

FY2021 Annual Report for International Joint Research with Research Fund
International Joint Digital Archiving Center for Japanese Art and Culture (ARC-iJAC),
Art Research Center, Ritsumeikan University
[International Joint Research to Utilize the Center's Facilities and Equipment]

Date (year/mm/dd): May 5, 2022

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 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) I had an online meeting with Professor Koichi Hosoi about creating the database of my game collections and publishing the database and We had a discussion its basic framework and outline for creating a database. 2) After the online meeting, I systematized various types of traditional games by genre and I created their classification code based on my own experience for the purpose of creating a database of my collections. 3) Although there are various forms of the same type of traditional games regarding play equipment and rules all over the world, I have collected so many tools, related books and internet data. 	

6. Research Activities Note: We may use this section for the Center's PR.

(1) Books

- ""Sangokushi(Three Kingdoms)"" from the perspective of Chinese Xiangqi and Archive of traditional games" Single Author, March 21, 2022, Online Exhibition ""Sangokushi(Three Kingdoms)"" Suigyo no majiwari(Intimate relationship that cannot be separated like water and fish) "exhibition text, Isao Umebayashi, p. 28

(2) Articles

(3) Presentations

- ""Roots of simulation games and role-playing games" March 21, 2022, online exhibition "" Sangokushi "" Suigyo no majiwari"exhibition, online lecture.
- ""Sangokushi"" from the perspective of Chinese Xiangqi and Archive of traditional games" March 21, 2022, ""Sangokushi"" Suigyo no majiwari"Online exhibition, Online Joint lecture with Professor Koichi Hosoi.