

# The coexisting space of Imagination and Game

—Anonymous human relationships through trading card  
games—

ICHIKAWA Shigeyuki

Graduate School of Science for Human Services, Ritsumeikan University

**Key words:** trading card game, analog, anonymous human relationships

## Abstract

The purpose of this study is to consider what kind of human relationships adults playing trading card games (TCG) constitute when playing. First, the author who is a TCG player explains what TCG is. Next, the author conducts unstructured interviews of three adult players. After that, three interviews are considered individually and what is common to the three interview contents. This study reveals that TCG is not only an analog game playing face-to-face with people, but also it indicates that TCG emphasizes imagination and game to the same extent. In addition, the results show that TCG players build anonymous human relations through games in the card shop. Results indicate that interpersonal relationships are related to analog TCG. As digital TCG does not require physical opponents, the author concludes that analog TCG will be a catalyst for building interpersonal relationships as a communication tool. The results suggest that there is a meaning to discuss analog TCG in terms of interpersonal relationship.