Exploring travel:

What and how I learned inside (and outside) a games+multiliteracies seminar

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Graduation Seminar on Language, Education and Technology:

"The Game Terakoya"

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Thesis Overview

In this seminar, I did a travel related project. This is because I love traveling and I wanted to motivate people to travel to tell the charm of traveling. By using knowledge which I learned from playing and discussing various games, I made a travel destination diagnosis test to encourage people to travel. Though I think my project did not go well, I learned many skills and got new networks.

What I changed most is my confidence though I got many skills in the seminar. I was one of those people who underestimated myself two years ago. When I see senior students speak about their project in front of people with confidence, I thought I want to be like that a year later. The event that changed me was “Job hunting” and “Getting certified “. Actually, I was able to be the people who I wanted to be, and it was a really big change in my life.

Prof. deHaan taught me the importance of seeking my happiness. He asked many times what my happiness is and I tended to focus on it. I will be able to choose my way following my happiness in my future life, and I am certain that it will make my life better one.

By going through the system of Pedagogy of Multiliteracies, I got a critical thinking skill and I was able to study actively in the seminar. I asked myself “why” and communicated in various ways during the seminar. It led me to gain the critical thinking skill and made me learn various things.

A message / letter to the other Game Terakoya students

Dear Present Game Terakoya students,

I am happy to be a GT seminar student with everyone. There are a lot of unique people in this seminar and I loved playing games with everyone. I was able to see various aspects of each person when playing games. It is sad that we can not meet and play games regularly after working at a company but I hope we gather and play games again together. I really had a good time in the seminar with everyone. Thank you!

Dear Future Game Terakoya students,

In this seminar, you can improve, get many skills, learn things in various ways and seek your happiness. I think you never regret joining GT. You can take actions following your curiosity, so you are able to do your project which will lead to your future. Actually, I was able to deepen my curiosity in the seminar.
I have two pieces of advice for you. One is that you should do your project before your job hunting because if a lot of time passes till you restart your project after job hunting, your motivation on your project will get down. Second is that when you face a problem, I recommend you to ask questions or get in touch with Prof. deHaan. He will definitely help and give you good advice.

Yume Yorita

January, 2021

1. Introduction

1.1 The pedagogy of multiliteracies

Not only in the past, but also now, there was traditional teaching and learning. A teacher just gives students information, and students just read or write the information. The problem is students tend to be passive because they do not communicate with each other, just one way of teaching. Today, globalization and new technology created, then, the pedagogy of multiliteracies was created by the New London Group which consisted of 10 scholars in 1994. The New London Group categorized multiliteracies into four steps. The four components: Experiencing, Conceptualizing, Analyzing, Applying. Students experience something new or something which they already know (Experiencing; situated practice). Then they have discussions to form ideas through activities (Conceptualizing; overt instruction), and they think about the idea deeply and critically while referring to existing materials (Analyzing; framing). Lastly, they apply what they thought and learned into society (Applying; transformed practice). The important thing here is the process of “weaving”. By applying experiences which students learned before into society and making knowledge connections between at school and outside the school, they can do inputting and outputting. It is the process of “weaving”. After knowing the effective way of learning, the weaving process of pedagogy of multiliteracies started to be used for learning. Then,the pedagogy of multiliteracies made students more active not only at school but also outside the school.

1.2 The Game Terakoya: What? Why? Where? Who?

The Game Terakoya is a seminar which consists of 3rd and 4th grade students in the School of International Relations at the University of Shizuoka, located in Yada, Suruga Ward, Shizuoka, Japan.

The main purpose of the seminar is development of our critical thinking, information technology ability and language ability. Learning those skills is difficult because time and resources are limited in a typical education method. In the seminar, by playing and analyzing games, we learn those skills. Finally, we do our own project which each got interested in after improving our critical thinking, information technology ability and language ability.

There are four different stages of the seminar: Experiencing,Conceptualizing, Analyzing and Applying which follows Pedagogy of Multiliteracies. We play games following these stages. Experiencing means playing new games in Game Terakoya (Experiencing; we get interested in various games). After playing games, we discuss the games (Conceptualizing; we know the history and the concept of the games), do deeper research (Analyzing; we search interest and associate other reference), and connect the game and our ideas with society in participatory projects (Applying; we think how we can connect the games with our own project).

I will explain four stages of Pedagogy of Multiliteracies by connecting with experiences that I did in the seminar.

[Experiencing]

・Playing various kinds of games. (Prof. deHaan has more than 200 games and we played some of those games.)

・Game event at Jidokan. (I went to Jidokan to support senior students and got interested in various games.)

[Conceptualizing]

・Discussing games. (We talked about how to improve the games and how to make the games more fun.)

・”Goals and Tasks and Games Brainstorming” (I thought about what game I was interested in and set my goal.)

[Analyzing]

・”Game Analysis Research Project worksheet” (I summarized what I have learned from the games so far)

・”Reading Report” (I read tourism and marketing books, and read travel brochures carefully to learn some strategies to attract people.)

[Applying]

・”Participatory Project Proposal Worksheet” (I organized how to do my project by using the knowledge which I have learned until now.)

・Creating Toidasu (I made a travel destination diagnosis test to motivate people to travel)

・Spreading my Project on SNS (I made an Instagram account to spread my travel destination diagnosis test.)

= Other members in Game Terakoya =

Prof.deHaan

He always asked us about our happiness. I am finding my happiness by focusing on my interests through the questions. He also helps me imagine my ideal goal of life and reminds me of the importance of making an effort to achieve the goal. Thanks for his advice, I was able to solve problems about my project. When we play a game, he suggests whether there are improvements that could be made to the game. After playing a game, he asked us " How could you make the game more fun?" and we thought about the game deeply from various perspectives. It helps us to get critical thinking skills. One of the things that I like about him is that family is the core of his happiness, so he especially cherishes the time with his family. Sometimes, I enjoyed games with his children, which reminded me that playing games together makes the people close the distance of the heart. After all, after belonging to his seminar, I came to like games more and more and I knew the possibility of games.

Sota

He loves playing games and has many board games. We often play games even outside the seminar. On Instagram, he introduces board games and more than 1000 people follow him. He gave a positive effect to many people and made them get interested in games.

Nagisa

When she studied abroad, she got interested in the environment through being affected by Australians' consciousness for the environment. She is a person with a

strong sense of responsibility and took many actions for the environment. For example, she held workshops and arranged online sessions to spread awareness about the environmental crisis.

Haruna

She has interests towards vegetarianism and became flexitarian through being an ovolactovegetarian. On Instagram, she posts healthy dishes, and gets comments and reactions from influencers on Instagram. I started eating oatmeal in the morning because of her. She is really hard on herself especially on her beauty.

Nozomi

She loves playing games. As she played various kinds of games, she got interested in laughter. She studies laughter intently by reading books and playing games and is writing articles about laughter. I like her laughing face, especially in enjoying games.

Yuta

He is interested in psychology and he records reactions while playing games. It helps him to see human action which comes from psychology like the change of facial expression.

He researches psychology by verifying research results he got and by reading many articles. He is standoffish in appearance but he is a funny person when we get closer.

Mayumi

She has a power to make the environment in the seminar good. She is interested in teaching and made a game to teach Japanese correct English. The idea came from the experience when she was in Europe studying abroad. Her game was interviewed by a local newspaper, and spread her activities.

Asumi

She is interested in English education, and trying to adopt games to English education. She is a considerate person, so the people around her feel their heart warm.

Masataka

His theme of thesis is racial discrimination in Japan. He is a funny person to everyone and he is ambitious about improving himself.

Kohei

He is interested in teaching students because he will be a teacher in the future. He loves dancing and has an expressive face. When we played “はぁって言うゲーム”, I laughed a lot at his facial expression.

2. My journey

2.1 Who I was before the Game Terakoya

After entering my university, I tried to improve my English skill because I was not confident. I was trying to study hard not to lose others in studying. I kept being in the first class of English all year because falling into the lower class is embarrassing so much for me at that time. As a result, my TOEIC score improved from 680 to 820. But I did not study to improve myself, just not to lose to others or not to fall in the class.

I wanted to change myself, so I read an enlightenment book. The book that I remember the best is「夢をかなえるゾウ」(Self-development book). I learned that taking action and practicing and not giving up is a key point to change myself. I tried to change myself by following the idea. It is one of the factors that I decided to study abroad.

I studied abroad in California in America, and was influenced by people there. When I communicated with students from abroad such as Korean, Chinese, Saudi Arabians, Brazilian,Turk, I learned being aggressive to people is important. Being aggressive means having my own opinion and insisting on it. If I did not have my opinion and not insist on my opinion, I could not live equally in America. People in America also taught me living freely. There are various races in America, and there are people wearing clothes that they want to wear or people doing what they want to do. They are not worried about what other people think, and also other

people do not care about them. I felt they love their own and everyone enjoys their life.

Before studying abroad, I was more worried about what other people think. But, after being influenced by people around the world, I became a more aggressive person and started improving myself more to love myself. Then, I started to acquire qualifications that I am interested in. Communicating with people abroad and traveling were the things that I was interested in, so I got “The Korean Language Proficiency Test” and “Test of World Heritage Study ". Studying those made me more interested in communicating with people abroad and traveling.

I wanted to change myself.

2.2 What I did during the Game Terakoya

In this chapter, I will tell you about what I did in the Game Terakoya in detail following the list below.

1. Application for the Seminar
2. The first day of the Seminar
3. Pre Materials
4. Multiliteracies. Concept Map of Seminar Members
5. Goals and Tasks and Games Brainstorming
6. Learning about games in the Game Lab
7. Playing and Discussing games

8. 1st seminar Report
9. Game event at Jidokan
10. What are you curious about?
11. Game Analysis Research Project
12. Focusing questions, Reading and Learning, Reporting and Applying
13. Reading Report
14. Project Tasks and Timeline
15. Participation Project
16. During my Participation (Creating Toidasu, Creating an Instagram account)
17. Reflecting on everything
18. Post Works: Comparing Pre and Post

[1st year, spring term]

1. Application for the Seminar

It was necessary for us to write an application to belong to the Game Terakoya. There are 6 sections on this assignment. I needed to answer about my background, read, summarize and critique a “Pedagogy of Multiliteracies. I also wrote an essay about games, analyzed a text, found some information and did some participation projects. I improved critical thinking by writing this sheet because there are so many questions like “why”. I thought about the question in various perspectives and asked myself “why”. It led me to build my critical thinking. This assignment was a practice of building my critical thinking.
See appendix A: Application for the Seminar

2. The first day of the Seminar

On the first day of the seminar, I was inspired by other seminar members' English skills. I was not good at speaking English, so I wanted to improve my English in this seminar. Also, I was not good at speaking my opinion in front of people, and I wanted to overcome it.

We did a presentation of our own, and after listening to everyone's presentation, I felt I needed to think about everything more deeply in everyday life. Especially when Ilistened to Nozomi's story of her actions towards her job, I felt overwhelmed with her because she was thinking about her future and already had a future vision. She motivated me to take actions actively like her.

I was not good at speaking my opinion in front of people, and I wanted to overcome it.

3. Pre Materials

In this Pre materials, I wrote information about me. I am full of curiosity and love traveling. One of my personalities is optimistic and tends to do things at my pace. I can talk with people who I met first, and I wanted to communicate with many people through activities. I think this is because I learned from my studying abroad that it is more fun to communicate with any people than being alone.

Before joining the GT, I was very curious about traveling. Actually, I decided to do a travel related project by that time. See appendix B: Pre Materials

I am full of curiosity and love traveling.

4. Multiliteracies. Concept Map of Seminar Members

The assignment was given to all seminar students to do it together. We had to make a presentation about “Pedagogy of Multiliteracies” together, and we divided us into two groups. We did this assignment even outside the seminar because it was the first time to know the system of “Pedagogy of Multiliteracies”, and it was tough to read many English sentences. After listening to all the presentations, I was able to know “Pedagogy of Multiliteracies”.It was a good opportunity to know the personalities of other people through doing one work together.

5. Goals and Tasks and Games Brainstorming

This assignment consists of two steps, and one is I think my interests from my goals and other is I think my interest forwards from games.

< From my goals >

The kind of games I wanted to play was a tourism game and an easy game. This is because I wanted to tell people the attraction of countries by using my game. To

do so, I needed to play games many times and consider it from all sides in order to be able to be played by all generations. By telling people goods of counties and knowing those, I tried to achieve my goal: Motivating people of all generations to go on a trip.

< From games >

Vocabulary games help students to learn languages.→To get a evidence of it, I can go Jidokan to teach people languages by playing games→I can find elements of fun in the games and learn it→I am able to use the elements to make a game, and then the game will be enjoyed by people of all generation. If my game is played by many people, it can motivate people to travel.

See appendix C: Goals and Tasks and Games Brainstorming

6. Learning about games in the Game Lab

[April 23 seminar]

It was my entrance to board games. Prof.deHaan introduced zemi students to 111 games in short. We listened to the explanation, and thought about how to link the games to our goals. Thinking about our goals enabled us to make clear what we should do now for our goals. After that, we chose some of the games which we are interested in respectively.

What I especially got interested in was “Tokaido” and “ 10 Days in Europe “.

“Tokaido” is a game one in which the players aim to reach Edo (the Old capital of Japan) from Kyoto. I got interested in it because moving to Edo from Kyoto is like traveling. I wanted to make people want to travel, so the feeling of traveling and experiences by playing the game was very interesting for me.
One thing I was surprised at was that “Tokaido” is made by a French designer. It also made me get interested in it.

“10 Days in Europe” is related to traveling because players make an itinerary while playing it. I think planning an itinerary is one of the fun things in traveling because we feel excited about where to go or what to eat while planning. At that point, I thought that this game would make people want to travel by imagining going on a trip. I was very curious about it.
See appendix D: Learning about games in the Game Lab

I was especially interested in “Tokaido” and “ 10 Days in Europe “.

[May 14 seminar]
We chose 10 games to play from 111 games. I learned that we should do a project which related to our goals, and have purpose in the project. When we were deciding a schedule, I also learned the difficulties of making a schedule with others. Working with co-workers well and having purpose is important in the workplace and in life, so I decided to get those skills in seminar.

7. Playing and Discussing games

“Tomorrow” [May 28]

The theme of this game is overpopulation, environmental deterioration and resource depletion in the world which may be the future of the world. The players try to reduce world population by spreading nuclear weapons and infectious diseases. Each player tries to reduce the other country’s population. It looks like a solo battle because players set traps to other countries, but it is a cooperative battle. It is because every player loses if mankind is destroyed. It is so nasty game, and we lied a lot to win the game.



Picture 1: “Tomorrow”

“Tokaido” [June 5]

As I wrote in chapter 5, it is the game I especially got interested in. This game is one in which the players aim to reach Edo (the Old capital of Japan) from Kyoto.

There are a lot of scenery, souvenirs and tourism attraction cards with beautiful pictures.

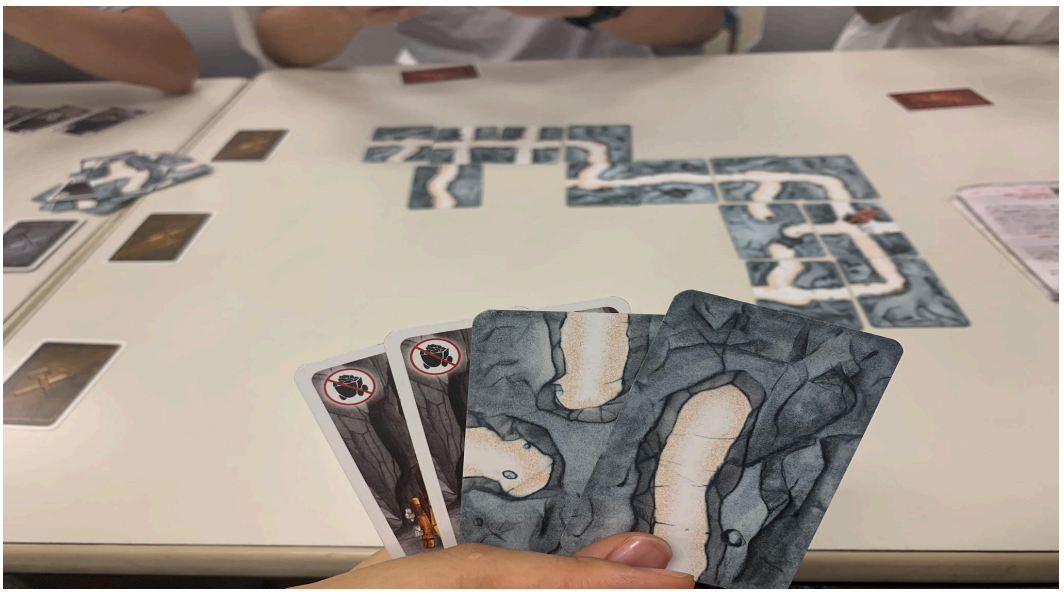
From “ Tokaido”, I learned that visual elements are good to motivate people to travel. Players use a lot of scenery, souvenirs and tourism attraction cards with beautiful pictures, so it helps to give players a feeling of traveling and experiences by using visual elements.



Picture 2: “Tokaido”

“Saboteur” [June 5]

It is a game to dig a gold mine, but not every player aims to dig a gold mine. There are two roles: Gold digging person and saboteur. The saboteur tries to defend the digging, so the digging person cannot dig a gold mine easily. It is important for saboteurs to act as gold digging people.



Picture 3: “Saboteur”

“Joust” [June 8]

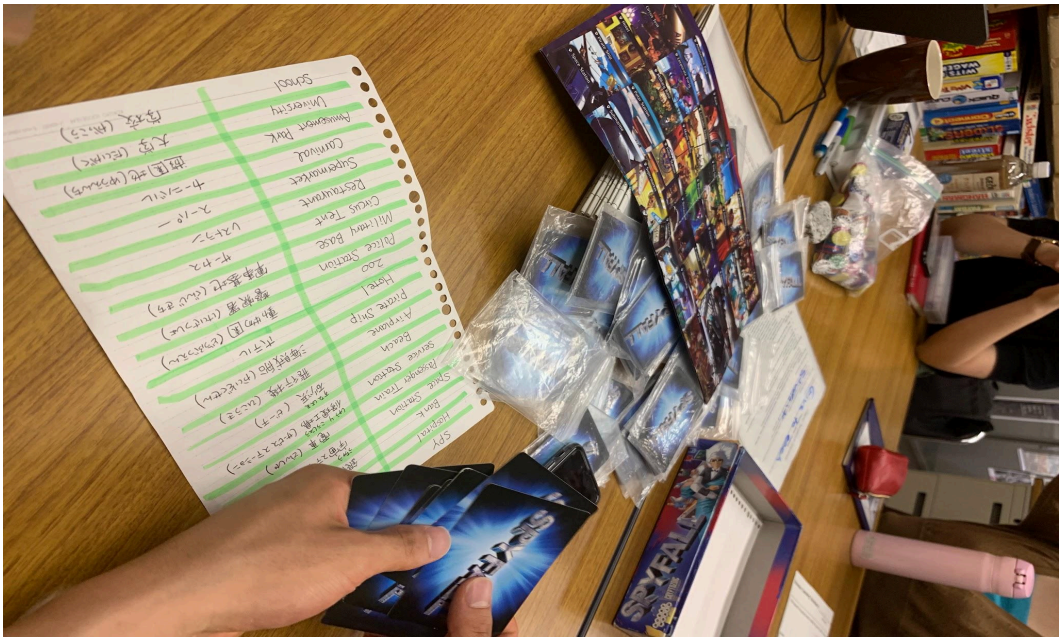
It is a body movement game in which players use motion controllers. Players try not to move their own motion controller while aiming to move other player’s controller. When the music plays slowly, the players have to be careful not to move the controller because it becomes sensitive. On the other hand, players can move actively while the music speeds up.



Picture 4: “Joust”

“Spyfall” [June 11]

There is a spy in the players and only the spy does not know the place which other players know. The spy tries to match his/her opinion not to find out he/she is a spy. On the other hand, other players try to find out who is a spy by questioning within the time limit.



Picture 5: Spyfall

“Gokiburi Poker” [July 27]

It is a game in which players hand over insect cards (flies,spyder,cockroach and so on) by finding out lies and correctness.



Picture 6: “Gokiburi Poker”

“10 Days in Europe”

Players try to line up the cards(country cards, airplane cards, ship cards), and try to make a plan of travel in Europe by arranging three cards alternately.

As I wrote in section 5, I was very curious about this game because this game contains a hint on how to make people want to travel. When players plan the order which country to visit first or which transportation to use for traveling, they imagine the country that is written in the cards. Imagining yourself traveling motivates you to go on a trip. It means this game is a good introduction to know the country and a way to make people imagine traveling to the country. Actually, after completing my cards (completing my trip schedule), other players told me

that your trip looks fun. They imagine their traveling, so this game can make people want to travel.

This game is a simple game to play and motivates players to travel, but this game takes too long to finish the planning journey. If I make a game which makes people want to travel, it needs to be easy to play and should not take too much time because playing games is just a tool for getting people to travel. Playing this game became a big hint for my project.

I got the knowledge of European countries by playing this game. Players use the cards of European countries and a Europe map, so I knew the country names and their positions.



Picture 7: 10 Days in Europe

Strategy 1: **Visual elements are good to motivate people to travel.**

Strategy 2 : Imagining yourself traveling motivates you to go on a trip.

Strategy 3: A game which I make should be easy to play and should not take too much time.

