Transmedial imaginaries of Place

Round-table Seminar

PROGRAM

13:00-   Introduction and welcome

13:10-   Short Presentations

①Akinori Nakamura, Ritsumeikan University. "Kyoto´s Creative Industry Promotion Endeavours"

②Oya Yasunori, Kyoto Seika University / Manga Museum. "妖怪における歴史探訪"

③Martin Roth, Ritsumeikan University. "Playing with Animal Crossing: New Horizons on video sharing platforms."

13:50-   Break

14:00-   Short Presentations

④Vincenzo Idone Cassone. Ritsumeikan University. "Dark Playful Corners. Transmedia Imaginary of Game Centers in Japanese Popular Media"

⑤Akiko Sugawa-Shimada, Yokohama National University. "2.5D spaces: pleasurable interplays between fictional characters and fans"

⑥Susana Tosca, University of Southern Denmark. "Space transfiguration through character engagement"

14:40-   Break

14:50-   Joint dialogue (with audience participation)

16:00-   END

FROM SPACE TO PLACE

Tuan (space vs place)
Lefevbre (conceived/lived/perceived spaces)
de Certeau (practiced place)
Auge (space as relational)

Space

- Cartesian Coordinates
- Unambiguous boundaries
- Academic
- Easily defined
- Objective

Place

- Phenomenological
- Dynamic/ relational
- Everyday life experience
- Subjective/ errorprone
- No crisp boundaries
- No crisp definitions
- Contextual/ vague

Meaning/ Perception Feelings

- Aesthetics
- Image/ connotation
- Satisfaction
- Personal history
- Personal preferences
- Personal experiences

Merschdorf, Helena, and Thomas Blaschke. 2018. "Revisiting the Role of Place in Geographic Information Science" *ISPRS International Journal of Geo-Information* 7, no. 9: 364.

ROUND TABLE QUESTIONS

- How does **a space become place**? That is, how does a location in the world get imbued with **cultural and personal meanings**? Can this be directed or does it always happen spontaneously?

- When thinking of **place as producing imaginaries**, which properties are most important in the media platforms you work with? Is it for example the aesthetics of the spaces, how the senses perceive them, their ability to be walked through or inhabited? Something else altogether?

- I am interested in **transmedial crossovers**, how imagined worlds become "real" and the opposite. What are your thoughts on this kind of "contagion" between imaginaries and real places?