

RYU YAMAMOTO

Curriculum Vitae

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EDUCATION

University of Central Florida, Orlando, Florida. Ph.D. Student (Texts & Technology).
August 2022 to present.

University of Central Florida, Orlando, Florida. M.A. (Interdisciplinary Studies
Non-Thesis Track). August 2019 to December 2021.
- First Concentration: Teaching English as a Second Language. August 2019 to
April 2020
- Second Concentration: Texts & Technology. August 2019 to December 2021.

University of Central Florida, Orlando, Florida. Graduate Certificate (Teaching English as
a Foreign Language). April 2020

University of Central Florida, Orlando, Florida. B.A. (Art-Visual Arts and Emerging
Media Management Track). May 2019

EXPERIENCE

Graduate Research Assistant. Center for Humanities & Digital Research. University of
Central Florida. August 2022 to present.

Instructor. Graduate Teaching Assistant. Fundamentals of Interactive Design. Evolution of Video Games. University of Central Florida. Spring 2023 to present.

Production Assistant. Convergence Rhetoric. University of Central Florida. Spring 2024 to present.

Production Assistant. Literary Prize Database. University of Central Florida. Spring 2024 to present.

Production Assistant. Home for Wayward Girls. The Florida Review. Spring 2023.

Guest Lecturer. English For Academic Purposes I. University of Central Florida. February 25th, 2020

Volunteering Assistant and Observer. English for Academic Purposes I & English for Academic Purposes II. University of Central Florida. January to April 2020

Tutor. English as a Second Language. English Language Institute, University of Central Florida. September 2019 to November 2020

RESEARCH AND ACADEMIC INTERESTS

Digital Media: game studies, game narratives, Japanese games

INVITED TALKS

Yamamoto, R. (2024). "Analyzing the Monstrous Enemy's Folkloric Roots in Early Japanese Video Games as a Prototype for Designing Contemporary Interactive Narratives" Florida Digital Humanities Consortium (FLDH). University of Central Florida." September 20th, 2024.

Early Japanese video games from the 1970s to 1990s often featured a narrative of human characters fighting against monstrous antagonists, which led to a deeper exploration of storytelling within the gaming medium. The monstrous qualities of Yokai in games are used to deliver stories that communicate morally based truths and nurture growth in players. Referring to academic discourse on narrative techniques in video games, Japanese video games represent the prototype of contemporary Western games. Therefore, the findings of this research aim to contribute to the development of future interactive narratives by highlighting the folkloric narrative techniques utilized in early Japanese video games.

Yamamoto, R. (2018). "The Relationship of Japanese Martial Arts' Exercises with Japanese Dance." University of Central Florida." October 29th, 2018.

This experience launched my interest in inter and transdisciplinary studies where different disciplines converge in a shared history. In this case, I was invited by a UCF art professor to talk about the relationship between Japanese-Okinawan Martial arts' training exercises called 'kata' and the traditional form of dance named 'Ryukyu-buyo' for an undergraduate Intermediate Painting Class at UCF. The class I presented for was dedicated to studying, preserving, and integrating various art movements throughout the last three hundred years. In addition to verbally discussing the documented history of the relationship between 'kata' and the performance art of 'Ryukyu-buyo' to the class's students, I gave a performance of two 'kata' choreographies documented to have connections with 'Ryukyu-buyo.' Both choreographed demonstrations are documented in video recordings at the suggestion of the class's professor. The point of this talk was not only to share a type of convergent culture rooted in my ancestry but to also express that even a paradoxical discipline concentrated in militaristic practice shares a connection in visual communication with a discipline focused in aesthetical expression.