8. 1st seminar Report

After playing so many kinds of games in 1st semester, I knew there are really various kinds of games like social impact games or education games. From among those, I got interested in tourism games, and I got good hints (which I can use for my project) from those games by playing “Tokaido” and “10 Days in Europe”. By that time, I had already decided to do a travel related project following my curiosity.

We had lively discussions every time, and it helped us to get close to each other and created a good atmosphere. The atmosphere made it easier to tell our opinions to each other in the seminar. By discussing games together, we could know various ideas or solutions rather than doing alone. When we discussed the games which we played, we were able to build critical thinking skills by thinking

deeply about the games in various perspectives. I had not thought about one game so deeply before, so it taught me there are many viewpoints and we can make use of games in society.

In the 1st seminar, I know the possibilities of games. Those are games that help to get close to each other, help to build critical thinking by discussing them and help to improve cooperative skill. I got more interested in the possibility of games in this seminar. See appendix E: 1st seminar Report

9. Game event at Jidokan

[July 30 seminar]

We had a discussion about the event which 4th year students would hold at Jidokan. They did their project following their interests like holding events or letting children to play their own game. In that discussion I was surprised at their calmness because I was not good at speaking in front of everyone. I thought I wanted to be like that when I will become a 4th year student. I need to have the confidence to talk like that not to be worried about what other people think.



Picture 8: A discussion with senior students

I want to be like that when I become a 4th year student.

[August]

On the event day, 4th year students acted while thinking about what to do now like a member of society. I was really impressed by the sense of responsibility. I thought I have to be responsible for what I do.

When I saw children playing games, I found that if the creator of the game does not enjoy it, the players do not enjoy it. 4th year students enjoyed their game with children, so children really enjoyed the game. And then, I decided to make a game which I think is fun to play.



Picture 9: An event at Jidokan

Strategy 4 : I will make a game which I think is fun to play.

10.What are you curious about?

I wrote a concept map of my curiosity in this sheet. After playing games and discussing many things, I got interested in many things like Tourism, Marketing, Outbound, Inbound, Travel, Food, Trend and so on.

See appendix F: What are you curious about?

11. Game Analysis Research Project worksheet

I love to travel and wanted to motivate people to travel, so I have decided to make a travel related game. When I think about how to make people want to travel, I used the hint from “ Tokaido”, “ 10 Days in Europe” and an event at Jidokan which 4th year students held.

>Table 1

	What I learned?
“Tokaido”	・Should give the feeling of traveling and experiences by using visual elements
“10 Days in Europe”	・Making people imagine their self traveling motivates people to go on a trip ・Should not take too much time to play
An event at Jidokan	・Should make a game which the designer thinks is fun

[October 28 seminar]

I have decided to make a travel related game because I want to motivate people to travel, and I told them in a seminar. After that I got good feedback on why you want to make people want to travel. I did not think about it deeply, so I asked myself the question. The answer is, I love traveling because I can refresh and have some new experiences at a travel destination, so I wanted to make a game to help people do such things. I especially wanted to make a game which related to travel abroad, not domestic travel. There were two factors. One is, I especially love overseas trips because I can enjoy food and activities ,and find new things of the country like culture and people which I do not experience in Japan. Second is, I heard that the Japanese passport ownership rate is 23.7% in 2019. It means 76.3% of Japanese do not travel abroad. I thought It is a waste not to travel

abroad. Because of those two factors, I wanted to motivate people to want to travel abroad by using my game.

After organising my thoughts in the seminar, I found that I want to support people to travel, so I was wondering about making a travel destination diagnosis test to tell people the destination which suits the tastes of travelers. When I think about how to spread the diagnosis test to society, it is easy to use SNS, so I decided to make a diagnosis test online. After that, I was struggling with how to make an online diagnosis test. At that time, Prof.deHaan asked me whether to use Twine. Twine is a diagnosis tool, so I tried to make a travel destination diagnosis test using that.

I planned the schedule of my project. I was conscious of the fact that I have a purpose when I take actions. It was because I decided to get skills to have purpose in doing something. The table below is the plan of my project.

>Table 2

November - December	January	February - March
Reading books about tourism and marketing books, and reading travel brochures carefully to learn some strategy to attract people. By doing those, I can find specific questions which I will use for Twine (travel destination diagnosis test).	Taking the survey and collecting data and getting feedback to make appropriate questions for Twine.	Making Twine , and then sharing it on SNS to get an opportunity to motivate people to travel.

[November 14 seminar]

I decided to make a diagnosis tool which tells the player where the appropriate destination is. The reason I decided to use a diagnosis test for my project is because I wanted to help people by playing my game. Also, playing it leads people to be motivated to travel. I wanted to make a game which the designers of the game think is fun. I learned that from the event at Jidokan. (I write about it at 11. Game Analysis Research Project worksheet) I thought playing a diagnosis test is fun because I can not know the result while playing, and I can know a result which matches me. One more reason I decided to use the diagnosis test is it is easy to play and it does not take too much time to play. I have learned from “10 Days in Europe” that games should not make players feel it is too long to play. (I write about it at 11. Game Analysis Research Project worksheet)

I decided to make a travel destination diagnosis test.

—“ Reflecting on Your Work”

I made a goal that I will make Twine and then share it on SNS to encourage people to travel abroad. At that time, my trouble was how to make questions for the questionnaire of Twine. In the seminar, a senior student, T. Megumi gave me advice that I should read paper more, so I decided to not only read tourism books but also travel brochures. Thanks to seminar feedback from seminar members, I found my task about my project.

—“Game Analysis Research Project”

What I wanted to know was what the things are that everyone likes. I was interested in it because I wanted to make a diagnosis test, so I needed to know the traveler's interests. After knowing people's interest, I was planning to add travel information on the results of the diagnosis test.

＜Good advice from seminar members＞

・You should narrow your target, if you do so, you can make more accurate Twine.

→ I narrowed my target to women in their 20s because I thought I am the same age as the target and I know their feelings. Also, I wanted to make young people travel abroad to broaden their horizons.(This is because I know the enjoyment of traveling abroad from my travel experiences.

・You have to learn about many countries and its attractions to make a Twine for traveling.

・To make people get active more into action, just making them do Twine is not enough, so you should attach some URL when they know their matching places.

I thought learning marketing and making Twine is good for my future because I can use the knowledge when I work for a traveling company to support customers. See appendix G: Game AnalysisResearch Project

12. Focusing questions, Reading and Learning, Reporting and Applying

I did a presentation about my project in seminar.

>What is my participatory project?

→Making Twine (diagnosis test) and sharing it on SNS.

>What do you need to know in order to successfully create and complete my project?

→Which SNS should I use?

After my presentation, I got feedback from Prof. deHaan and seminar members.

＜Good advice from seminar members＞

・You should narrow down your target because it is difficult to fit all generations.・Instagram is good if your target is young people.

Referring to that good advice, I narrowed my target down, and decided to focus on young people. I also decided to use Instagram to share my diagnosis test because Instagram is the SNS which most young people use most including me.

As I joined internships of travel companies, I learned that narrowing targets is important. They said narrowing a target leads to moving people deeply. This is because the needs of people vary and it is impossible to make things which match all people.

See appendix H: Focusing questions, Reading and Learning, Reporting and Applying

13. Reading Report

I read tourism and marketing books, and read travel brochures carefully to learn some strategies to attract people.

(1) Firstly, I read a travel brochure and tourism books because the information which travelers know would be written there. There was a lot of information on foods, tourism spots, souvenirs. I thought those are the information that travelers want to know, and I will use that hint when I make a diagnosis test.
See Book reference: るるぶ台湾'18

(2) Secondly, I read a marketing book to know the needs of travelers, but actually I did not get the information from the book. The book says that it is important to choose SNS to advertise depending on the target. I just chose Instagram to share my diagnosis test with purpose, so the information gave me the evidence that narrowing my target was correct.
See Book reference: Why を考える！マーケティングの力

(3) Thirdly, I visited the tourism homepage to learn about travelers, and I found that most travelers are looking forward to eating delicious foods and hot springs. Here I also get hints which I can use for my diagnosis test.
See Book reference: 旅行年報2018

[January 7th]

I took a questionnaire on Instagram to know what is the purpose of traveling and what do people look forward to while traveling. I questioned “ What is the purpose of traveling?”, and 41 of my friends answered the question. The reason why I asked the question is because I wanted to know what travelers want to know about traveling. I was planning to add information which travelers want to know when traveling.



Picture 10: Taking questionnaire on Instagram

< Questionnaire Result >

The result of the questionnaire is the table 3 below. The answer with the most votes is food, and Scenery follows. From that, I knew that the majority of travelers go on a trip to enjoy food or see scenery, so I decided to add food and scenery information on the results of the diagnosis test.

>Table 3

The purpose of traveling	Number of votes
Foods (foods which can only be eaten there)	14
Scenery, cityscape, buildings, atmosphere, world heritage sites	10

Meeting friends	2
Sightseeing	2
Changing of pace	2
Activities	1
Spending extraordinary time	1
Wanting to talk in English	1
Go to their friend’s hometown	1
Wanting to learn history, people, culture of other countries	1
K-POP	1
Hotspring	1
Going to a concert	1
Others	3

Looking at the information obtained from reading books (written at 12. Reading Report) and the information from the questionnaire, I learned travelers want to enjoy those things while traveling. I wrote about travelers' tastes on table 4 below.

>Table 4

Where did I get the information from	What travelers enjoy while traveling
るるぶ台湾’18 (travel guide book)	Foods, tourist spots,souvenirs
旅行年報2018	Eating delicious foods and hot springs
Questionnaire which I took on Instagram	Foods or seeing scenery

I will use those hints when I make my diagnosis test.

14. Project Tasks and Timeline

In this sheet, I organized my project.

>What do I want to do in my project?

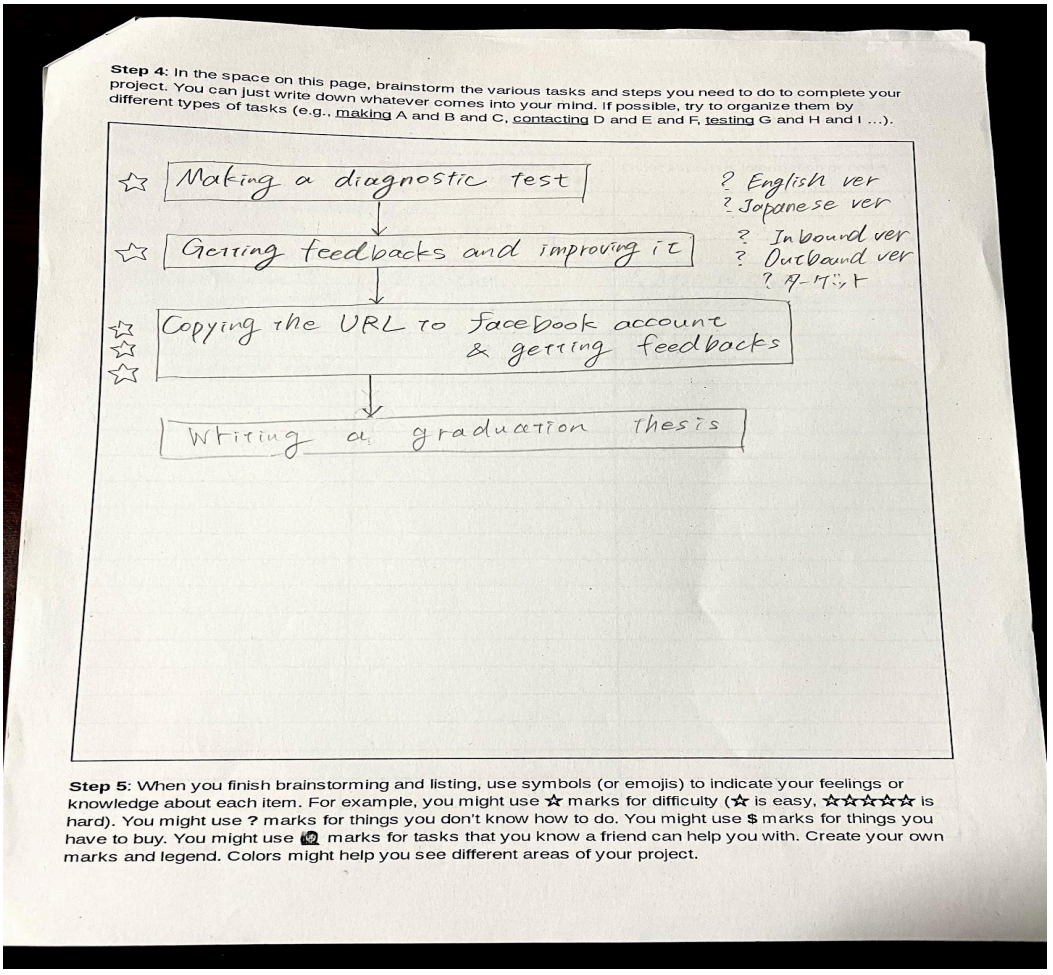
→I want to help people who can not decide where to go abroad.

>What outcome or end result do you dream of achieving?

→I want to make people motivate people to go abroad and make people enjoy my diagnostic test.

>What outcomes or problems do you want to avoid?

→I want to avoid a few people doing my diagnostic test.



Picture 11: Steps I need to do to complete my project

These are the steps I need to do to complete my project. I also made a schedule of my project.

>Schedule of my project

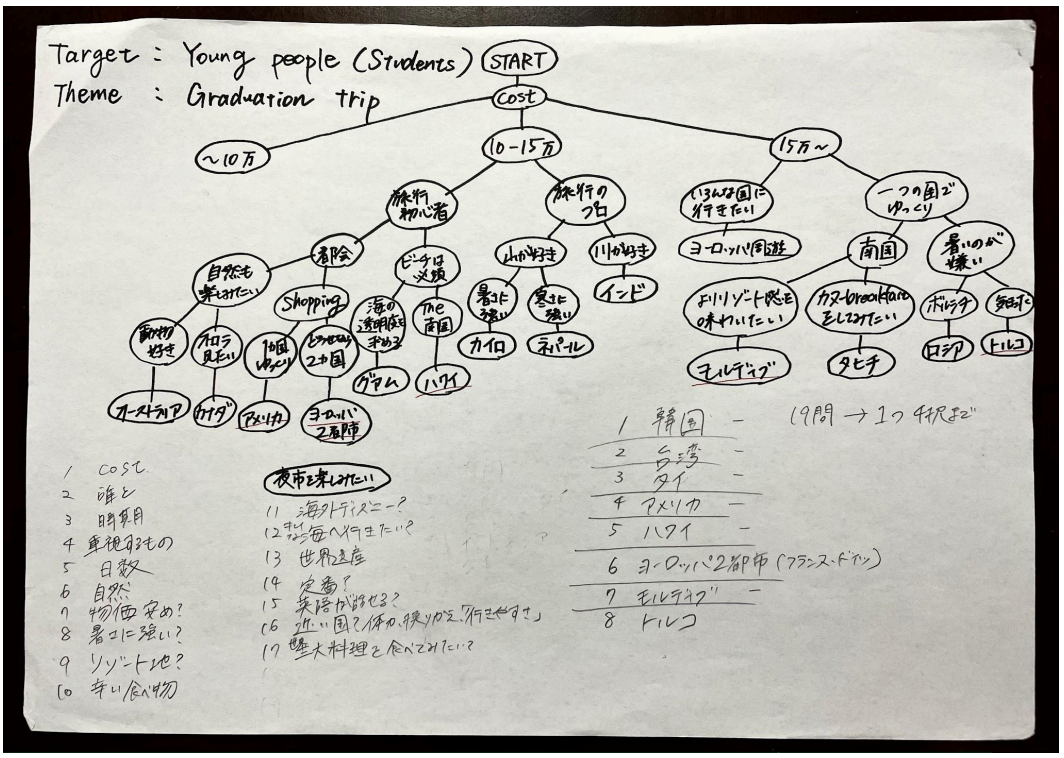
>Table 5

	When
Making a diagnosis test	7/8~7/20
Getting feedback & improving it	7/21~8/10
Copying the URL to facebook account & getting feedback	8/11~9/30
Writing a graduation thesis	10/1~11/30

When I see this now, this schedule is very rough. I think I should have made a more specific schedule. In terms of results, I could not do my project by following the schedule.

See appendix I: Project Tasks and Timeline

I made a paper version of the diagnosis test (Twine) as a draft. I wanted to make a travel destination diagnosis test which can tell players the destination matching to them by answering some questions.



Picture 12: A draft of the diagnosis test (Twine)

I incorporated questions about money, number of trips and the features of countries. If the player selects 100,000 yen to 150,000 yen as a cost, and they select a professional traveler and like the river, India will appear as their suitable destination. I made it like that because I thought it is more fun that players can not imagine the result. I did not want people to imagine what their result is. However, at the seminar I got feedback from seminar students. They said it is not accurate to tell Italy as a suitable destination just choosing pizza, and I thought that is true. I tried to change the questions to be more reality.

15. Participation Project

A short summary of my proposed project

→Diagnosis test for finding out your most suitable travel destination

Why I decided to make a travel destination diagnosis test is not only that I want young people broaden their horizons by going abroad but also I have a time I cannot decide where to go because there are many counties which I want to go. From the experience, I decided to make a travel destination diagnosis test and help people find out their suitable travel destination.

I was motivated to do my project because I love traveling and I wanted to encourage people to travel. By making a travel destination diagnosis test, I wanted to help people who can not decide where to go on a trip next (This is the purpose of my project). My target was women in their twenties because I am in the target audience and know them well. I think women in their twenties like instagrammable things, and they know or follow the latest trends.

At this point, I changed a tool to make a diagnosis test from Twine to Toidasu. I tried to make a diagnosis test on Twine, but the system was complicated. It was written in English so I could not understand it deeply,and I had to download it. When I tried to use Twine, I could not operate it. Then I found Toidasu, and started to make a travel destination diagnosis test, and then I planned to use Instagram to spread my diagnosis test. It is because most young people use it (I decided to use it from seminar members feedback 12. Focusing Questions,

Reading and Learning, Reporting and Applying), and there are more chances to be seen or played with my diagnosis test.

To make the diagnostic test more accurate, I needed feedback from friends. If there were many people who think my diagnostic test was helpful and fun, it would indicate the success of my project. For the success of my project, I needed knowledge of features of countries and to make an accurate diagnosis test. I had to get the evaluation from the players to know whether they thought my diagnosis test was helpful or fun. My best outcome was that over 100 people would give me feedback.

See appendix J: Participation Project

Diagnosis test for finding out your most suitable travel destination.

16. During my Participation (Creating Toidasu, Creating an Instagram account)

< Creating Toidasu >

In this section, I wrote about creating a diagnostic test (Toidasu) and creating an Instagram account.

I learned the hints to make a game from games and an event. The table 1 below is the hints. (I write about it in section 11. Game Analysis Research Project worksheet)

>Table 1

	What I learned?
“Tokaido”	・Should give the feeling of traveling and experiences by using visual elements
“10 Days in Europe”	・Making people imagine their self traveling motivates people to go on a trip ・Should not take too much time to play
An event at Jidokan	・Should make a game which the designer thinks is fun

When I decided to use a diagnosis test in my project, “Should not take too much time to play” and “Should make a game which the designer thinks is fun” was applied. (I am talking about those in Section 11. Game Analysis Research Project worksheet [November 14 seminar]) Next is how to apply “Should give the feeling of traveling and experiences by using visual elements” and “Making people Imagine their self traveling motivates people to go on a trip” to my travel destination diagnosis test. To apply it to my diagnosis test, I decided to add pictures (Visual elements) and write sentences which the players imagine the atmosphere of the countries (Imagining their self traveling) . I think those strategies will motivate people to travel more.

As to the hints which I learned from my questionnaire (Table 4 below) (I am talking about those in Section 12), I decided to add those information which travelers want to know.

>Table 4

Where did I get the information from	What travelers enjoy while traveling
るるぶ台湾'18 (travel guide book)	Foods, tourist spots,souvenirs
旅行年報2018	Eating delicious foods and hot springs
Questionnaire which I took on Instagram	Foods or seeing scenery

[June 26th]

I got a job offer from a travel company which is one of the companies I wanted to work for. I was so happy to be able to work for a travel company because I love traveling and I can use travel knowledge in the future. Also, I was happy to be recognized, and I think I got more confidence. It is because I tended to underestimate myself, but the event encouraged me to be confident.

I barely touched my project during my job hunting because I was only concentrating on my job hunting. From that time on, I restarted my project though I was not motivated because I wanted to rest after finishing my job hunting.

[June 28th]

I made a travel diagnosis test considering what I have learned so far like adding visual elements. These pictures below are an outbound version of a travel destination diagnosis test. When I make those 11 questions on the pictures below, I imagine the elements which are necessary information to choose a destination like “who do you go to travel with?”. While making a diagnosis test, I searched information such as the popular food or the tourism spots in the countries. It was

a good opportunity for me because I will use those information on the page of diagnostic test results.





Picture 13,14,15: Outbound version of travel destination diagnosis test in Japanese (URL: https://toidas.net/entry/13206)



Picture 16: Some of the results of outbound version of travel destination diagnosis test in Japanese

I wrote 11questions and 8 results on the diagnostic test.

I think I was able to use the strategies which I learned before effectively.

[July 8th]

I sent the URL of Toidasu and told my seminar members to play it and give me foodbacks. Some commented that the test was fun to play, others said that she felt more motivated to travel. I was so glad to be told like that because those are one of my goals of my project. Some members gave me advice that I should change the words used in questions more casually so that players feel familiar with the

test, and I should write my brief introduction because the players feel close to me. After getting feedback, I improved the diagnosis test according to the advice.

