

FY2020 Annual Report for
International Joint Research to Utilize the Center's Facilities
International Joint Digital Archiving Center for Japanese Art and Culture (ARC-iJAC),
Art Research Center, Ritsumeikan University

Date (2021/05/06):

1. Title of the Research Project	
Collection and Preservation of Traditional games from around the world, the Systematization and the Study of Cultural relevance of them	
2. Research Leader	
Name	Organization and title
Umebayashi Isao	International Buddhist University Part-time lecture
4. Overview of the Research Project (About 150 words) Note: If you have changed your project since the time of application submission, please write clearly where you made changes.	
<p>In each country and region of the world, there are many unique games and even with the same type of play, there are many variations of rules and equipment that take advantage of the characteristics of the region.</p> <p>However, these rules and tools are rapidly disappearing from the mid-1970s to the 1980s, with the exception of some areas.</p> <p>In recent years, with the spread and development of the internet information, many people gained knowledge about traditional games and started playing traditional games on internet sites. But it is becoming difficult to obtain equipment, and I think that there is great significance in preserving and collecting the rules and equipment of traditional games as an ethnic heritage. For this reason, I will save and collect various play and equipment that exist in countries and regions of the world, and their variations as much as possible.</p> <p>Furthermore I will compare them and I study the changes in rules and equipment in countries, regions and times and ethnic cultural relevance.</p>	
5. Overview of the Research Results Note: We may use this section for the Center's PR.	
<ol style="list-style-type: none"> 1) At ARC2020 sponsored by the Art Research Center, I made a presentation on "Collection and preservation of traditional games from around the world, the Systematization and the Study of Cultural relevance of them. (2020.8.1) 2) At the International Ark Seminar sponsored by the Art Research Center, I made a presentation on "Trivia through the research for dice gambling in Asia"(distributing the textbook). (2020.11.25) 3) Created the standard for systematizing traditional games. 4) I collect the rules and equipment of traditional games and research materials for nearly 20 years, and systematizing information on the internet. And based on these collections and studies I created the Research material entitled " Chess Variations in the world –Style of pieces and board- (other than International Chess and Shogi)" 	

6. Research Activities

(1) Books

(2) Articles

(3) Presentations

- 1) At ARC2020 sponsored by the Art Research Center, I made a presentation on "Collection and preservation of traditional games from around the world, the Systematization and the Study of Cultural relevance of them. (2020.8.1)
- 2) At the International Ark Seminar sponsored by the Art Research Center, I made a presentation on "Trivia through the research for dice gambling in Asia"(distributing the textbook). (2020.11.25)

(4) Symposiums and/or research meeting you organized

(5) Other research activities (Lectures to the general public, and appearances in/contributions to mass media)

(6) Academic awards

(7) Grants-in-Aid for Scientific Research -KAKENHI

(8) Competitive grants other than KAKENHI

(9) Other achievements

- 1) Created the standard for systematizing traditional games.
- 2) Based on my collections and studies I created the Research material entitled " Chess Variations in the world –Style of pieces and board- (other than International Chess and Shogi)"