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**Research Interest**

preservation and social application of digital games and related materials  
dynamics of Japanese contents industries

**Current Position (in Ritsumeikan University):**

Senior Executive Director, *Kinugasa Research Organization*, 2018-  
Director, *Art Research Center (ARC)*, 2016-  
Boad Member, *Ritsumeikan Center for Game Studies (RCGS)*, 2011-  
Professor, *Graduate School of Image Arts / College of Image Arts and Sciences*, 2007-

**Current Position (out of University):**

President, *Digital Game Research Association Japan (DiGRA JAPAN)*, 2010-2015  
Councilor, *Game Amusement Society*, 2009-

**Education:**

Ph.D., Business Administration, Ritsumeikan University, 2007  
M.A., Business Administration, Ritsumeikan University, 1984  
B.A., Business Administration, Ritsumeikan University, 1982

**Experience:**

Professor, 2001 - 2006  
*Graduate School of Policy Sciences / College of Policy Sciences*, Ritsumeikan University  
Assistant Professor, 1994 – 2000  
*Graduate School of Policy Sciences / College of Policy Sciences*, Ritsumeikan University  
Assistant Professor, 1991 - 1993  
*Ichimura Gakuen College* (renamed as Nagoya Keizai University)  
Lecturer (Instructor), 1988- 1990  
*Ichimura Gakuen College* (renamed as Nagoya Keizai University)

**Presentations (representative) :**

Akinori Nakamura, Koichi Hosoi, Kazufumi Fukuda, Akito Inoue, Muneyuki Takahashi, Masayuki Uemura,  
'Endeavors of Digital Game Preservation in Japan- A Case of Ritsumeikan Game Archive Project',  
*International Conference on Digital Preservation 2017 (iPRES 2017)*, Kyoto University, Kyoto JAPAN,  
28th Sept. 2017

Koichi Hosoi, 'A short story on the activities of game preservation in Ritsumeikan University', Talk Global collections, *International conference "Kulturgut Computerspiel...". Eine internationale Tagung des Computerspiele...*, Computerspielemuseum, Red Town Hall, Berlin Germany, 15th Sep. 2017

Koichi Hosoi, Kazufumi Fukuda, Akito Inoue, 'Challenges for data-based approaches to videogame culture', *Data-based approaches to local and global video game cultures: opportunities, challenges, future directions* (Diggr-Workshop), Leipzig University, Leipzig Germany, 12th Sep. 2017

Koichi Hosoi, 'Virtual exhibition of Japanese Cultural Assets', *Digital Cultural Heritage Business and Open Data: Bringing Rome to Japan, Japan-UK Research and Education Network for Knowledge Economy Initiatives (RENKEI) Workshop*, Ritsumeikan University, Kyoto Japan, Saturday, 24th June 2017

Kazufumi Fukuda, Akito Inoue, Koichi Hosoi, 'Proposal and Validation of the Data Model of Video Game Database', *Replaying Japan 2016*, Leipzig University, Leipzig Germany, 16th Aug. 2016

Mitsuyuki Inaba, Michiru Tamai, Kenji Kitamura, Ruck Thawonmas, Koichi Hosoi, Akinori Nakamura, Masayuki Uemura, 'Constructing Collaborative Serious Games for Cross-Cultural Learning in a 3D Metaverse', *Replaying Japan Again: 3rd International Japan Game Studies Conference 2015*, Ritsumeikan University, Kyoto Japan, 22th May 2015

Kazufumi Fukuda, Koichi Hosoi, Akinori Nakamura, Masayuki Uemura, 'Construction of Digital Game Basic Title Database, and the International Cooperation', *Replaying Japan Again: 2nd International Japan Game Studies Conference 2014*. University of Alberta, Edmonton Canada, 23th Aug, 2014

Koichi Hosoi, 'Differences and similarities between the game preservation and the game archives, *Digital Game Research Association Japan (DiGRA JAPAN)*, Future University Hakodate, Japan, Date: Mar. 10, 2014

Koichi Hosoi, Masayuki Uemura, Akinori Nakamura, Kazufumi Fukuda, 'International cooperation and development of the game preservation activities in Japan'. *Japan Game Study Conference 2013*, Ritsumeikan University (Kyoto), Japan, Date: May 25, 2013

Koichi Hosoi, 'Development of the Game Preservation Activities in Japan', *Digital Game Research Association Japan (DiGRA JAPAN)*, Kyushu University, Japan, Date: Mar. 03, 2013

**Publications (representative) :**

Masayuki Uemura, Koichi Hosoi, Akinori Nakamura (2013), *The Life and Times of the Nintendo Famicom: The Birth of TV Games*, Jun. 2013, NTT Publishing Co., Ltd., Tokyo.  
ISBN-13: 978-4-7571-7046-9

Koichi Hosoi, Akinori Nakamura, Masayuki Uemura, Kazufumi Fukuda, Shin Ohno (2012), "Video Game Archive and Collective Knowledge: Practice and Achievement of Game Archive Project", *Digital Humanities Research and Web Technology*, Nakanishiya Publishing, Mar. 2012, pp.215-235. ISBN-13: 978-4-7795-0583-6

Koichi Hosoi, "Study on the Digital Game Preservation: the global movement and its essential issues", *Current Awareness (National Diet Library)*, No.304, 20 Jun 2010, pp. 11-16.

Koichi Hosoi, *Theories and facts of Corporate Power*, Dobunkan Shuppan Co., Ltd., 2006, ISBN-13: 978-4495375218

Koichi Hosoi, "Possibility and Prospect of Online Game in Asia", *Gaming, Simulations and Society*, Shiratori, R.; Arai, K.; Kato, F. (Eds.), Springer, 2004, pp.269-277 ISBN-13: 978-4-431-22308-5

**Grants and Fellowships:**

Grant for Media Art Promotion: Building up the cooperation of digital game field (Japanese Agency for Cultural Affairs, 2015-2018), \$318,000/year

Grant for Media Art Promotion: Building up the archives of digital game (Japanese Agency for Cultural Affairs, 2012-2014), \$217,000/year

Grant for Game Archive Studies (Hayao Nakayama Foundation for Science & Technology and Culture, 2006-2007), \$20,000

**Awards and Honors:**

Prize from Digital Game Research Association JAPAN (DiGRA JAPAN), 2016

Kyoto Prefectural Governor Award (Kyoto Edutainment Forum), 1999

last up-to-date: 25, June 2018