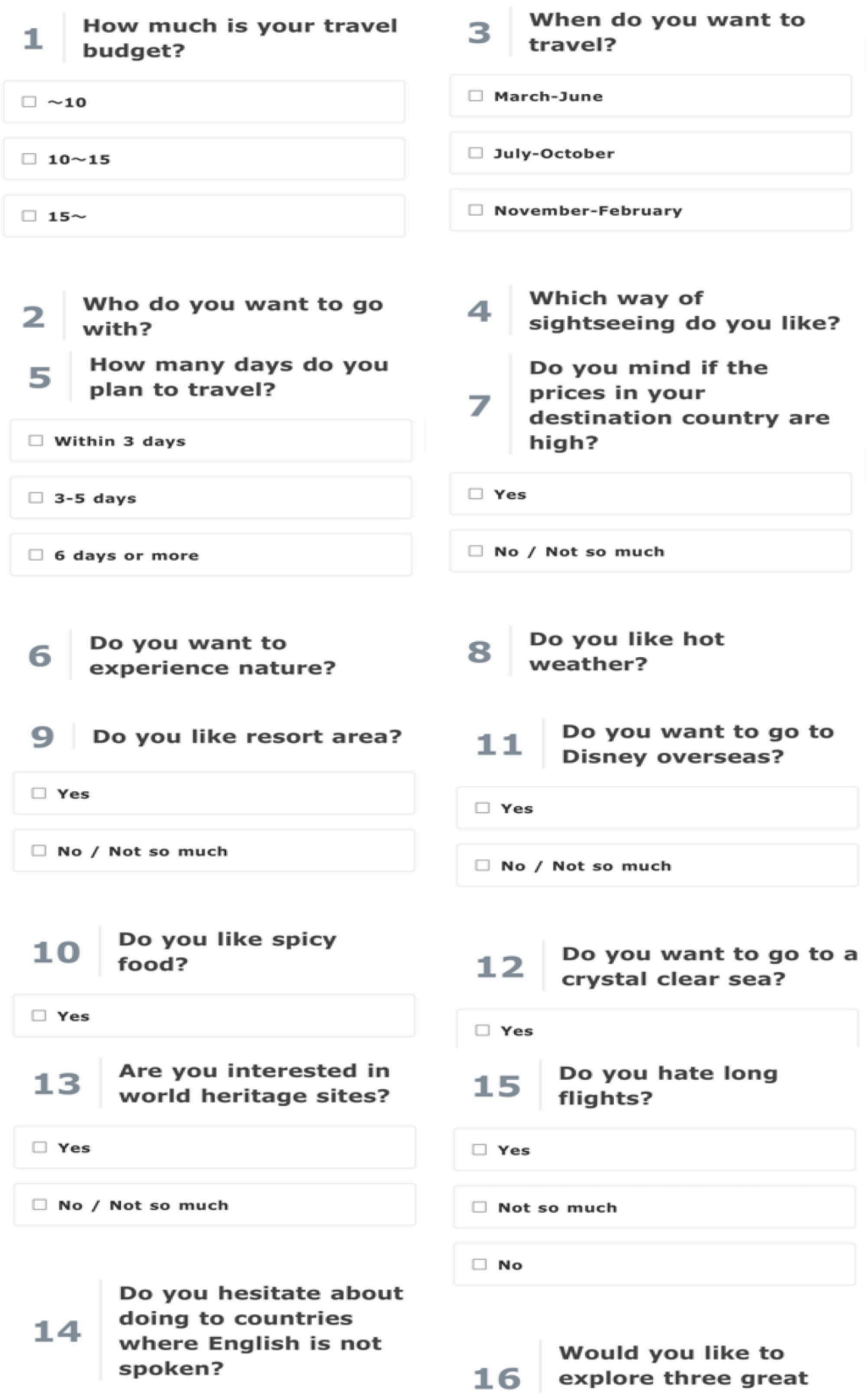
I also made an outbound version of a travel destination diagnosis test in English because I wanted as many people as possible to play my diagnosis test, and motivate them too.



タグ エンタメ ネタ 回答者数 7

Travel destination determination test✈️ (abroad)

You can know which country is suitable for you to travel!



Picture 17,18,19: Outbound version of travel destination diagnosis test in English (URL: https://toidas.net/entry/13356)



Picture 20: Some of the results of the outbound version of travel destination diagnosis test in English

The coronavirus started to go around from February, then I decided to make an inbound version of travel destination diagnosis test because people in Japan could not travel abroad at that time. (The pictures below)



Picture 21,22: Inbound version of travel destination diagnosis test in Japanese (URL: https://toidas.net/entry/13661)



Picture 23: Some of the results of inbound version of travel diagnosis test in Japanese

In this inbound version of travel destination diagnosis test, I wrote instagrammable tourism spots and foods because my target is women in their twenties who like Instagramatic things to post on Instagram. I also referred to the hints which I learned from my questionnaire and “Reading report”, and I added another information of foods tourism spots, souvenirs and hot springs which travelers want to know. (I am talking about those in Section 12)

< Creating an Instagram account >

The process of making a diagnosis test finished, and I entered the process of sharing it on Instagram. Before starting it, I asked Haruna and Sota (seminar

members) whether they have tips when doing a project on Instagram because they have been doing their project on Instagram. They said that you should put as many hashtags as possible because the hashtags help a lot of people see the post. Also they advised me that you should post travel related posts before sharing the URL of the diagnostic test because you do not have enough followers when you have just created an account, and then you should share it. Thanks for advice from senior Instagramers, I got important tips about Instagram.

Firstly, I made an Instagram account which I will post travel related articles and share my travel destination diagnosis test. This is the picture of my account. (A picture below) I put the URL of three travel diagnosis tests, and explained about it. I needed to get feedback on my diagnosis test, so I also made a comment asking for feedback on the account profile.



Picture 24: My Instagram account which I post travel related articles

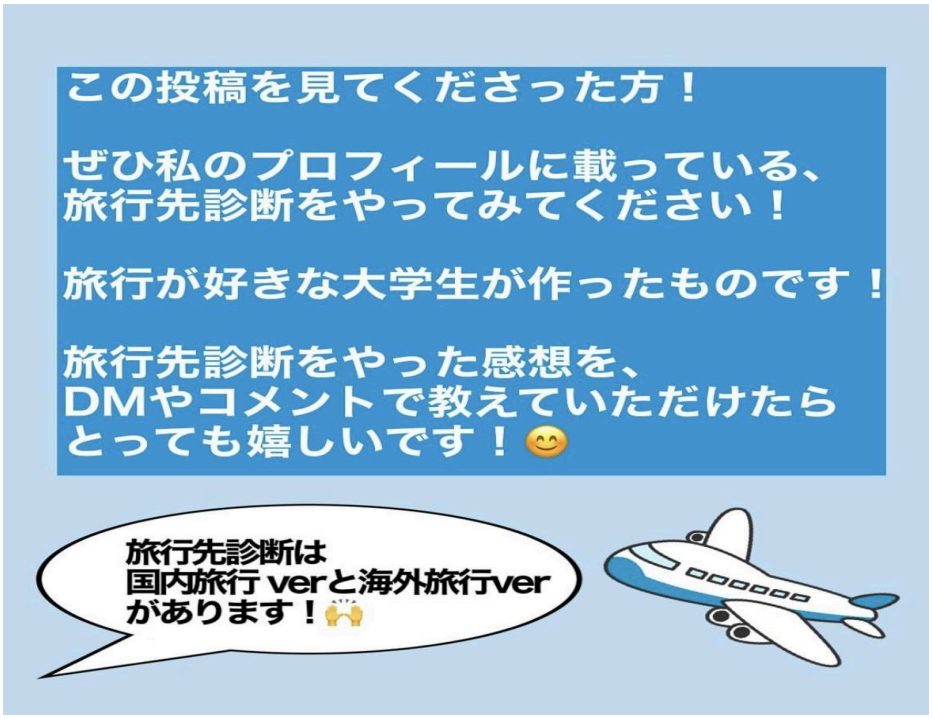
I tried to post three kinds of articles which are Travel information, World cuisine and My travel experiences. (A picture below) I chose those three kinds of

articles because I thought those can motivate people to travel. I continued posting alternately 3 times each gradually. The reason why I gradually posted was because of my lack of motivation to do my project. After finishing my job hunting, I rested and I got used to the comfort of taking a break.



Picture 25: Three kinds of articles (Travel information, World cuisine, My travel experiences)

Secondly, I started to put information about my travel destination diagnostic test on the travel related articles like this below to spread my project and get more feedback.



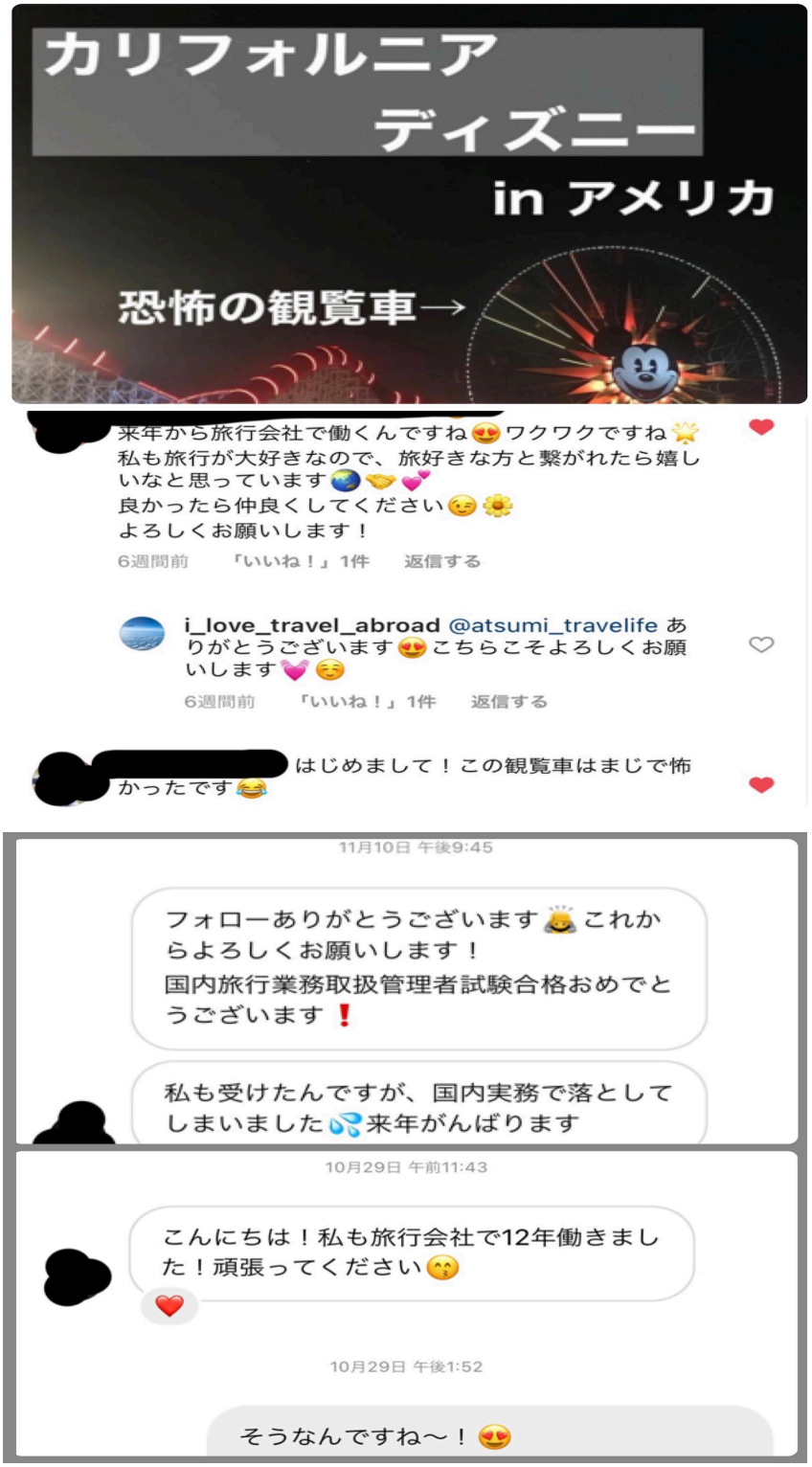
Picture 26: Information about my travel destination diagnosis test

I entered the process of sharing my diagnosis test on Instagram.

As a result of my actions on Instagram, I posted 24 articles in total, got 70 followers and got some comments from followers.

I will introduce some of the comments. The comments I was most happy to receive was a comment which was sent by a person who worked for a travel company for 12 years. She told me to do my best at a travel company. I was

happy to be told like that from a senior worker at a travel company, and happy to get a connection with her.



Picture 27,28: Some of the comments which I got on Instagram

By using an Instagram tool, I can see who saved my post, and 4 people saved this post on Instagram. I was happy to be saved because it means my project influenced people. This event motivated me to continue posting on Instagram.



Picture 29: Four people saved my articles

Also, I was happy to be followed by some travel companies, and one of them was a company which I sent my entry sheet to. My motivation raised, and I tried to continue posting useful articles to spread my project.

At the end of my project, unfortunately, I could not get any feedback about my travel destination diagnosis test because I think I did not take much action like sending DM to followers. However, I got a new network on Instagram. Most of my followers love traveling because their postings are about travel related one, so I was able to get a lot of travel information from their articles. While doing my project on Instagram, my travel knowledge increased thanks for them. This is

such an important network for me because we can share travel information with each other from now on. By doing my project I was able to get a network which I want to cherish, and I can use the information for my job.

I was able to get a network which I want to cherish, and I can use the information for my job.

18. Reflecting on everything

Looking back on my path so far, I have always been thinking about traveling. I think that traveling has always been at the center of my life in the future. The strong feeling for traveling increased when I traveled to the Philippines and Thailand, and I experienced that I improved myself in English skill or communication skill and got ase se of self-reliance. The possibility of traveling attracted me, and I started to spread the charm of travel though doing my project. Finally, I could not motivate people to travel, but I think I had a good experience. I have a chance to spread the charm of travel while working at a travel company, so I want to continue the activity in the future too.

I want to continue the activity in the future too.

19. Post Works: Comparing Pre and Post

I compared myself before GT to me after GT. This is the change of my skills in the table 6 below. Surprisingly, all of the skills increased by 19 points in the two years. Though playing and discussing games, doing my project, taking action, thinking critically and communicating with various people including on SNS, I was able to change myself. The last two years I spent in the seminar have grown me and it is very valuable in my life.

>Table 6

	Pre	Post
Critical Thinking	4	5
Critical Thinking and Problem Solving	2	4
Communication and Collaboration	4	5
Information Literacy	3	4
Media Literacy	2	3
Technology Literacy	2	4
Flexibility and Adaptability	4	5
Initiative and Self-direction	2	3
Social Skills and Cross-Cultural Skills	5	5
Productivity and Responsibility	4	5
Leadership and Responsibility	3	4
Global awareness	3	4
Financial, Economic,Business and Entrepreneurial Literacy	1	4
Health Literacy	4	5
Civic Literacy	1	2
Environmental Literacy	4	4
Total	47	66

2.3 Who I am now after the Game Terakoya

Compared to before, I changed my confidence. After Job hunting and getting certified as a domestic travel service supervisor, my confidence increased because I learned the importance of listening to objective opinions and found my strong area.

Firstly, I learned the importance of objective opinions from others when I did my job hunting. Before job hunting I was underestimating myself. However during job hunting, I found that I was better than I thought. It is because I was selected as a better student at the internship though I was nervous, and I got confidence. After that, I came not to underestimate myself. I tried to see myself objectively and refer to objective opinions from others.

Secondly, I found my strong area by getting certificated as a domestic travel service supervisor. The test is a national qualification and the pass rate is low, so I got confidence about my knowledge of traveling.The knowledge is about travel law, geography, travel attractions, fare calculation in Japan. I was able to evaluate myself normally, not underestimate myself because I was getting stronger in my professional knowledge of the tourism profession. Those events made me confident and made me active and made my life better one by changing my personality. I really think about those events and I am enjoying my life by following my happiness. Now, I have confidence and am trying to get another qualification next year to deepen my travel knowledge.

I started to work for a travel company as a part time job. The company is which I will work for from next April, so I am glad to learn my job before joining the company. Senior workers do their job with responsibility and they have a lot of travel knowledge. I am aiming to be like them from now on.

I love traveling so much, so I will enjoy domestic traveling before joining the travel company while studying travel information.

Compared to the start of GT, I really like playing games. Though knowing various kinds of games, I am expecting the potential of games. I think games will be used for education more and more in the future. It is because playing games makes people get closer and discussing games makes people build critical thinking.

I am enjoying playing games even if it is not the seminar day. Recently, I enjoyed " Shogun" with Prof. deHaan, Noah (his son), Sota and Kazuna. It was really fun. This is evidence that games have potential because various kinds of people can enjoy them. I will continue to enjoy games in the future.

My confidence increased because I learned the importance of listening to objective opinions and found my strong area.

2.4 Who I will be in the future

I will work for a travel company next April. I will be supporting customers by suggesting travel advice or giving information and will be motivating people to want to go on a trip. To do so, I will have gotten certified as a travel supervisor to acquire travel knowledge more. I will use my skills which I got the last two years and improve myself. When I do my job, I can use critical thinking skills which I learned at GT and I can act effectively by asking why questions.

I continue to enjoy traveling with my family, friends, coworkers and so on. I decided to continue posting travel related articles on Instagram and I will post travel information which I experienced while traveling. I got a network on Instagram with people who love traveling thanks for doing my project on GT. I will be sharing travel information with them and use those information at work.

Prof. deHaan taught me the importance of seeking my happiness, so I will be choosing my way following my happiness of course with confidence.

I will be choosing my way following my happiness with confidence.

3. My transformation

3.1 My goals

Same as before, my goal is to motivate people to travel abroad and tell the attractions of traveling. When I work for a travel company next year, I want to make people feel fun from the time of traveling consultation by talking about the charm of recommended tourist spots. To do so, I will get more travel knowledge and get the latest travel information to make the customers' trip a better one.

In private, I want to enjoy traveling by following my happiness. I also started something new which I got interested in. My ideal family image is traveling with them many times, and communicating a lot by talking a lot and by playing games together like Prof. deHaan. In this way, I want to enjoy and enrich my life.

3.2 What and how I learned and changed and did

< Change >

In this paragraph, I will tell my changes on these 6 topics.

