

11.00-12.15 Кеупоте

Peter Burke (University of Cambridge) Taking Play Seriously

12.15-13.30 Lunch

> 13.30–15.30 Games and Books in Early Modern Japan

13.30–14.00 Bianca Chui (University of British Columbia; joining on Zoom) Eating Your Way Through Sugoroku: Imaginary Travel in a Japanese Board Game

14.00–14.30 Joseph Bills (University of Cambridge) Dissecting Bunkaidō kyōchū sugoroku: A Board Game in Fifteen Folios

14.30–15.00 Tara McGowan (Independent scholar; joining on Zoom) From within the Magic Lantern: Shifting Perspectives on Japanese Shadow Play (1860s to the present)

15.00–15.30 Laura Moretti (University of Cambridge) Playing with Shadows in Early Modern Japan

15.30–15.45 Break

13.00-13.30 Kazuhito Yamada (Dōshisha University; joining on Zoom) (in Japanese) 「くずし字学習とことば遊び」

13.30–14.00 Mitsuyo Kuwano-Lidén (Stockholm University) (in Japanese) 「日本語教育の中での遊戯性―ゲーミフィケーションの位置づけと利 用」

14.00–14.30 Marcella Mariotti (Università Ca' Foscari Venezia) Game-over in Critical Japanese Language Education? Students' Playfulness at Work

This is a hybrid workshop. All times are in GMT (London). <u>Time zone converter</u>. If you join us in person, please come to the <u>Faculty of Asian and Middle Eastern Studies</u> (Sidgwick Avenue, Cambridge, CB3 9DA). If you join us on Zoom, please register at the following link: <u>Meeting Registration - Zoom</u>

15.45–17.00 Roundtable discussion