

CDM Japan Pre-trip Research Papers

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1	Feras A. T.	Alfuqaha	Anime market and Challenges
2	Nina	Cammarata	Japanese Games in the West
3	Danielle	Canonigo	Working conditions of animators in Japan
4	Nicholas	Carozza	The Moe Effect
5	Trisha	Desalvo	Arcade games
6	Donalisa	Gomez	The "Anime Style": Unique Art Form or Cry for Help
7	Rachele	Jackson	Illegal Anime
8	Nicholas	Joebgen	Game Developmental Differences
9	Maxwell	Krieger	The "Japanese Hamburger" -- The Before, During and After of Japanese Game Westernization
10	Barbara	Kubas	Dating simulation games in Japan
11	Joanne	Kus	Women in Japanese game industry
12	Eric	Liedke	Outsourcing of Japanese Animation
13	Kevin	Markman	Global Culture
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15	Allison	Morrow	Female Characters in video games
16	John	Navin	Differences between J/E Advertising industries
17	Suzanne	O'connor	Fan based parodies of anime
18	Joel	Parker	Japanese Architecture - Style/shapes and themes
19	Allison	Quarrato	Localization of Nudity and Sexuality in Anime
20	David	Robinson	Japan's Street Fighters
21	Jacob	Taylor	Art Style and Genre of Japanese Anime/Animation
22	Wyatt	Zink	Localization of Japanese Games