1. Knowledge of Games
2. Knowledge of traveling
3. Abilities/Skills
   ー Skills to act with a purpose
   ー Ability to take action

ㄧA sense of responsibility

4. Personality

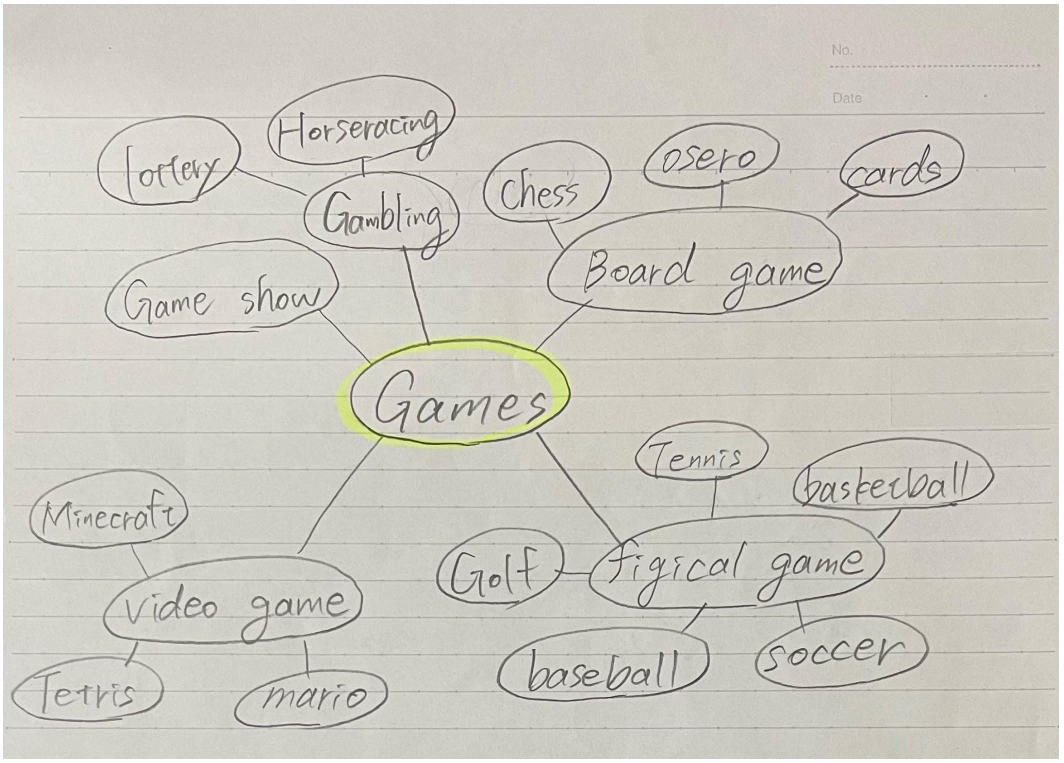
5. Network

6. Future Plan

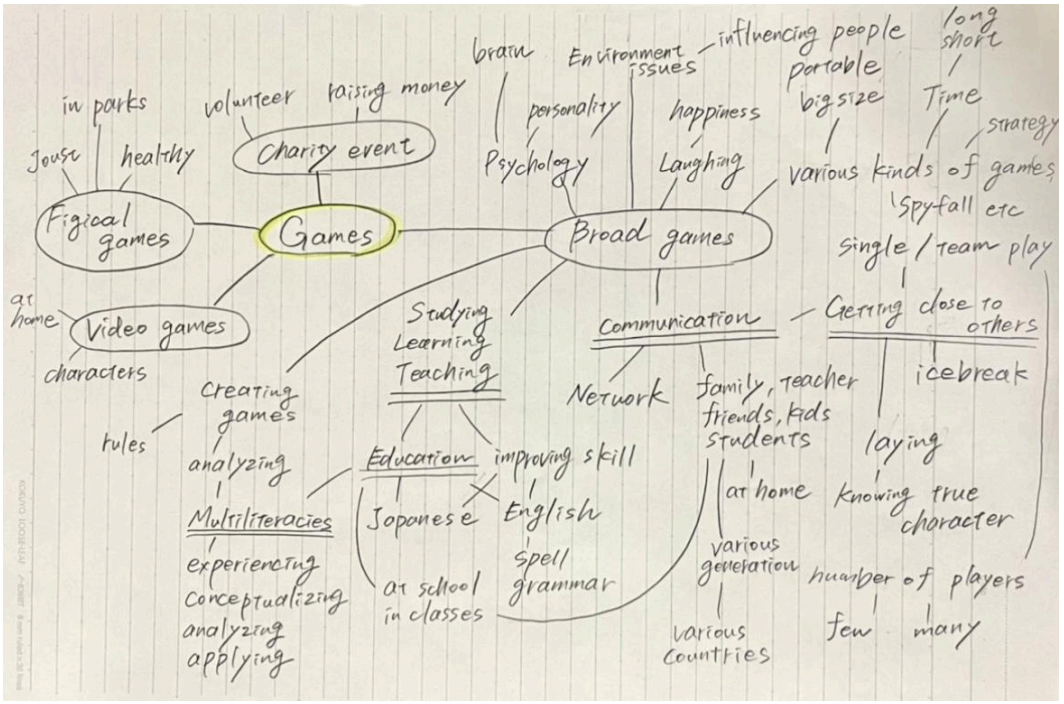
1. Knowledge of Games

I got knowledge of games in GT. I was thinking that board games are kind of old-fashioned. I felt game machines like Switch were more superior to board games because of my lack of knowledge of board games. At the start of GT, I knew only Trump and Game of Life which are popular ones. Trump and Game of Life was before Iwas born, so I felt those are a kind of old-fashioned games, but looking back now, those games are surviving because those are loved by various generations. As I play a variety of board games in the seminar and outside the seminar, I found board games are more great than other game machines. This is because board games can be played by a large number of people, and have more power to get people close to each other than other games. When I played board games in the seminar, I felt that we had many opportunities to communicate with other players compared to playing game machines. Actually, I was able to get closer to other seminar members by playing games together. Many board games need communication to play like Spyfall or Old Maid with Trump, so it makes possible to get closer to each other. I was able to know their true character while playing games including me. One of the attractions of board games is the variety of its types. There are portable, good designs, big sized, body movement games or

games whose themes are love, traveling, war, studying and so on. Because of the variation, various generations can enjoy board games. Now, I love board games and I am enjoying them with Prof. deHaan, friends and family even outside the seminar day. Those pictures below are concept maps of games in pre/ post.



Picture 30: Concept map in Pre materials



Picture 31: Concept map in Post materials

Comparing those two maps, the number of nodes and connections remarkably increased (You can see the change in table 7 below). The nodes increased by 32, and connections increased by 38. It is evidence that my knowledge of games increased in the seminar.

>Table 7

	Pre	Post
Nodes	18	50
Connections	18	56

Through playing various games and analyzing games, I got much knowledge of games compared to the start of GT.

After I got a lot of knowledge of games, I learned the usage of games in society. Games are able to be used for education, communication, solving social problems and so on. GT seminar members connected various social things like psychology, environmental problems, diet, education and traveling, and they added game elements to them. I think it means games have really much possibility and influences on society.

2. Knowledge of traveling

I learned about traveling a lot in the last two years. Of course, I learned about traveling in tourism classes and while playing travel games. Especially the big events that I got knowledge of traveling are seminar projects, job hunting and getting certified.

一 Seminar project

I read books about tourism and marketing as a Reading Project, and I learned about traveling (Travel category, the history of traveling etc).
When I did my project on Instagram, I soaked up travel information by seeing followers articles.

一 Job hunting

While joining Internships or seminars of travel companies, I got information about traveling from travel company employees and other job hunting students.

一 Getting certified

At the start of GT, I have one certification about traveling (World Heritage Certification). I got certification as a Domestic travel service supervisor to increase the knowledge of traveling. After getting certified, I have more confidence because I felt that I found my strong area. It was a big event for me, and made me more confident. (I will explain about that on later section: 4 Personality)

>Table 8

Certification	Knowledge that I learned
World Heritage Certification	Knowledge of world heritage sites
Domestic travel service supervisor	Knowledge of travel law, geography, travel attractions, fare calculation in Japan

3. Abilities/Skills

I got three skills through the experiences of GT.

(1) Skills to act with a purpose

I said that I want to get a skill to have purpose in chapter 4: My journey [May 14 seminar]. Though acquiring critical thinking in the method of multiliteracies, I tried to ask why questions to myself. It made me be aware of the purpose of things. This is how I got the skill.

⑵ Ability to take action

Speaking of ability to take action, especially Job hunting and Participation projects are events which taught me the importance.

ㅡJob hunting

In job hunting, it is important to stand out and to be assertive, so I took acting as much as I could, submitting many entry sheets to get a travel related job in the corona recession. Taking those actions guided me in the better direction, and I got chances in job hunting. Through the experience, I came to take action for my chances.

ㅡParticipation Project

I took a questionnaire and started posting travel related articles on Instagram. If I did not do my project, I did not take those actions even if it is related to traveling. Although my motivation lowered and faced difficulty, I knew the importance of taking action because I got a new network of traveling (I will speak about that in later section : 5 network) and I was able to find something that I want to continue, posting travel related articles.

That is how I learned the importance of taking action and I am trying to take action with purpose.

⑶ A sense of responsibility

I felt responsible when I posted travel related articles on Instagram because my post can affect some people, so I was careful not to post wrong information. Also,

when I started to work on a travel company as a part time job, I felt all workers there are acting responsibly. Once again, I felt the necessity to have a sense of responsibility as an adult, and I have been trying to act responsibly.

I think all of those three skills will be useful in my future life, so I am really thankful for those experiences which made me change.

4. Personality

I think that my personality changed positively in the last two years, and confidence is what changed the most. Mostly, Job Hunting and getting a certification made me confident.

① Job Hunting

During my job hunting, I was not confident, so I could not speak in front of people well. I was impressed with 4th year students in seminar(I told about that in My Journey;9 [July 30 seminar]) and other job hunting students. On one internship, I answered a question as a speaker of my group though I was very nervous. After the internship, I was invited to a special seminar which only students who are chosen by personnel management officers can join. At that time, I thought that I was better than I thought. Though I was very nervous when I was answering in front of people, other people saw me as a better student than other students. I found I was thinking too much about myself that I’m not good. The event taught me to be more objective and to refer to others’ objective opinions about me. By seeing myself objectively and listening to others' opinions about

me, I gradually began to feel confident. During job hunting, I also learned behaving confidently is important from the experience. To behave confidently, I tried to think I could do that. The way of thinking also made me confident.

② Certification

I qualified as a domestic travel service supervisor in my 4th year of university. The qualification is a national qualification, and the pass rate for that qualification is low. Before getting certified, I was assuming that I am not good at anything. I think the assumption was making me unconfident. After finding my strong area, I started to think I do not care even if I am not good at something.

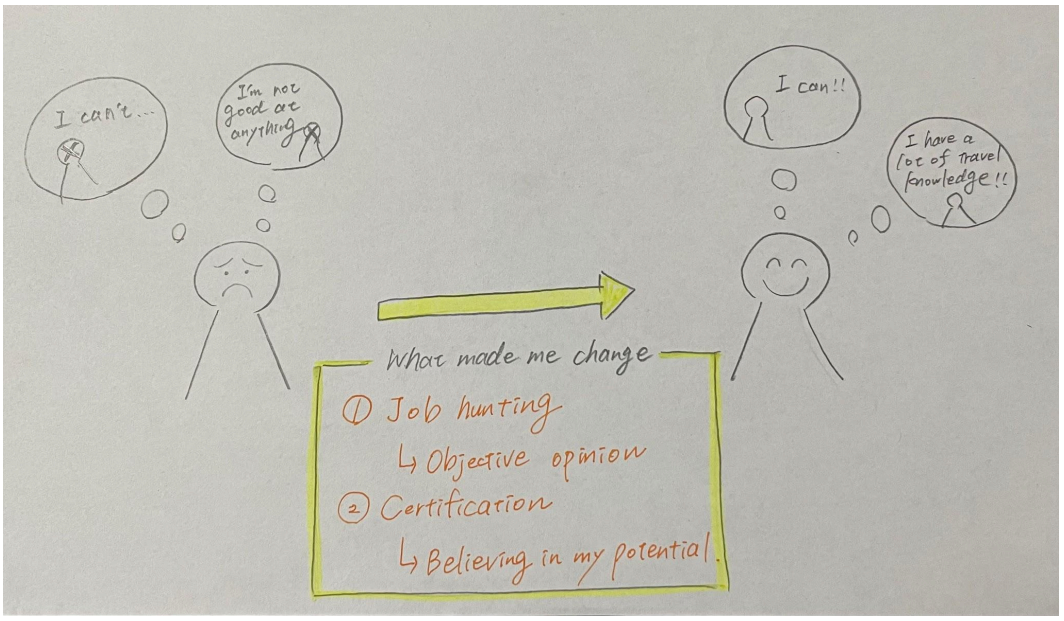


Figure 1: Change of my confidence

Through experiencing those events, I got confidence. Then I became able to take action even if I could not act due to lack of confidence. This is how I achieved the goal of speaking calmly and confidently in front of people. I am really thankful for those events because I think having confidence makes my life happy. I can do what I want to do by not caring about other people's eyes in my life.

My personality changed positively in the last two years, and confidence is what changed the most.

I achieved the goal of being like senior students, and I am able to speak calmly and confidently in front of people.

Having confidence makes my life happy.

5. Network

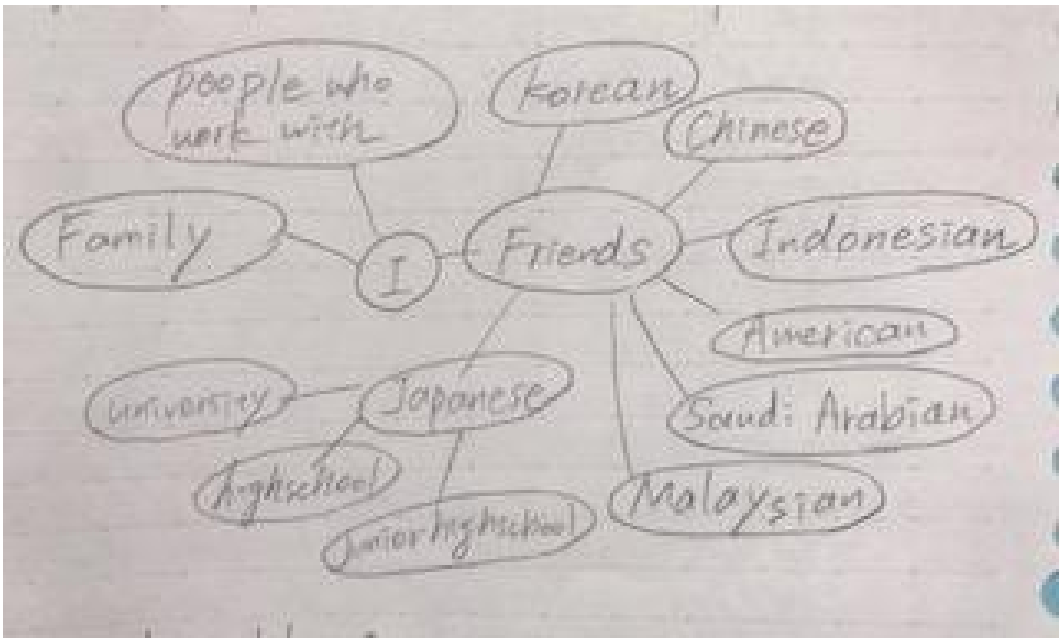
I got a connection while posting travel related articles on Instagram. Almost all my followers love traveling (The evidence is that they are posting travel related articles.), so I got connected with people who have information about traveling. I get some information about traveling from those people's articles everyday, and it is very useful for me. Having many information like hotels, sightseeing areas and local cuisine is helpful for me to suggest plans for customers when I start working for a travel company next April. If I did not start posting as my project, I did not connect with those people, so I really thank GT. I will continue posting and sharing travel information on Instagram.

I also got a connection from job hunting. While doing my job hunting, I met many students who love traveling because I was joining only travel industry internships or seminars. I talked, discussed and made an itinerary on internships with them, and learned the difficulties and the fun of working at travel companies. I sometimes talk on SNS with them even now.

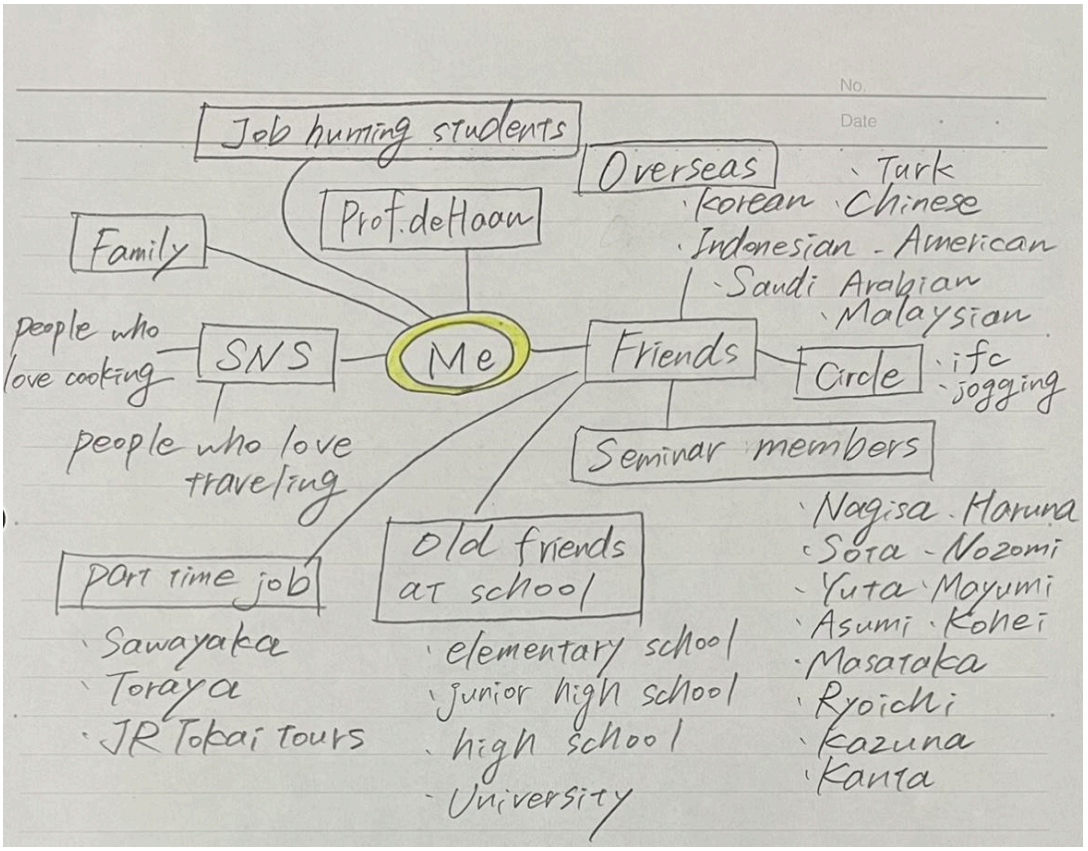
Both of the connections are related to traveling. It means I was able to get connections which I want to cherish in the future.

You can see the changes of my connections by comparing pre/ post concept maps below.

[Concept map in pre materials]



Picture 32: Concept map in Pre materials



Picture 33: Concept map in Post materials

Comparing those two maps, the number of nodes and connections remarkably increased (You can see the change in table 9 below). The nodes increased by 22, and connections increased by 21. It is evidence that my network increased in two years. I want to keep this connection and create more connections in the future.

>Table 9

	Pre	Post
Nodes	13	35
Connections	13	34

6. Future Plan

At the start of the seminar, the goal of my future plan was working for a travel company. I wanted to get a travel related job because I love traveling. I thought doing work related to what I like is happy for me, but now, the goal of my future became to encourage people to travel.

When I was thinking about my project in seminar, I thought deeply about what I want to do, and found I love not only going in a trap but also I want to encourage people to travel. The idea came from when I went to travel to Thailand and Filipine with my friend. Before going to those countries, I searched tourist attractions, local cuisine and transportation, and made an itinerary. After traveling, my friend said " The itinerary helps me a lot and I was able to enjoy the trip very much. If you make such good itineraries, many people will want to go on a trip". I was really delighted to be told like that.

After that I thought that I can support people to travel and motivate them to travel. I remember the event, thanks for thinking about what I want to do in the seminar.

I will work for a travel company from next April. I want to support and motivate people by giving information about traveling and suggesting plans not just working for me.

I will work for a travel company from next April. I want to support and motivate people by giving information about traveling and suggesting plans not just working for me.

< No change >

As I wrote before, I became confident without worrying about other people's eyes. However, I think that my English skill has not improved. Before becoming a member of GT, I worked hard to study English in order not to fall into the lower class of English (I wrote about this in chapter4 : My journey). When I became a 4th year student, I did not have to study English because I do not have English class.

I did not have confidence in my English skill, so I did not try to use English in seminar. As time went by, compared to when I was studying English hard, my English skills declined.

3.3 My journey visualized

The most important aspect of my visual journey is the increase of my confidence. The height of hearts on the sheet shows the degree of my confidence. Two years ago, I was careful about other people's eyes but I was able to change myself. Mostly, job hunting and getting certified made me confident. (I am talking about

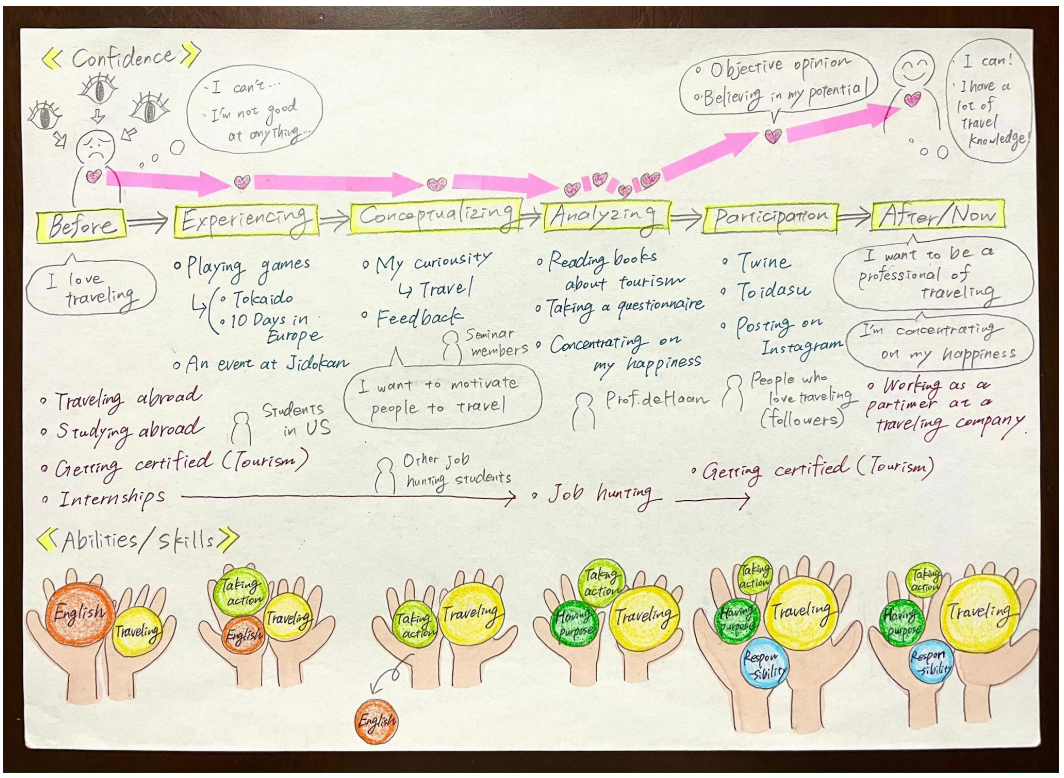
that on 5. Transformation/change; 4 Personality) After getting confidence, I started to think I have a strong area and see myself objectively.

In the last two years, I gradually got some skills though my English skill went down.(You can see the changes of my abilities on the bottom of the sheet). The size of the balls on hands shows the degree of ability.

Traveling skill gradually grows by getting certified and proceeding my project. On the other hand, my English skill decreased (the ball of English skill is falling down from the hands in the sheet.) because I came to not use English in seminars and in my daily life. Another cause is my lack of confidence about my English skill. Then, I came to be more concentrated on Internships than studying.

