

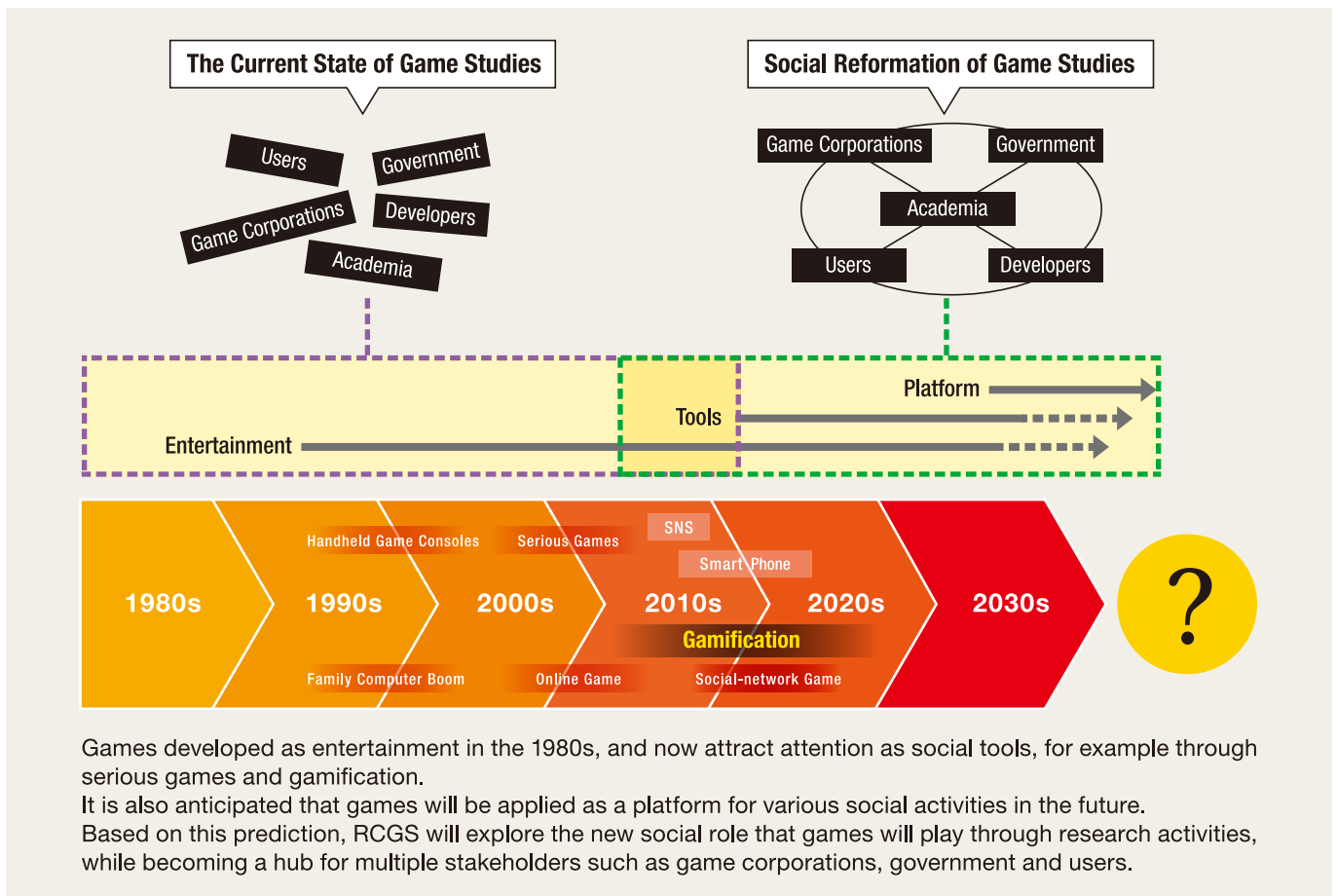
The Ritsumeikan Center for Game Studies (RCGS) was founded in April 2011, as the only academic research institute for the field of game studies in Japan.

The center conducts technical and general research on a wide range of games and types of playing, from traditional toys to games using the latest technology. It aims to form a network of game study locations both domestically and overseas, taking an advantage of our strength as a large comprehensive university and being located in Kyoto, which is the birthplace of Japanese video game industry.

The center's mission is to take a leading role in mediating with governmental agencies, public institutions, game-related corporations and relevant organizations in order to further promote industry/academia/government collaboration. To achieve this mission, researchers from a wide range of fields such as humanities, social sciences and informatics promote the research projects.

Major Research Topics

- Constructing an Archive of Digital Games
- Aesthetic Research on Playing and Games
- Research on Potential Social and Educational Applications for Games
- General Research on the Domestic and International Game Industries



Games developed as entertainment in the 1980s, and now attract attention as social tools, for example through serious games and gamification.

It is also anticipated that games will be applied as a platform for various social activities in the future. Based on this prediction, RCGS will explore the new social role that games will play through research activities, while becoming a hub for multiple stakeholders such as game corporations, government and users.

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