

Participant Profile



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Collateral Realities of Role-Playing: Gender and Authenticity at the Game Table

Description of Research Interests:

(max. 150 words)

Björn-Ole Kamm is a senior lecturer at the Kyoto University Graduate School of Letters. Born in Heidelberg in 1981, he studied Japanese Studies and Media Use Research at Leipzig University and Ritsumeikan University, Kyoto (M.A. 2008). Since 2011, he has worked in the Cluster “Asia and Europe,” Heidelberg, as a research coordinator and lecturer. Supported by fellowships from the DIJ Tokyo, Friedrich-Ebert-Foundation, and Kyoto University, his doctoral dissertation (Heidelberg University, 2011–15) focused on the dynamics of inclusion and exclusion in networked communities of interest, and the agency of stereotypes and of “cultural brokers” within the transcultural sphere of role-playing games. His works on stereotyping, live action, and tabletop role-playing have been published in various journals (e.g., *Transformative Works and Cultures*) and books (e.g., he is co-editor of *Debating Otaku in Contemporary Japan*, 2015). His current research explores fantasy role-playing’s learning effects of and its connection to psychodrama in Japan.