The sentences written in blue show the event which I did in the seminar while the sentences written in red show the event which I experienced outside the seminar.

People who I met in the last years influenced me positively, and I am really thankful to those people.



Picture 34: My visual journey

4. Evaluations

4.1 Self Evaluation

My project did not succeed. It is because my goal at the start of GT was to motivate people to want to travel, but I think that I did not accomplish it.

Explaining why it failed,

I did not have enough analysis on the Reading Project. on the Reading Project.

I analyzed traveling on “Game Analysis Worksheet” ,“Reading Project”, and took questionnaires on Instagram. I read books and travel brochures to find the hints for making Toidasu, but I think I did not get enough information. I think I should have read books about how to attract people or books about effective ways to spread information by using SNS. I think I should have read books about how to attract people or books about effective ways to spread information by using SNS. I took a questionnaire to my friends.The Questionnaire result was maybe a biased result. It is because the answer was all from people in their 20s.

My motivation got down in the second half of the project. When I was posting travel related articles on Instagram, I did not try to do hard because of my motivation. Firstly, I was aiming to post 50 posts, but it failed because my posting frequency was low due to lack of my motivation. I got used to the comfort of taking a rest after job hunting. As a result, my total number of posts is 24. The followers were 69 (much of the followers already like traveling) ,so I did not motivate people who do not like to travel well.

I compared my project on Instagram with my seminar member who used Instagram to spread their project.

<Sota>

He tried to increase the amount of his followers in order to increase the number of people he influences. If the followers increase, the number of people who see his post will increase. Therefore, he influenced many people by using Instagram.

→ I did not use my time on Instagram to increase my followers because I did not care about how many followers I got, but now I think I need more followers. It is because the more followers I have, the more opportunities I have to spread my travel destination diagnosis test. because I did not care about how many followers I got, but now I think I needed more followers. It is because the more followers I have, the more opportunities I would have had to spread my diagnosis test.

<Haruna>

She tried to use the power of Influencer on Instagram. She posted many pictures of dishes with recipes suggested by the influencer. The influencer (Her follower is more than 43,000) who suggested the recipe introduced the dishes made by Haruna. Therefore her actions were seen by many people on Instagram.

→ I did not take much action to spread my project because my motivation got down after job hunting. I had thought that posting on Instagram was a job I had to do, then I could not easily get off my butt. because my motivation got down after job hunting. I had thought that posting on Instagram was a job I had to do, then I could not easily get off my butt.

I think if I took more action on my project like them, it led to a better result for my project. I think if I had taken more action on my project like them, it would have led to a better result for my project. However, I think I was able to make and get some connections on Instagram. Almost all my followers love travel because their posting is about traveling, so I got connections to share our information about traveling though I did not encourage people who do not like traveling well. I could not approach people who do not like traveling on SNS because the people

who followed me were people who like traveling to see my articles and to get travel information. I should have taken actions like following people who seem not to like traveling so much. Taking advantage of this experience, I want to take more action to approach those people when I work for a travel company in the future. For example, putting a message that says “Please feel free to contact us” at the entrance of the travel store to lower the hurdle to enter the travel store. The project I did is a big step towards my future. Also, I want to cherish that connection from now on to get knowledge of traveling, and I want to continue the posting after finishing my project.

I want to continue the posting after finishing my project.

4.2. Pedagogy of Multiliteracies Evaluation

The strength of multiliteracies is that students can study actively. This is because students can communicate in various ways not only in reading and writing. Actually, I did a presentation in front of seminar members, I learned how to present, and I got used to speaking in front of people gradually. I think if I did only reading and writing study, I did not learn to speak well in front of people.

By going through the four steps in order (Experiencing, Conceptualizing, Analyzing, Applying), students can proceed toward their own goals without big difficulty, and also students can work on each step while planning the future project. Because I learned the effectiveness of communication in step 2 (Conceptualizing), I could make use of it in the later steps, and I did my project

while referring to the opinions of others. I learned the importance of feedback and objective opinions from others. One more thing, by getting feedback from others, I knew the way of thinking of each member.

Another strength of multiliteracies is that students can acquire critical thinking. I started to ask why questions while doing my project. Asking why questions helped me think deeply. Also in the seminar we asked why each other, and it made our discussion active. As a result, we got better answers in game discussions. Asking why questions myself made me be aware of the purpose of the things. I asked myself why I want to do a travel related project, then I found I want to support and motivate people to travel, then I made a game which helps and encourages people to travel. After knowing my purpose, I did my project while being conscious of that purpose.

When I was doing my project, my motivation got down. It was my motivation problem but if I suggest something, the buddy system may be effective. If each student has one buddy, they can consult and support each other when they are faced with difficulties like when motivation is getting down.

4.3 Game Terakoya Seminar Evaluation

After doing a project at GT, I came to seek my happiness. Prof.deHaan asked many times what my happiness is and I tended to focus on it. I will be able to choose my way following my happiness in my future life thanks to GT.

I really like the method of GT seminar because I could do my project which I am interested in. I love traveling, so I did a travel related project. It let me do the project while having fun. On the method, students can plan when they will do their project, so I was able to do my project at my own pace. However, when I was doing my job hunting, I just concentrated on my job hunting. As a result, a lot of time passed before I did my project, and the plan of my project broke. I have a kind of perfectionist side, so breaking the plan and the situation that other seminar members' progress of their project lowered my motivation. I think I should make a plan that took into account job hunting like finishing the project before job hunting when I had time. Also, I should have communicated with Prof. deHaan more frequently when my motivation got down. If I did so, he would give me good advice and my motivation would have increased gradually. If I give advice to next GT students, I will say that you should take into account job hunting and communicate with Prof. deHaan frequently.

In terms of English skill, I think my English skill declined. The seminar is in English, so I thought my English skill improved, but I did not try using English in the seminar due to lack of my confidence about English skill. If we made a rule that we can not use Japanese as much as possible or made more opportunities to speak English in front of people (like making a presentation as a weekly reflection) it would help me. In addition, I think setting one goal for seminar members together (like starting something new every two weeks or talking about our future every seminar day.) would be good to improve some skills, and it gets seminar members closer by going towards one goal which they set together.

5. References

>Book reference

ーるるぶ台湾'18

Rurubu Taiwan'18. (JTB publishing, 2017)

ーWhyを考える!マーケティングの力

Nobuhiro, I. Why wo Kangaeru ! Marketing no Chikara. (CHUOKEIZAI-SHA, INC. 2018)

ー旅行年報2018

https://www.jtb.or.jp/wp-content/uploads/2018/10/Annual-Report-all-2018.pdf

Ryoko Nen Pou 2018. (Nippon Kotsusha, 2018)

6. Appendices

> My Instagram account: https://www.instagram.com/i_love_travel_abroad/

> Travel destination diagnosis tests which I made

ー Outbound version of travel destination diagnosis test in Japanese
(URL:https://toidas.net/entry/13206)

ー Outbound version of travel destination diagnosis test in English
(URL:https://toidas.net/entry/13356)

ー Inbound version of travel destination diagnosis test in Japanese
(URL:https://toidas.net/entry/13661)

A. Application for the Seminar

B. Pre Materials

C. Goals and Tasks and Games Brainstorming

D. Learning about games in the Game Lab

Game Terakoya Seminar

Learning about games in the Game Lab

Your name: Yume Yorita

As Prof. deHaan introduces games, take short notes. Think about your goals. Ask questions.

Great games

Game	Your rating ○ △ X ? 1-10?	Notes
3 Little Pigs	7	An interesting model for translating a story to a game 他の家をつぶす. 楽しい
10 Candles	5	Fun horror, togetherness 怖い話をする 暗いキャンドル消す.
Civilization the board game	6	6 people military territory technology economically を学べる 6つのカード
City Hopping	5	Better than "roll and move" tour, 地球について学べる
Cosmic Encounter	6	Crazy randomness cards キレイ エイリアン. special power negociation promise
Dark Moon	6	Hidden roles. A simplified version of Battlestar Galactica 多い材料 人狼っぽい tell & lie cooperation
Diplomacy	6	Negotiation, history, politics, lying ask for help nasty game internationalization negociation
Dixit	7	Family game Simple language telling stories bet guess interesting
Dominion	5	Deck building Can make new cards, themes easily. money money power way defensive
Dread RPG	7	Using Jenga in a new way! Story telling game
Escape the Room: Mystery at Stargaze Manor	7	crew knowledge 2 hours thinking family game pazaru cooporation
Haba games	5	Beautiful pieces family children game キレイなピース → おままごとにも使える 自分で考案
Hey That's My Fish	7	Made big 他のペンギンをたおし方におとす big board 実際に体うごかして

Jungle Treasure	6	Like a Mario Party board game for kids (very mentally demanding - fun) brain melt many tasks Speed マリオパーティー
JS Joust	8	Amazing social game 良い人と悪い人 Qヒコントローラー Qプレステーション fisical
Ladies and Gentlemen	6	Gender roles European society 鏡を使う 宝を探す，迷路 ←カードを入れて迷路が作る
Labyrinth	5	Kids need to plan ahead buy things to make a modern Japanese version by Prof.
LEGO games	5	マリオパーティーみたいな
Love Letter	6	Roles (One Night Ultimate Werewolf also has this A microgame. An interesting design space → はじめの small game ゲームデザイン 12カード ツクいモード"
Mancala	5	Harvesting, equality agriculture share in society アフリカ strategy game 石とれる
Manhattan	6	Nasty game 運にも get excited strategy game 他のマンションをぬる え．他の人angry
Mask of Anubis	6	Cooperative, VR smart phone 時間制 We know the designer. 2人で数を合う 正し communication game
Minecraft	6	Building, cooperating, exploring, crafting 3才の子でも，→ Q チームゲーム
Modern Art	6	Art market simulation Auction game 有名人気だから super easy to reach 3人でできるか 3才の絵どうして高い？ 評価してる人がいるから
Mouse Guard RPG	5	Comic → game, characters, animals easy to play ネズミになる ベビキツ未満 comic book into game
Orchard / My First Orchard	4	Cooperation for 2,3エい子供 カラスが来た
Pandemic	5	Cooperation work as a team Vias cure the disease tokyo etc lots of communication
Pit	4	Such a simple simulation of something in the real world PHP?? High degree 5 ルール長い 学問的
Phil Eklund Games	5	Complex board game simulations (science) 2minutes game バブル崩壊みたいな 叫び合う fast communication at stock market
Railroads of the World	5	family strategy game 違うバージョン get more money 鉄道 etc

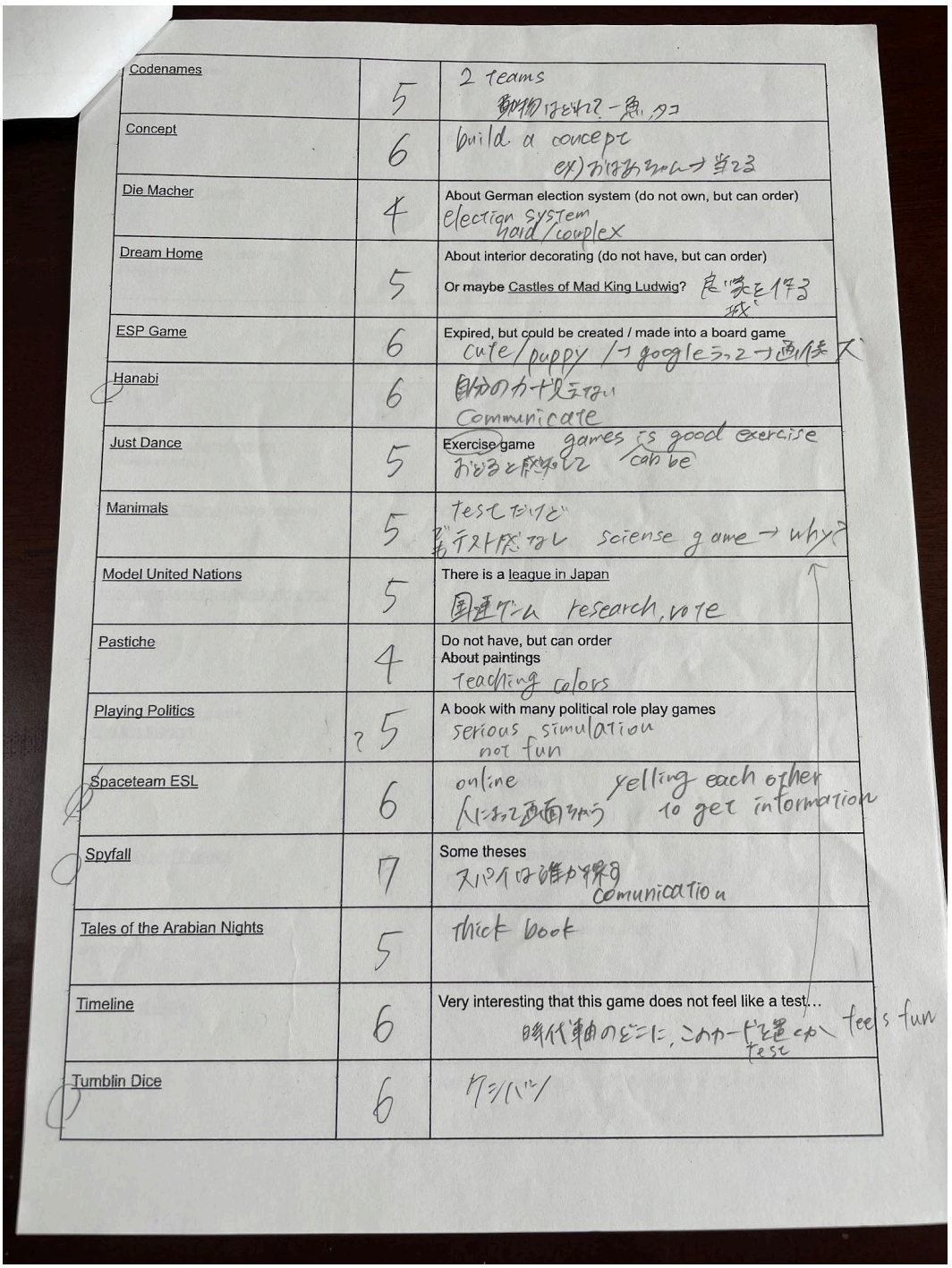
Saboteur	7	人狼っぽい (o people communicate good people, bad " nasty secret Team
Story Cubes	6	making story simple story building キューブをふって文章
The Quiet Year Deep Forest	6	Storytelling nasty (Deep Forest as the monsters against men)
Ticket to Ride	5	Simple and fun ビギン 人気 地図学べる family game geography
Tokaido feeling being in Japan	5	Better than "roll and move" traveling game Feeling of travelling and experiences experience ランス人作った Onsen cards reality のゲーム
survive	5	who? story telling ← English のトレーニング draw a map

Horrible games Don't make a test game

Game	Your rating ○ △ X ?	Notes
Chemistry Game (test)	4	test のようなゲーム, dictionaly education, 化学を使った質問 → どうやって良いゲームにするか
Do you know Japan? (not good game)	5	design, 紙のもめる サイズ感 日本についての問題, 質問
Free Rice (not good experience)	4	Answer questions ゲーム中に先生にアドバイスをもらう Donate rice 実際、お米が 英語の単語帳みたい food problem / donation good system bad game
Word Up	4	testing your knowledge teach you nothing, learn nothing

Educational games

Game	Your rating ○ △ X ?	Notes
Apples to Apples	6	Many theses Easy to customize ex) beautiful sunset vocaburary game
Can't Stop	5	△



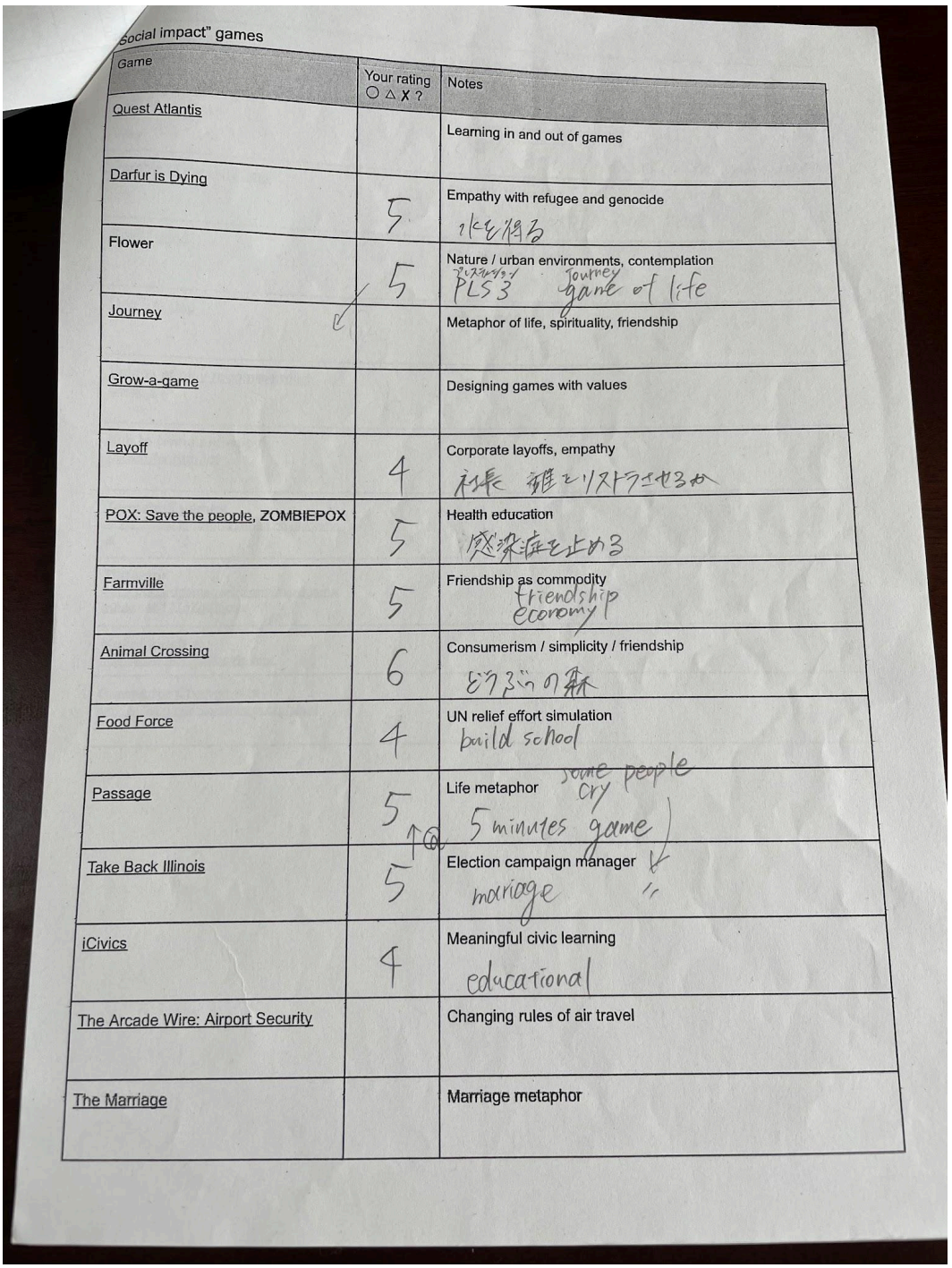
Codenames	5	2 teams 動物はどれ？－魚、タコ
Concept	6	build a concept ex) おばあちゃん→ 当る
Die Macher	4	About German election system (do not own, but can order) election system hard / complex
Dream Home	5	About interior decorating (do not have, but can order) Or maybe Castles of Mad King Ludwig? 良い家を作る
ESP Game	6	Expired, but could be created / made into a board game cute / puppy / → google ろっと → 画像
Hanabi	6	自分のカードが見えない communicate
Just Dance	5	Exercise game games is good exercise can be おどると脳が活性化して
Manimals	5	testしたけど テスト以外なし science game → why?
Model United Nations	5	There is a league in Japan 国連ゲーム research, vote
Pastiche	4	Do not have, but can order About paintings teaching colors
Playing Politics	? 5	A book with many political role play games serious simulation not fun
Spaceteam ESL	6	online yelling each other to get information 人によって画面が違う
Spyfall	7	Some theses スパイは誰か探る comunication
Tales of the Arabian Nights	5	thick book
Timeline	6	Very interesting that this game does not feel like a test... 時代軸のどこに、このカードを置くか test feels fun
Tumblin Dice	6	ケンパン

What Happened		
Wii Fit	7	Exercise game ↳ nursing home
World Peace Game	6	Simulating the earth Solving problems team
English games for children magazines	6	Simple crafts and grammar and vocabulary and roleplay games

