

The Plan

Game Studies

- Disciplinary Impasse
 - Technical Coding (production)
 - Industry Selling (distribution)
 - Literary Reading (interpretation)
 - Physical Play (use)
- Issues/Problems
 - authorship
 - economics
 - entertainment
 - links to old media
 - materiality
 - AI
 - immersion
 - people
- Interpretive Impasses
 - Narratology
 - Ludology
 - The Game
 - Gaming
 - Gamers

Future Work

- Theme Park / Game
- Localization / Translation
- Disintegration of Co-Productivity
 - afterlife of games
 - other coproductions
- Considering Allegory
 - What is allegorithm
 - What is the allegorithm of Kingdom Hearts? Is there one?

Project Specifics

- Corporate Collaborations
 - Initial Harmony
 - Eventual Friction
- Transmediation
 - Origins and Connections
 - Books
 - Movies
 - Games
 - Rides
 - Toys
 - Examples
 - Winnie the Pooh – 100 Acre Woods
 - Pirates of the Caribbean – Port Royal
- Themes/Allegory
 - Prime Directive
 - Westphalian Sovereignty (protectionism)
 - Development Theory (intervention)
 - Atlantica
 - Mobility
 - Types
 - Belief
 - Gummi Ships
 - Dark
 - Right of Travel vs. Sealing Worlds
 - Transnational Elite and the right of travel
 - Tokugawa Jidai closed period
 - People vs. Things
 - People (block vs. allow)
 - Objects (enable)
 - Commodity Mobility reproduces Perry's Black Ships
 - Being
 - diagetic types
 - "eastern peculiarity"
 - fallout

Project Overview

- The Franchise
 - Who, What, Where, When, Which
- The Games
 - Games
 - Languages
 - Versions
- Our Method

Studying Games

- How do you study games?
 - Production
 - Nationality
 - Style
 - Company
 - Production Value
 - Authorial Organization
 - Localization
 - Dissemination
 - Platform
 - Cost
 - Audience
 - Translation
 - Consumption
 - Methods of Study
 - 1. Look at pictures/videos and read about game
 - 2. Briefly play game
 - Once through narrative
 - Obtain 'ending' conditions
 - 3. Full playthrough
 - 4. Record playthrough
 - 5. Record player
 - 6. Record keystrokes
 - 7. Record code
 - 8. Record player when not playing
 - 9. Record player's thoughts when playing and when not playing
 - Fan Production
 - FAQs
 - Cosplay
 - Mods
 - Appropriation of Fan Culture
 - Loop
 - Sequels
 - Remakes
 - Engine Utilization
 - Different Types of Analysis
 - Sociology
 - Communication
 - Media Studies
 - Literature
 - Computer Science
 - Economics
 - Psychology

Me

- Background
 - Art History
 - Japanese Studies (area studies)
 - Cinema/Media Studies
 - Media, Culture and Communication
 - Communication
- Interests
 - textuality
 - movement: translation, transmission, transference, adaptation and repetition
 - difference: linguistic, temporal, spatial/platial