"Social impact" games

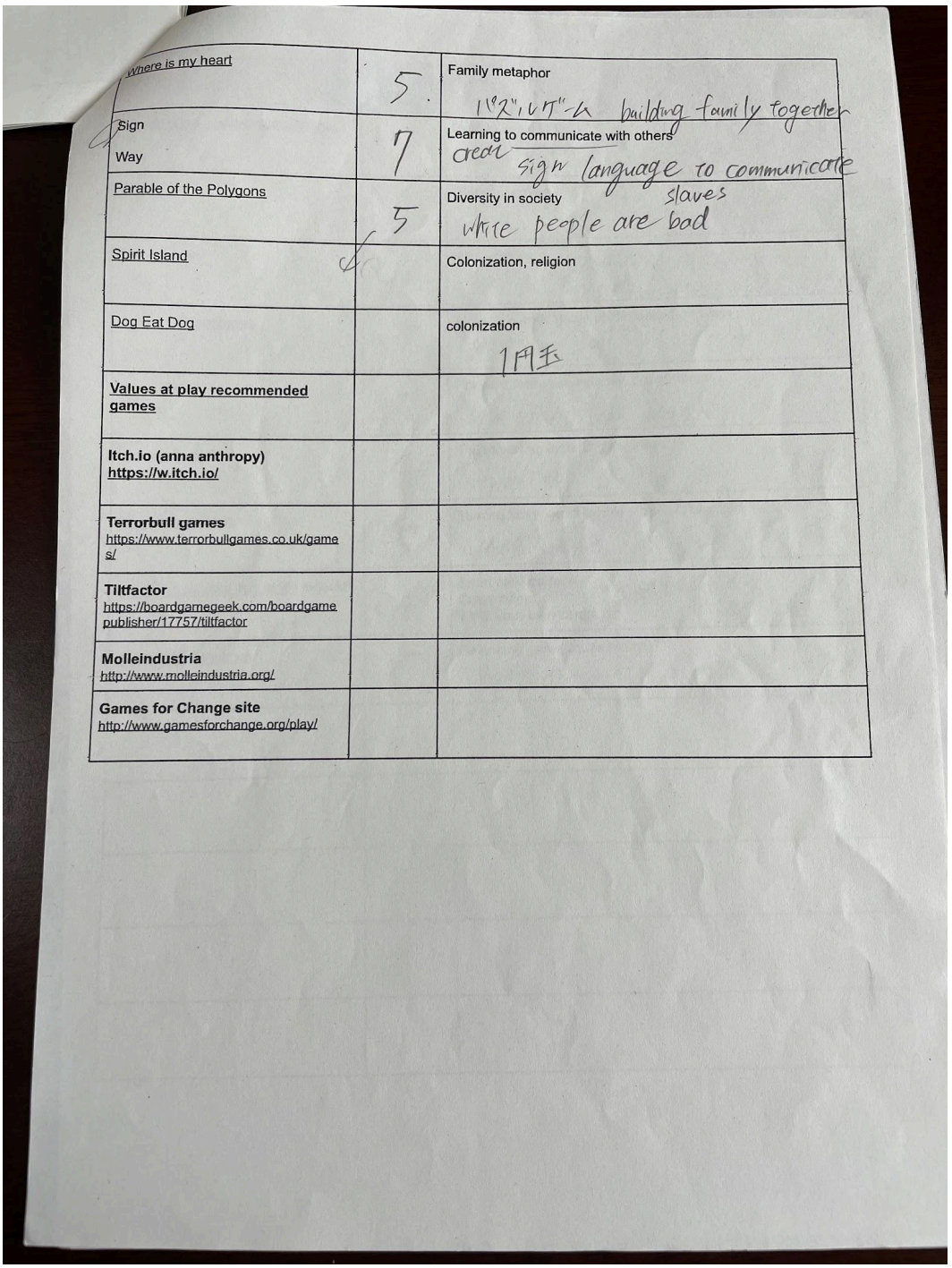
Game	Your rating ○ △ X ?	Notes
Everyday the same dream (molleindustria)	4	Working life represent Japanese society
McDonalds Game (molleindustria)	4	Corporate corruption
Unmanned http://unmanned.molleindustria.org/	4	drones
Tomorrow	4	Food and population 90%の人類滅亡
Stairs / Garbage game (the fun theory)	6	Making daily life fun exersice people use
Flower	3	Nature urban life just beautiful game
Thoughts and Prayers	3	Gun violence and action agressive game
The weight she carried (anna anthropy)	3	Daily game - playing as an adult
This war of mine		Citizens in a warzone
The grizzled	3	War and friendship confort my friends

In It Together (TerrorBull)	5'	Social status 貧富すごく with unfair rule
Deepsea Desperation (TerrorBull)	5'	Drilling, environment battle each other
And then we held hands ...	5	Relationships and emotions simulation of relationships card
O saki ni shitsurei shimasu	6	Japanese work environments (society
Trade Off (Schrier)	7	cooperation fiscal & ジャンケンおにごっこ team人数を増やす
Rock Paper Scissors Tag	5	The game, not the team pass the planet how are you living now for planet
Power Planets	5	Leaving the planet to the next generations 3人war?
3 player chess (Catlow)		One player works for peace
Okami		Caring for nature
Harpooned	5	Whale "research" (satire) クジラ kill 研究という名の売るやつ
Trash Tycoon		sustainability
PeaceMaker		Israel / Palestine
Hush	5	War, family, empathy Singing to child to avoid attack 赤ちゃんを静める
The Sims	5	Virtual dollhouse consumerism 選択肢たくさん
Spent		Personal budget / accidents
September 12th	4	Futility of fighting terrorism with military テロリスト
Angry Birds	5	Vengeance messageがある

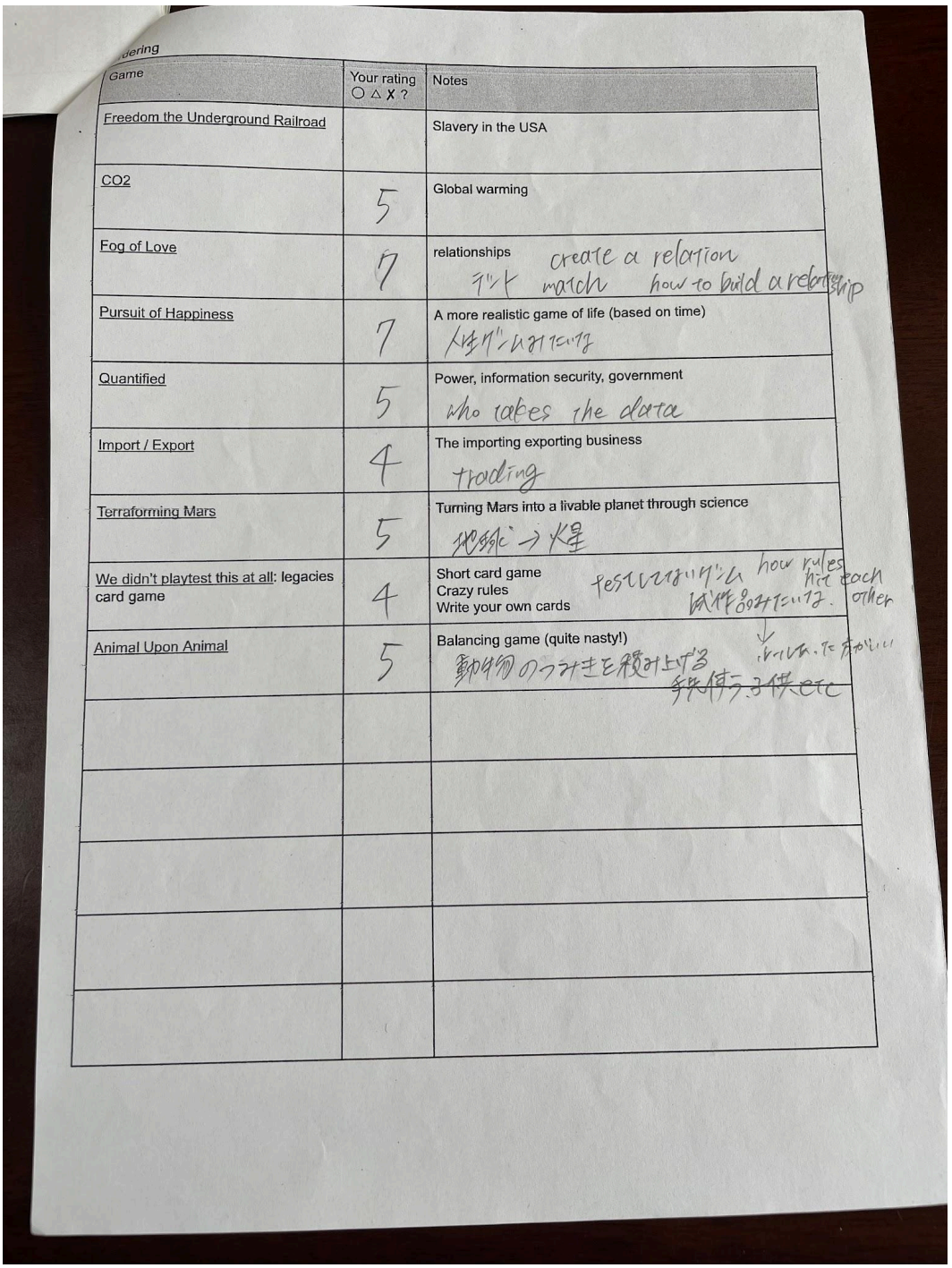


Social impact" games

Game	Your rating ○ △ X ?	Notes
Quest Atlantis		Learning in and out of games
Darfur is Dying	5	Empathy with refugee and genocide 水を得る
Flower	5	Nature / urban environments, contemplation PLS3 Journey game of life
Journey		Metaphor of life, spirituality, friendship
Grow-a-game		Designing games with values
Layoff	4	Corporate layoffs, empathy 社長 雑をリストラさせるか
POX: Save the people, ZOMBIEPOX	5	Health education 感染症を止める
Farmville	5	Friendship as commodity friendship economy
Animal Crossing	6	Consumerism / simplicity / friendship どうぶつの森
Food Force	4	UN relief effort simulation build school
Passage	5	Life metaphor some people cry 5 minutes game
Take Back Illinois	5	Election campaign manager mariage
iCivics	4	Meaningful civic learning educational
The Arcade Wire: Airport Security		Changing rules of air travel
The Marriage		Marriage metaphor



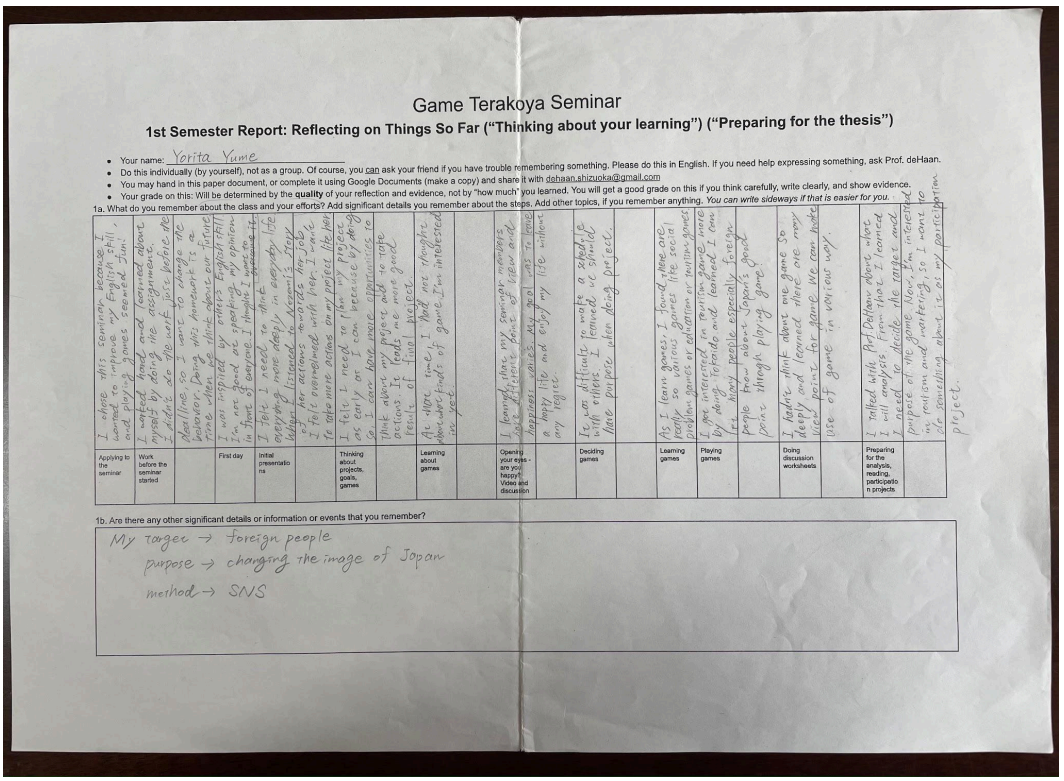
Where is my heart	5.	Family metaphor building family together
Sign Way	7	Learning to communicate with others creat sign language to communicate
Parable of the Polygons	5	Diversity in society slaves white people are bad
Spirit Island		Colonization, religion
Dog Eat Dog		colonization 1円玉
Values at play recommended games		
Itch.io (anna anthropy) **https://w.itch.io/**		
Terrorbull games https://www.terrorbullgames.co.uk/games/		
Tiltfactor https://boardgamegeek.com/boardgamepublisher/17757/tiltfactor		
Molleindustria http://www.molleindustria.org/		
Games for Change site http://www.gamesforchange.org/play/		



...ering

Game	Your rating ○ △ X ?	Notes
Freedom the Underground Railroad		Slavery in the USA
CO2	5	Global warming
Fog of Love	7	relationships create a relation マッチ match how to build a relationship
Pursuit of Happiness	7	A more realistic game of life (based on time) 人生ゲームみたいなやつ
Quantified	5	Power, information security, government who takes the data
Import / Export	4	The importing exporting business trading
Terraforming Mars	5	Turning Mars into a livable planet through science 地球 → 火星
We didn't playtest this at all: legacies card game	4	Short card game Crazy rules Write your own cards テストしていないゲーム how rules hit each other 試作品のようなやつ.
Animal Upon Animal	5	Balancing game (quite nasty!) 動物のつみきを積み上げる 手を使う様 etc バランスゲーム. 下が強い

E. 1st seminar Report



Game Terakoya Seminar

1st Semester Report: Reflecting on Things So Far ("Thinking about your learning") ("Preparing for the thesis")

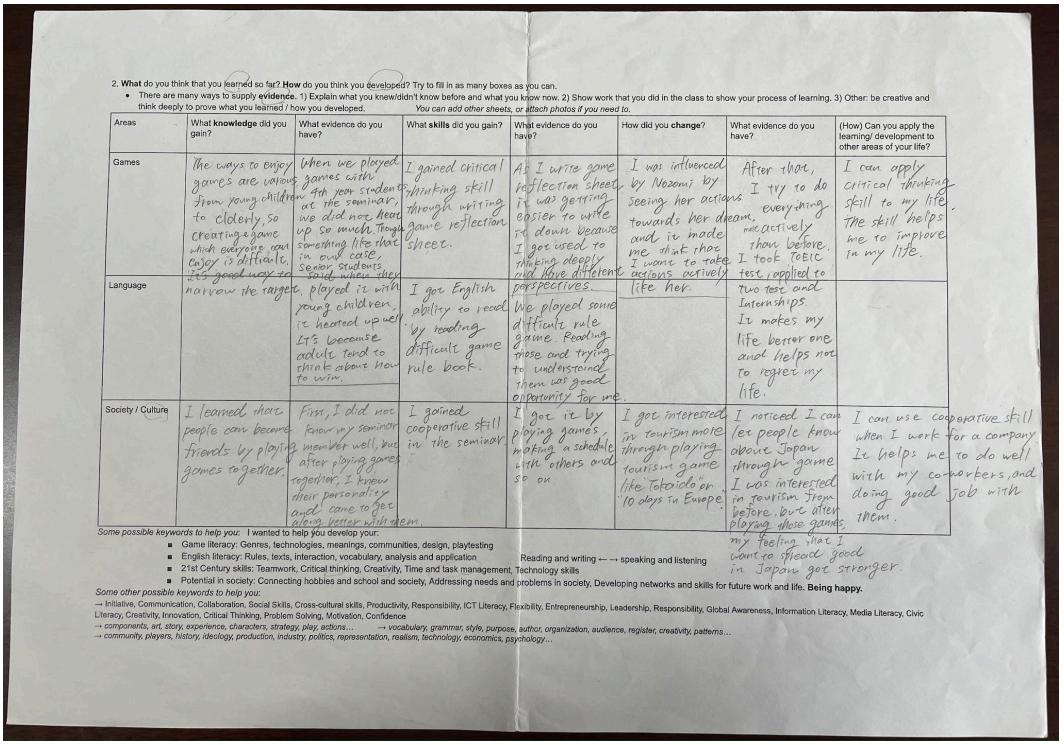
- Your name: Yorita Yume
- Do this individually (by yourself), not as a group. Of course, you can ask your friend if you have trouble remembering something. Please do this in English. If you need help expressing something, ask Prof. deHaan.
- You may hand in this paper document, or complete it using Google Documents (make a copy) and share it with dehaan.shizuoka@gmail.com
- Your grade on this: Will be determined by the **quality** of your reflection and evidence, not by "how much" you learned. You will get a good grade on this if you think carefully, write clearly, and show evidence.
- Your grade on this: Will be determined by the **quality** of your reflection and evidence, not by "how much" you learned. You will get a good grade on this if you think carefully, write clearly, and show evidence. *You can write sideways if that is easier for you.*

1a. What do you remember about the class and your efforts? Add significant details you remember about the steps. Add other topics, if you remember anything.

I chose this seminar because I wanted to improve my English skill, and play a games I enjoyed about myself by doing the research about it. I wanted hear and learn more about the topic before we actually start to change to Japanese. So I was inspired by others English skill in front of everyone. I thought I want to be like them. I need to study English deeply in everyday life	I listened to Nozomi's story about her actions towards the job I felt overwhelmed with her. I came to take more actions on my project like her. I felt I need to plan my project as early as I can because by doing so I can have more opportunities to think about my project and to take actions. It leads me more good results of final project. At first, I had not thought about kinds of game I'm interested in yet.		I learned the my seminar members' different kinds of view and happiness causes my goal was to have happy life and enjoy my life without a simple purpose.		It was difficult to make a schedule with others. I learned we should have purpose when doing project.		As I learn games, I found there are so various games like social problem games or education or tourism games. I am interested in tourism games more by doing research and learned I can't know many people especially foreign people from about Japan's good point through playing game.		I hadn't think about me game so deeply and learned there are many view points for above. We can broke use of game in various way.		I talked with Prof Patterson about how I will analysis. First, I learned I need to decide the range and purpose of the game. Then, I am interested in nature and motivation, so I want to do something about it as my participation project.				
Applying to the seminar	Work before the seminar started		First day	Initial presentation		Thinking about projects, goals, games		Learning about games		Opening your eyes - are you happy? Video and discussion		Deciding games		Learning games	Playing games		Doing discussion worksheets		Preparing for the analysis, reading, participation projects		

1b. Are there any other significant details or information or events that you remember?

My target → foreign people
purpose → changing the image of Japan
method → SNS



2. **What** do you think that you learned so far? **How** do you think you developed? Try to fill in as many boxes as you can.

- There are many ways to supply **evidence**. 1) Explain what you knew/didn't know before and what you know now. 2) Show work that you did in the class to show your process of learning. 3) Other: be creative and think deeply to prove what you learned / how you developed. *You can add other sheets, or attach photos if you need to.*

Areas	What **knowledge** did you gain?	What evidence do you have?	What **skills** did you gain?	What evidence do you have?	How did you **change**?	What evidence do you have?	(How) Can you apply the learning/ development to other areas of your life?
Games	The ways to enjoy games are various from young children to elderly. So creating a game which everyone can enjoy is difficult. It's good way to narrow the target.	When we played games with 4th year students at the seminar, we did not heat up so much. Though something like that in our case, senior students said when they played it with young children, it heated up well. It's become adult tend to think about how to win.	I gained critical thinking skill through writing game reflection sheet.	At I write game reflection sheet it was getting easier to write to down because I got used to thinking deeply and have different perspectives.	I was influenced by Nozomi by seeing her actions towards her dream, and it made me think that I want to take actions actively like her.	After that, I try to do everything more actively than before. I took TOEIC test, applied to two test and Internships. It makes my life better one and helps not to regret my life.	I can apply critical thinking skill to my life. The skill helps me to improve in my life.
Language			I got English ability to read by reading difficult game rule book.	We played some difficult rule game. Reading those and trying to understand them was good opportunity for me.			
Society / Culture	I learned that people can become friends by playing games together.	First, I did not know my seminar member well, but after playing games together, I knew their personality and come to get along better with them.	I gained cooperative skill in the seminar.	I got it by playing games, making a schedule with others and so on	I got interested in tourism more through playing tourism game like Tokaido or 10 days in Europe.	I noticed I can let people know about Japan through game. I was interested in tourism from before, but after playing those games, my feeling that I want to spread good in Japan got stronger.	I can use cooperative skill when I work for a company. It helps me to do well with my coworkers, and doing good job with them.

Some possible keywords to help you: I wanted to help you develop your:

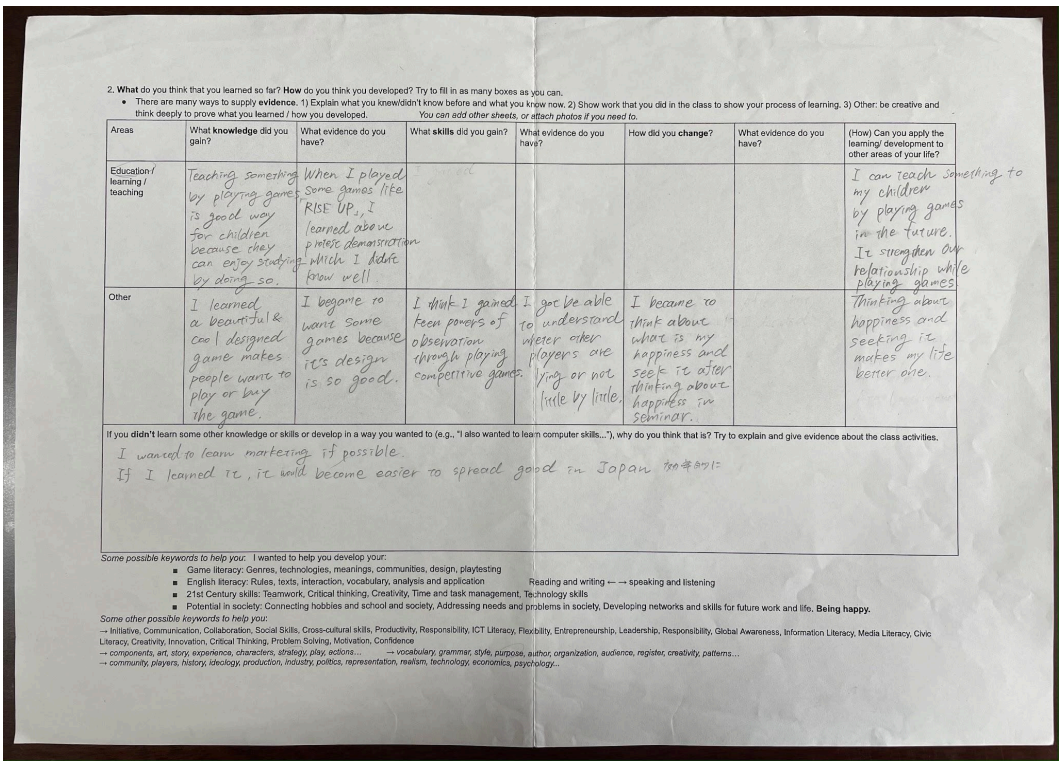
- Game literacy: Genres, technologies, meanings, communities, design, playtesting
- English literacy: Rules, texts, interaction, vocabulary, analysis and application — Reading and writing ← → speaking and listening
- 21st Century skills: Teamwork, Critical thinking, Creativity, Time and task management, Technology skills
- Potential in society: Connecting hobbies and school and society, Addressing needs and problems in society, Developing networks and skills for future work and life. **Being happy.**

Some other possible keywords to help you:

→ Initiative, Communication, Collaboration, Social Skills, Cross-cultural skills, Productivity, Responsibility, ICT Literacy, Flexibility, Entrepreneurship, Leadership, Responsibility, Global Awareness, Information Literacy, Media Literacy, Civic Literacy, Creativity, Innovation, Critical Thinking, Problem Solving, Motivation, Confidence

→ components, art, story, experience, characters, strategy, play, actions… → vocabulary, grammar, style, purpose, author, organization, audience, register, creativity, patterns…

→ community, players, history, ideology, production, industry, politics, representation, realism, technology, economics, psychology…



2. **What** do you think that you learned so far? **How** do you think you developed? Try to fill in as many boxes as you can.
   - There are many ways to supply **evidence**. 1) Explain what you knew/didn't know before and what you know now. 2) Show work that you did in the class to show your process of learning. 3) Other: be creative and think deeply to prove what you learned / how you developed. *You can add other sheets, or attach photos if you need to.*

Areas	What **knowledge** did you gain?	What evidence do you have?	What **skills** did you gain?	What evidence do you have?	How did you **change**?	What evidence do you have?	(How) Can you apply the learning/ development to other areas of your life?
Education / learning / teaching	Teaching something by playing games is good way for children because they can enjoy studying by doing so.	When I played some games like RISE UP., I learned about proper demonstration which I didn't know well					I can teach something to my children by playing games in the future. It strengthen our relationship while playing games.
Other	I learned a beautiful & cool designed game makes people want to play or buy the game.	I became to want some games because it's design is so good.	I think I gained keen powers of observation through playing competitive games.	I got be able to understand whether other players are lying or not little by little.	I became to think about what is my happiness and seek it after thinking about happiness in seminar.		Thinking about happiness and seeking it makes my life better one.

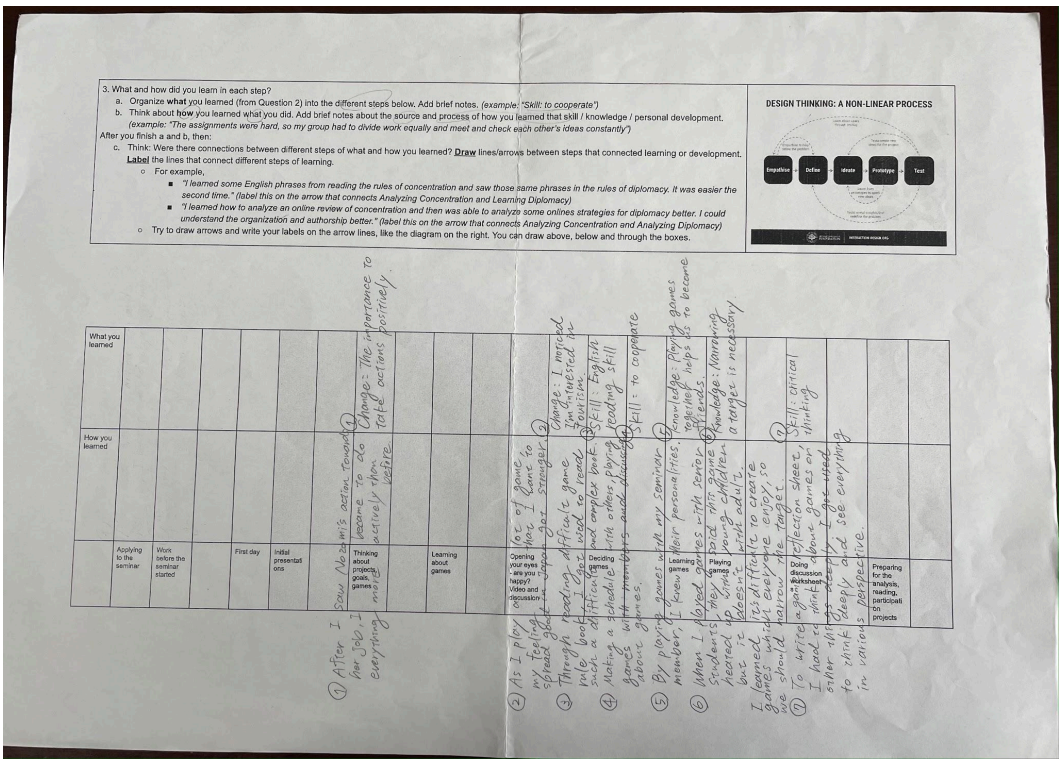
If you **didn't** learn some other knowledge or skills or develop in a way you wanted to (e.g., "I also wanted to learn computer skills..."), why do you think that is? Try to explain and give evidence about the class activities.

I wanted to learn marketing if possible.
If I learned it, it would become easier to spread good in Japan 海外展開

Some possible keywords to help you: I wanted to help you develop your:

- Game literacy: Genres, technologies, meanings, communities, design, playtesting
- English literacy: Rules, texts, interaction, vocabulary, analysis and application Reading and writing ← → speaking and listening
- 21st Century skills: Teamwork, Critical thinking, Creativity, Time and task management, Technology skills
- Potential in society: Connecting hobbies and school and society, Addressing needs and problems in society, Developing networks and skills for future work and life, **Being happy.**

Some other possible keywords to help you:
→ Initiative, Communication, Collaboration, Social Skills, Cross-cultural skills, Productivity, Responsibility, ICT Literacy, Flexibility, Entrepreneurship, Leadership, Responsibility, Global Awareness, Information Literacy, Media Literacy, Civic Literacy, Creativity, Innovation, Critical Thinking, Problem Solving, Motivation, Confidence
→ *components, art, story, experience, characters, strategy, play, actions...* → *vocabulary, grammar, style, purpose, author, organization, audience, register, creativity, patterns...*
→ *community, players, history, ideology, production, industry, politics, representation, realism, technology, economics, psychology...*



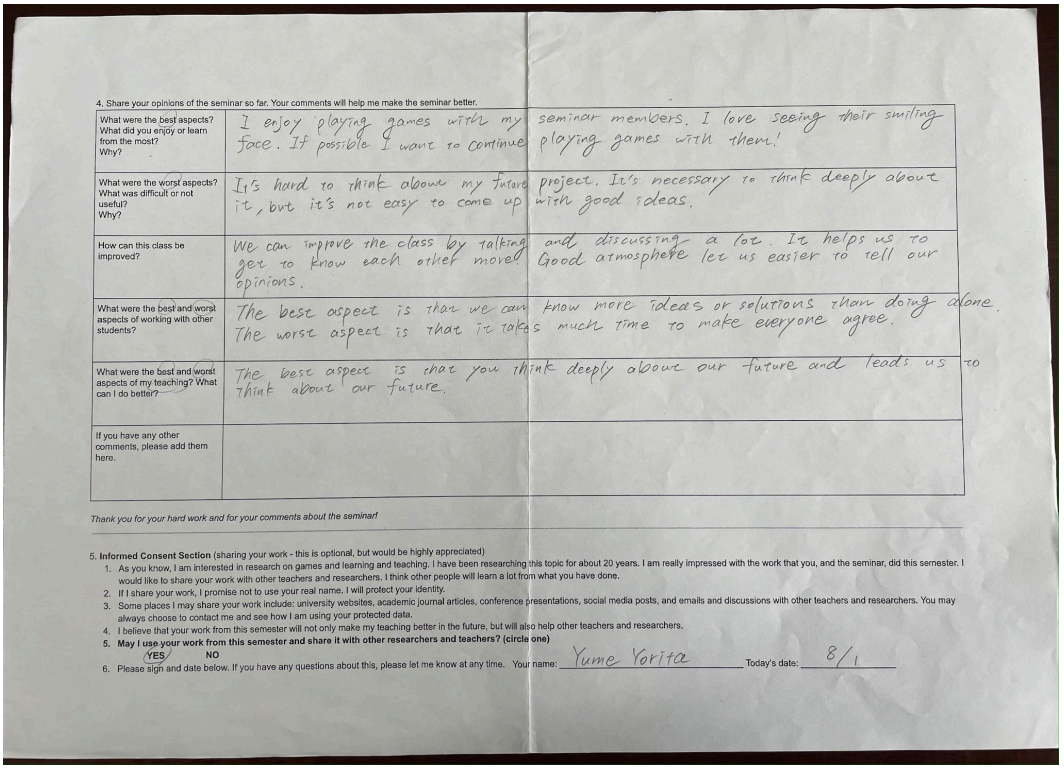
3. What and how did you learn in each step?
a. Organize **what** you learned (from Question 2) into the different steps below. Add brief notes. *(example: "Skill: to cooperate")*
b. Think about **how** you learned what you did. Add brief notes about the source and process of how you learned that skill / knowledge / personal development. *(example: "The assignments were hard, so my group had to divide work equally and meet and check each other's ideas constantly")*

After you finish a and b, then:

c. Think: Were there connections between different steps of what and how you learned? **Draw** lines/arrows between steps that connected learning or development. **Label** the lines that connect different steps of learning.
- For example,
  - *"I learned some English phrases from reading the rules of concentration and saw those same phrases in the rules of diplomacy. It was easier the second time." (label this on the arrow that connects Analyzing Concentration and Learning Diplomacy)*
  - *"I learned how to analyze an online review of concentration and then was able to analyze some onlines strategies for diplomacy better. I could understand the organization and authorship better." (label this on the arrow that connects Analyzing Concentration and Analyzing Diplomacy)*
- Try to draw arrows and write your labels on the arrow lines, like the diagram on the right. You can draw above, below and through the boxes.

DESIGN THINKING: A NON-LINEAR PROCESS

What you learned						Change: The importance to take actions positively.				Change: I missed Tomitive. Skill: English reading skill	Skill: to cooperate	Knowledge: playing games together helps us to become friends. Knowledge: Nurturing a tongue is necessary.	Skill: critical thinking									
How you learned						① After I saw Nozomi's action, towards Job, I became to do actively them.				② As I play lots of games to my friends, I got to speak about games.	③ Through reading difficult game rules books and comic books such as difficult ones, I used to read	④ Making a schedule with members and discussing games.	⑤ By playing games with my seminar member, I knew their personalities,	⑥ When I played games with seniors, students played with young children. Nested to be	I felt difficult to create I observed with everyone enjoy, so we should narrow the target.	⑦ To write a good reflection sheet, I had to think about games or other things deeply and see everything in various perspective.					
	Applying to the seminar	Work before the seminar started		First day	Initial presentations	Thinking about projects, goals, games		Learning about games		Opening your eyes - are you happy? Video and discussion	Deciding games		Learning to games	Playing games		Doing discussion worksheet		Preparing for the analysis, reading, participation projects			



4. Share your opinions of the seminar so far. Your comments will help me make the seminar better.

What were the best aspects? What did you enjoy or learn from the most? Why?	I enjoy playing games with my seminar members. I love seeing their smiling face. If possible I want to continue playing games with them!
What were the worst aspects? What was difficult or not useful? Why?	It's hard to think about my future project. It's necessary to think deeply about it, but it's not easy to come up with good ideas.
How can this class be improved?	We can improve the class by talking and discussing a lot. It helps us to get to know each other more! Good atmosphere let us easier to tell our opinions.
What were the best and worst aspects of working with other students?	The best aspect is that we can know more ideas or solutions than doing alone. The worst aspect is that it takes much time to make everyone agree.
What were the best and worst aspects of my teaching? What can I do better?	The best aspect is that you think deeply about our future and leads us to think about our future.
If you have any other comments, please add them here.	

Thank you for your hard work and for your comments about the seminar!

5. **Informed Consent Section** (sharing your work - this is optional, but would be highly appreciated)
1. As you know, I am interested in research on games and learning and teaching. I have been researching this topic for about 20 years. I am really impressed with the work that you, and the seminar, did this semester. I would like to share your work with other teachers and researchers. I think other people will learn a lot from what you have done.
2. If I share your work, I promise not to use your real name. I will protect your identity.
3. Some places I may share your work include: university websites, academic journal articles, conference presentations, social media posts, and emails and discussions with other teachers and researchers. You may always choose to contact me and see how I am using your protected data.
4. I believe that your work from this semester will not only make my teaching better in the future, but will also help other teachers and researchers.
5. **May I use your work from this semester and share it with other researchers and teachers? (circle one)**
   (YES) NO
6. Please sign and date below. If you have any questions about this, please let me know at any time. Your name: Yume Yorita Today's date: 8/1

F. [What are you curious about?]

G. Game Analysis Research Project

Game Analysis Research Project Twines (game & project title)

Names Yumie Yohita Pen Colors

11/14

1. What do you want to know? Write your question as clearly as possible.

I want to know what is the things that everyone likes.

2. How did you become interested in this? And, what background / related information do you already know?

I became interested in it because I want to make tours which many people like in the future and want them to travel many times.

Now, I'm interested in Outbound instead of Inbound, so I want to make tours for Japanese people who go abroad.

I took a survey to my friends on Instagram to ask what is your purpose of your trip and about 80 people answered it. The most common answer was eating food and seeing scenery or building follow it.

I think eating food is popular among people of all generations.

References:

3. What will you do to find out your answer? Describe your process in detail.

November December → January → February March

Read books about tourism, questionnaire and marketing. (also read travel brochures carefully and learn some strategy.) Then think about specific questions which I use for twines.

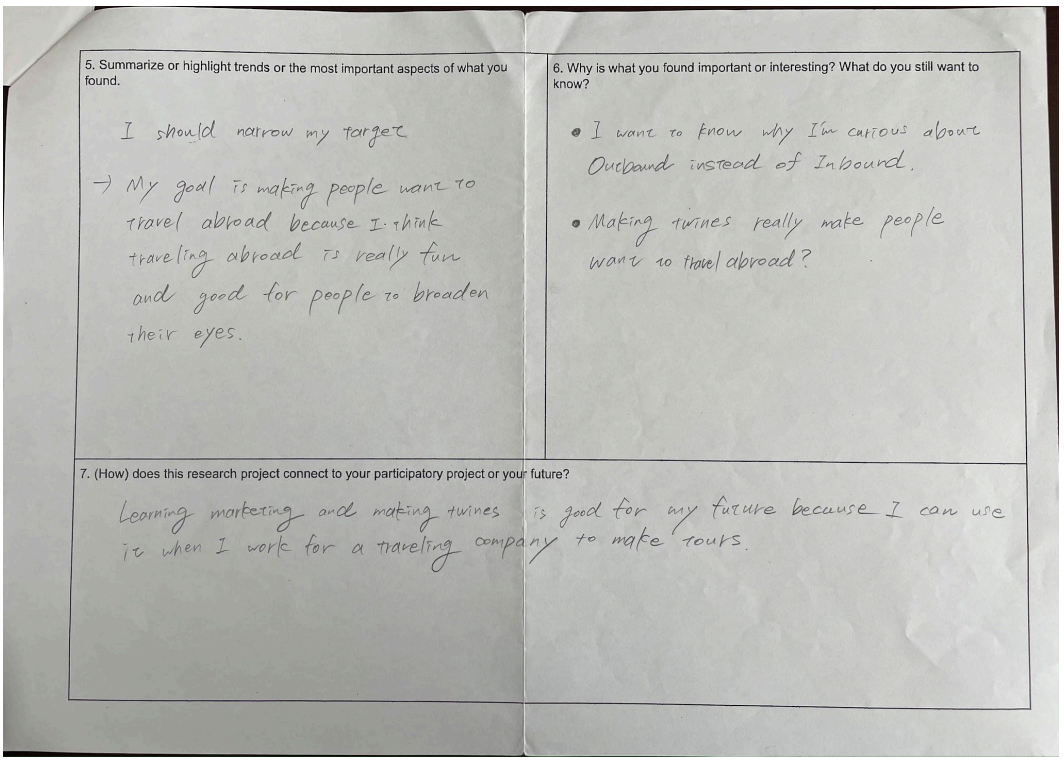
Take the survey and collect data. then make appropriate questions for twines and get feedbacks from people.

Twines, then share it on SNS

4. Record and show notes and information here of what you do and find. Include extra sheets if necessary.

《Good questions from my friends (advices)》

- I should narrow my target, if I do so, I can make more accurate twines.
- → I want to make young people go on a trip to abroad to broaden their horizones and want to let them know how fun to go abroad and experience new things
- I should let my target customize on twines because people like customization.
- To make twines for traveling, I have to learn about many countries and its attractions.
- To make people get active move into action, just making them do twines is not enough, so I should attach some URL when they know their matching places.



5. Summarize or highlight trends or the most important aspects of what you found.

I should narrow my target

→ My goal is making people want to travel abroad because I think traveling abroad is really fun and good for people to broaden their eyes.

6. Why is what you found important or interesting? What do you still want to know?

- I want to know why I'm curious about Outbound instead of Inbound.
- Making twines really make people want to travel abroad?

7. (How) does this research project connect to your participatory project or your future?

Learning marketing and making twines is good for my future because I can use it when I work for a traveling company to make tours.

H. Focusing questions, Reading and Learning, Reporting and Applying

Game Terakoya Seminar

Focusing Questions, Reading and Learning, Reporting and Applying

Make a copy of this for your own use.

This is due: (share the report with Prof. deHaan, and also make a short presentation in the seminar)

Your name: Yume Yorita

You have played and discussed various games now. You have thought about possible participatory projects. It's time to learn more about society and what other people have done in order to create an informed and original project.

1) Write your participatory project ideas again, here.

Making Twines and share it on SNS

2) Look back at the discussions you had after you played the games. List the most interesting questions or ideas in those discussions.

(1) Who will I ask my questions to?

3) What other questions do you have that relate to your participatory project? What do you need to know in order to successfully create and complete your project?

(2) What kind of papers should I read?
Which SNS shold I use?
Why do I want to work for traveling company?

4) Select and modify your ideas in 2 and 3 in order to create some specific questions here. What are you most interested in? What is most important to ask for your project and seminar work?
After you write your questions, ask Prof. deHaan to look at your questions.

① Who will I ask my questions to?

② Which SNS should I use to conduct my questionnaire?

5) After you have discussed these questions with Prof. deHaan, it's time to do some reading.

- Use your questions to search for information.
- Try to find detailed reports of and information about projects that are like the project you want to do.
- Use the library, newspapers, the Internet (you can input your questions into https://scholar.google.com or www.google.com to get information).
- Skim search results, and read the most important papers or articles in depth.
- Read between 5-10 articles.
- You can read in Japanese and/or English.

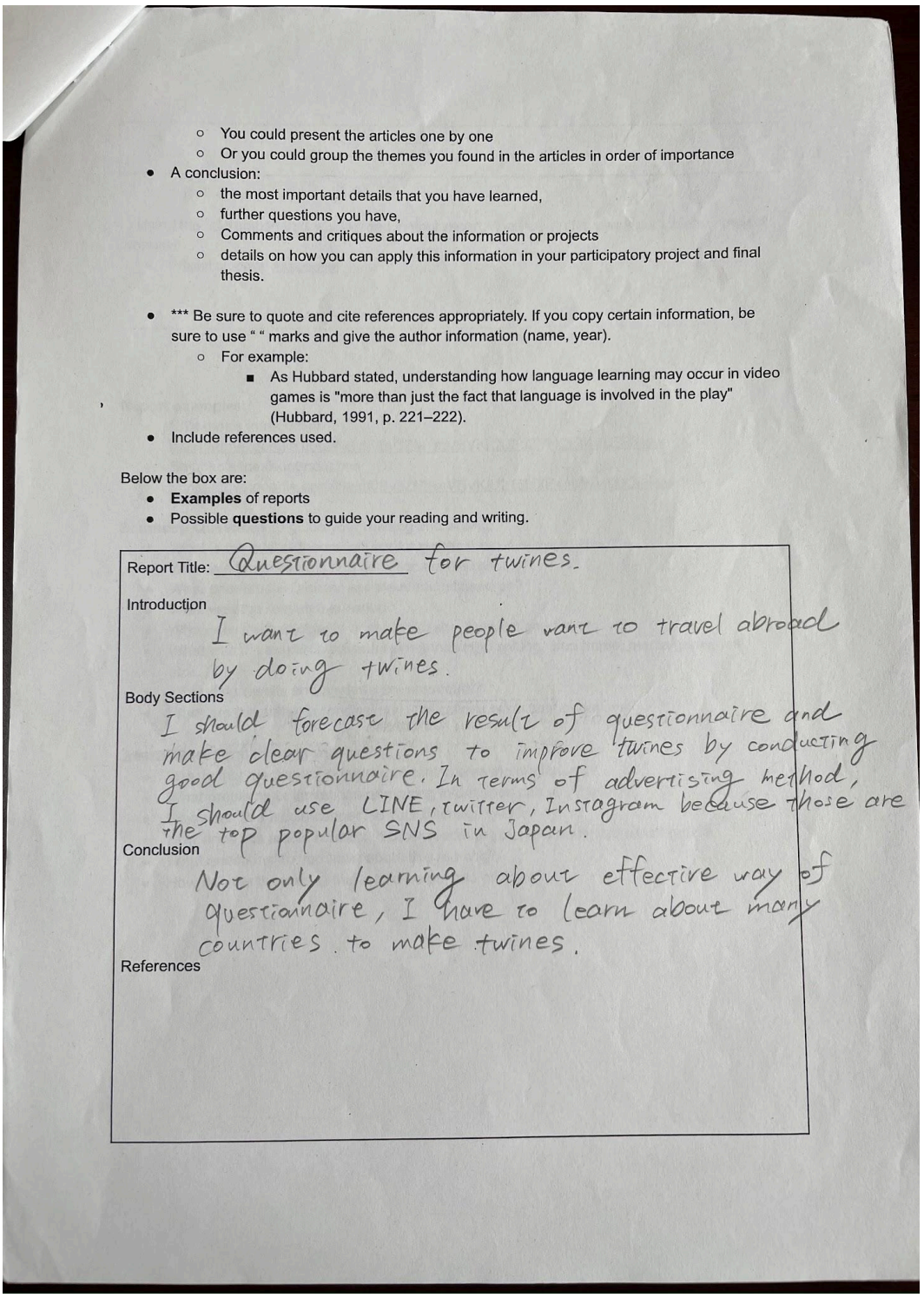
Keep a short log of useful articles here (or in a separate document if you need more space)

	Article title	Article URL / source	Key words	Why is it useful for your project?
①	調査の基本	grooveworks.co.jp	マーケティング・リサーチをすることで人々のニーズを把握	By learning about marketing I can make better twines.
①	〃	〃	調査目的の明確にある程度結果を予想する	I can conduct appropriate questionnaire.
②	2018年版SNS利用動向	ictr.co.jp	1. LINE 3. Instagram 2. twitter 4. Youtube	Maybe I should use LINE? if I want to make twines for Japanese
①	なるほど統計学園	stat.go.jp	欲しい結果をはっきりさせ質問を作る How long 調査	I can improve twines by conducting good questionnaire
②	SATORIマーケティングジョブ	satori.marketing	SNS広告, TV, newspaper radio, magazine.	I have to choose effective way to conduct questionnaire
	Whyと考えるマーケティングの力			

6) After you have finished reading enough articles to sufficiently answer your questions, write a short (2-4 pages) research report that answers your questions.

Include:

- An introductory section
  - What is the main purpose and topic? Why is it important, central, interesting, or problematic? What relevance does your project have to people, schools, companies, Japanese society, the world...?
  - If you use specific technologies or terms (for example: "game" "teamwork" "media literacy," what are their definitions? What is the history of your technology or topic? Do you have any important statistics about the usage or importance of your topic?
- Body sections that summarize the information that you have found



- You could present the articles one by one
- Or you could group the themes you found in the articles in order of importance

- A conclusion:
  - the most important details that you have learned,
  - further questions you have,
  - Comments and critiques about the information or projects
  - details on how you can apply this information in your participatory project and final thesis.

- *** Be sure to quote and cite references appropriately. If you copy certain information, be sure to use " " marks and give the author information (name, year).
  - For example:
    - As Hubbard stated, understanding how language learning may occur in video games is "more than just the fact that language is involved in the play" (Hubbard, 1991, p. 221–222).
- Include references used.

Below the box are:

- **Examples** of reports
- Possible **questions** to guide your reading and writing.

Report Title: Questionnaire for twines.

Introduction

I want to make people want to travel abroad by doing twines.

Body Sections

I should forecast the result of questionnaire and make clear questions to improve twines by conducting good questionnaire. In terms of advertising method, I should use LINE, twitter, Instagram because those are the top popular SNS in Japan.

Conclusion

Not only learning about effective way of questionnaire, I have to learn about many countries to make twines.

References

I. Project Tasks and Timeline

Game Terakoya

Project Tasks and Timeline Worksheet

1/14

Projects are complicated.

- Sometimes it's hard to get an idea for a project, but once you get the idea, it's relatively easy to complete the project.
- Sometimes it's easy to get an idea, but once you start, you lose motivation from time to time.
- Sometimes the project changes throughout your work.

This worksheet is designed to help you think about and organize your project. By thinking about your project, and reflecting on how it goes each week (keep a diary and share your work on Slack….), you will grow alongside your project.

Step 1: What do you want to do in your project? Write it down clearly here:

I want to help people who can't decide where to go abroad next.

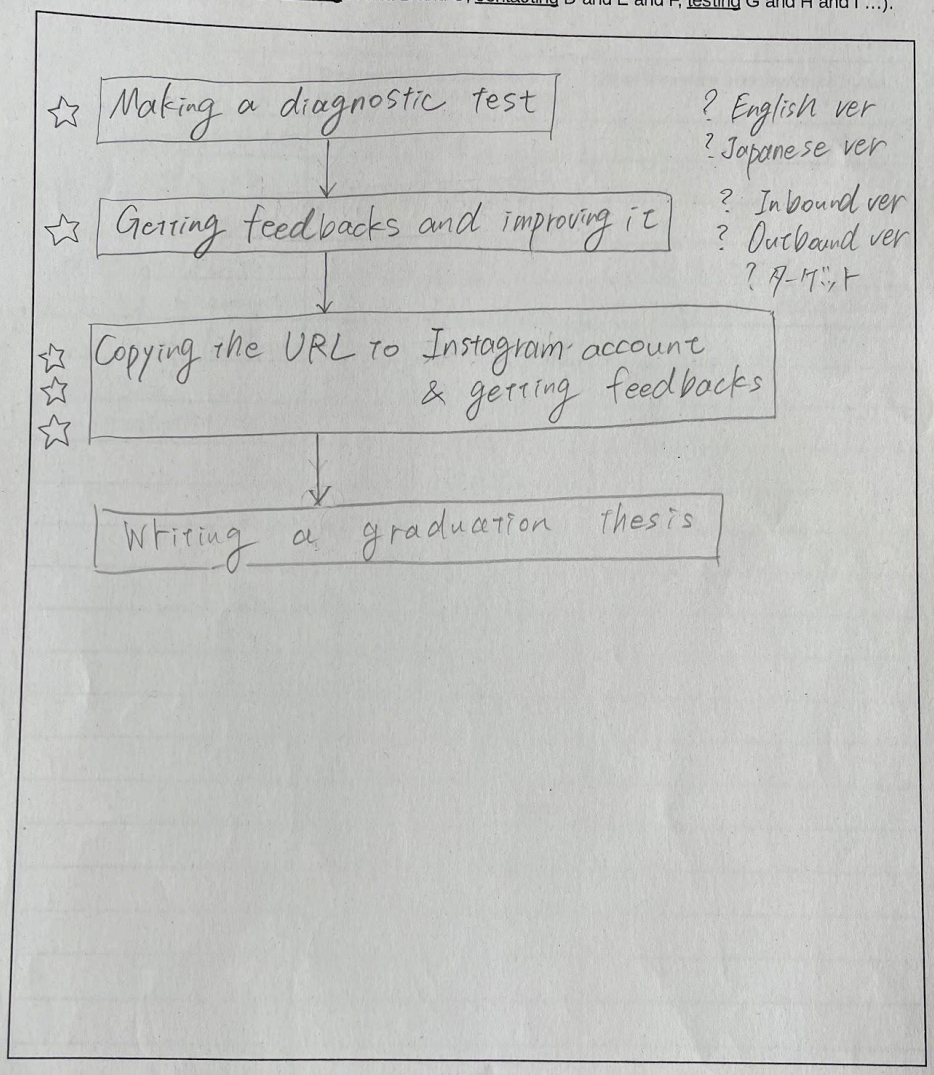
Step 2: Visualize the end of your project. What outcome or end result do you dream of achieving? What's the best result possible?

I want to make people want to go abroad and enjoy my diagnostic test.

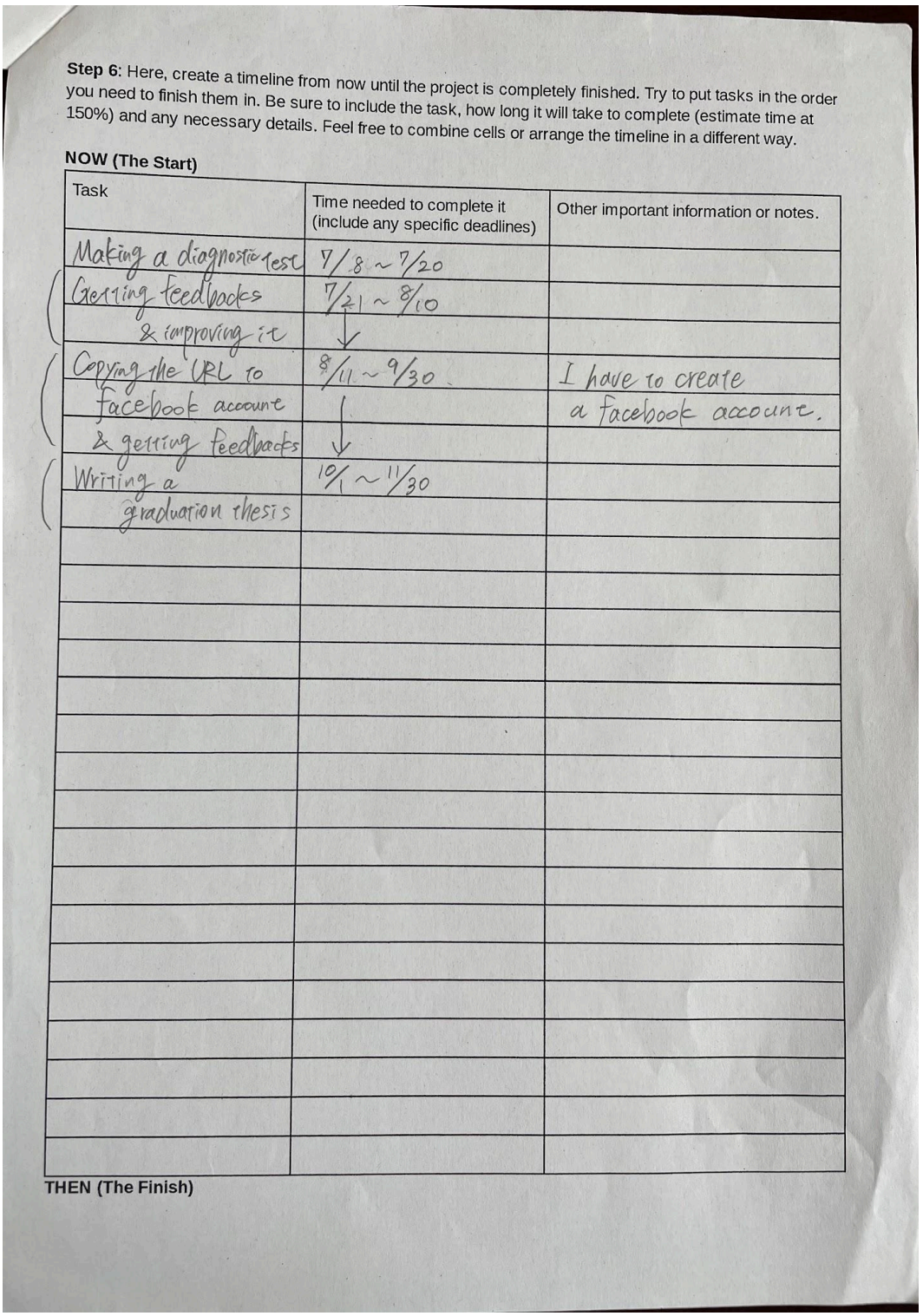
Step 3: What outcome(s) or problems do you want to avoid?

I want to avoid few people do my diagnostic test.

Step 4: In the space on this page, brainstorm the various tasks and steps you need to do to complete your project. You can just write down whatever comes into your mind. If possible, try to organize them by different types of tasks (e.g., making A and B and C, contacting D and E and F, testing G and H and I ...).



Step 5: When you finish brainstorming and listing, use symbols (or emojis) to indicate your feelings or knowledge about each item. For example, you might use ☆ marks for difficulty (☆ is easy, ☆☆☆☆☆ is hard). You might use **?** marks for things you don't know how to do. You might use **$** marks for things you have to buy. You might use 👩 marks for tasks that you know a friend can help you with. Create your own marks and legend. Colors might help you see different areas of your project.



Step 6: Here, create a timeline from now until the project is completely finished. Try to put tasks in the order you need to finish them in. Be sure to include the task, how long it will take to complete (estimate time at 150%) and any necessary details. Feel free to combine cells or arrange the timeline in a different way.

NOW (The Start)

Task	Time needed to complete it (include any specific deadlines)	Other important information or notes.
Making a diagnostic test	7/8 ~ 7/20	
Getting feedbacks	7/21 ~ 8/10	
& improving it	↓	
Copying the URL to	8/11 ~ 9/30	I have to create
facebook account	↓	a facebook account.
& getting feedbacks	↓	
Writing a	10/1 ~ 11/30	
graduation thesis		

THEN (The Finish)

J. Participation Project

Game Terakoya

Participatory Project Proposal Worksheet

Your names: Yume Yorita

A short summary of your proposed project:

[Suggestion / Diagnosis] for people who can't decide where to go abroad next.

英語で?: Diagnosis (test) for finding out your most suitable travel destination.

Why

1. What is the problem or need or market you are focused on?
2. Find some examples of similar projects (locally and also in other areas). How is your proposed project similar and different?
3. Why are you motivated to do this project?

① I'm focusing on people in need who can't decide where to go abroad next.

②

③ I'm motivated because I love traveling (abroad.). Also, I want to make people fun by selecting destination & make people want to go (abroad.)

Who

4. Who is your audience (market, students, etc)?
5. What do you know about them? Be as specific as possible about their interests and abilities.
6. If you will collaborate with anyone on this project, identify and describe them here.

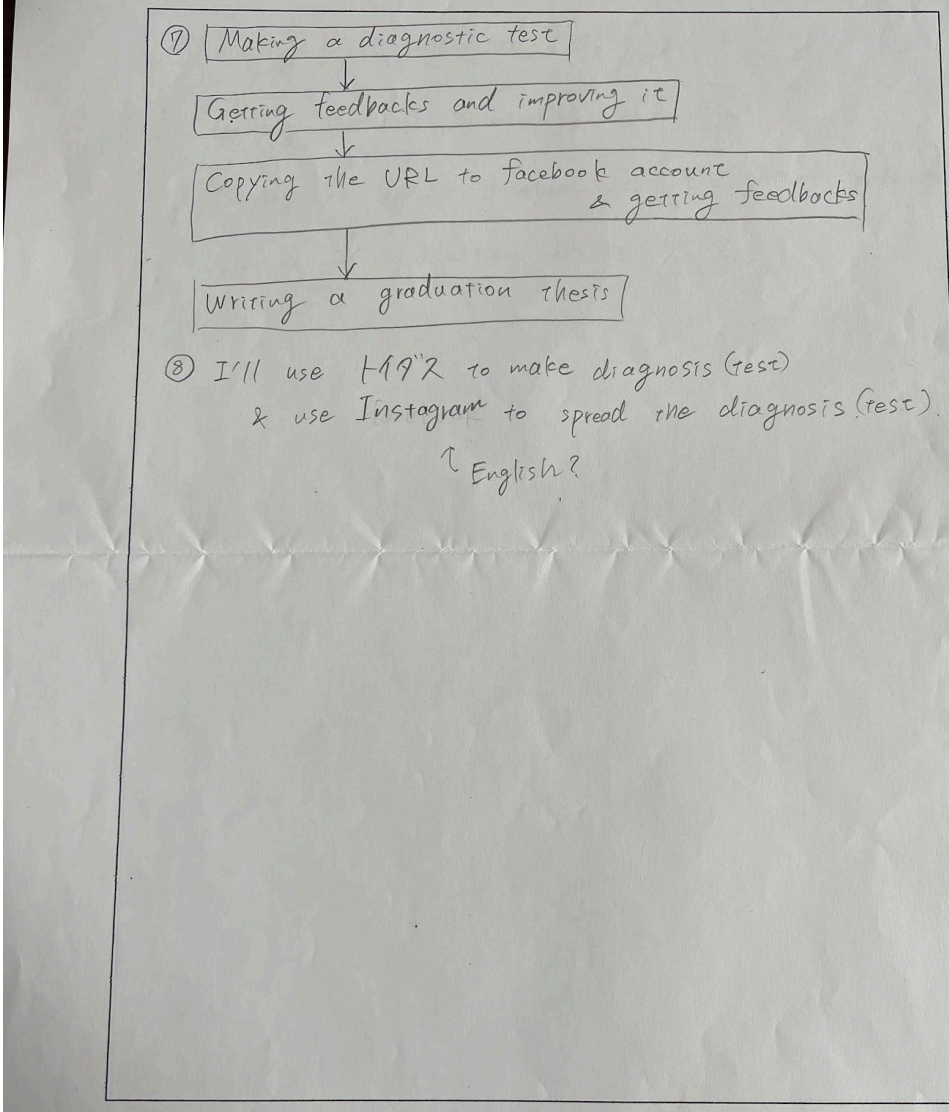
④ My audience is women in their twenties.

⑤ I'm the audience, so I know it well.
They like instagrammable things
& They know or follow the latest trends.
(They have a power to spread information by using SNS.)

⑥ ×

What

7. What will you do? Write your plan here.
8. What materials and media will you use?



When

9. When will you implement your project? 프로젝트를 실행할
10. Write as detailed a timeline as possible (tasks before, during, after your project).

(9) (10) Making a diagnostic test (7/8 ~ 7/20)

↓

Getting feedbacks & improving it (7/21 ~ 8/10)

↓

Copying the URL to facebook account & getting feedbacks (8/11 ~ 9/30)

↓

Writing a graduation thesis (10/1 ~ 11/30)

Where

11. Where will this project take place? Describe it in detail.
12. Why did you choose this place?

(11) My project takes place on Instagram
↓
I'll make an account.

(12) Because Instagram is used by 20s, so many young people can see and do my diagnostic test.

How

13. What kind of data do you need to record in your project?
14. How will you evaluate if your project is a success or not?

(13) I need feedbacks from friends to make the diagnostic test accurate.
As I get many feedbacks, I can make a more accurate diagnostic test.

(14) If there are many people who think my diagnostic test was helpful & enjoy it, it's the success of my project.
I have to get feedbacks on facebook to see people's evaluations.

役立ちましたか？
Yes, No
↑
feedbackのところに書く？？

가장 확실 would 80~90%
may 50%
might 30%
가장 낮음 could 10~20%

Preparation

15. What are potential problems you will face in your project? How might you solve each one?
16. What is the best outcome you are hoping for?
17. What do you need to do to prepare?
18. What materials (equipment, money, other) do you need?
19. What kind of support or help do you need?
20. What other knowledge or skills or experiences do you need before you start?
21. How will you promote/share your project before/during/after (share good work!)
22. Are there any funding opportunities for you (with your seminar peers?)? (Kodomo funding…)

(15) I may not be able to get so many feedbacks on SNS.
↳ If so, I'll use other SNS or Website.

(16) The best outcome is over 100 people give me feedbacks.

(17) I need to make an accurate and fun diagnostic test.

(18) I need computer & smartphone.

(19) I need Instagram to make (the my) diagnostic test accurate before putting it on SNS.

(20) I need knowledge of country features.

(21)

(22)

Connection to Class/Seminar Work / Connection to You and Your Goals

23. Explain how this project links your experiences so far, and your future (post-graduation) goals.
24. How will you apply what you did in the Game Terakoya project?
25. Explain how this project is "just beyond" your current skill level.

(23) I love traveling and have't decide where to go on a trip because there are many countries that I want to go. From the experience, I decided to make a diagnostic test which help people find out their suitable travel destination. I work for a travel company next year, so learning country features is useful in the job.

Also, I know it's fun while deciding where to go next, so I want to make a diagnostic test which have many choices.

(24) Using the experience, I make a diagnostic test having game feeling.

(25) I can learn country features when making the diagnostic test & improve my English skill by writing the diagnostic test in English.