

Luca Paolo BRUNO – Curriculum Vitae

PERSONAL DETAILS

ORCID: 0000-0002-3172-8358

Personal webpage: <https://www.unibo.it/sitoweb/lucapaolo.bruno/en>

• Education and key qualifications

- 12.06.2026– **Italian National Scientific Qualification** [*Abilitazione Scientifica Nazionale*].¹
12.06.2038 Eligible position: **Associate Professor** [*II Fascia*].
Scientific-Disciplinary Group [*Gruppo Scientifico Disciplinare*]: **ASIA-01/G**.
- 23.05.2023 **Philosophiae Doctor (Dr. Phil., doctoral degree)**
Institute of East Asian Studies, Japanese Studies, Leipzig University, Germany.
Supervisor: Martin ROTH.
Date of defense: 23.05.2023.
Final Grades – Defense: *Cum Laude*; **Final Exam [*Rigorosum*]:** *Magna Cum Laude*.²
- 02.11.2017 **Second Cycle Degree [*Laurea Magistrale*] in Languages and civilisations of Asia and mediterranean Africa** (LM-38), Department of Asian and North African Studies, University of Venice Ca' Foscari, Italy.
Final Grade: 110/110 with honors [*con lode*].
- 07.04.2014 **Second Cycle Degree [*Laurea Magistrale*] in Languages and civilization of Asia and Africa** (LM-38), Department of Foreign Languages and Cultures, University Turin, Italy.
Final Grade: 104/110.
- 10.11.2011 **First Cycle Degree [*Laurea Triennale*] in Languages and cultures of Asia and Africa** (L-12). Department of Foreign Languages and Cultures, University Turin, Italy.
Final Grade: 101/110.

• Current position(s)

- 01.07.2026– **Research Fellow** [*Borsista di Ricerca*], HERO-IG project. Supervisor: prof. Paola
12.06.2027 Scrolavezza. Department of languages, literatures and modern cultures (LILEC), Alma Mater Studiorum University of Bologna, Italy.
- 30.09.2026– **Adjunct Professor** [*professore a contratto*] (**Japanese Literature from a gender perspective – 6 ECTS credits**)
Second Cycle Degree/Two Year Master in Modern, post-colonial and comparative literatures (LM-37R), Department of languages, literatures and modern cultures (LILEC), Alma Mater Studiorum University of Bologna, Italy.

• Previous position(s)

- 30.09.2024– **Adjunct Professor** [*professore a contratto*] (**Japanese Literature from a gender perspective – 6 ECTS credits**)
29.09.2026 Second Cycle Degree/Two Year Master in Modern, post-colonial and comparative literatures (LM-37R), Department of languages, literatures and modern cultures (LILEC), Alma Mater Studiorum University of Bologna, Italy.

¹ The Italian National Scientific Qualification is a mandatory evaluation overseen by the Italian Ministry of University and Research (MUR) that certifies an academic's suitability to apply for tenured Associate (II fascia) or Full Professor (I fascia) positions. The qualification is awarded via a highly structured, non-comparative peer-review process performed by evaluation committees, one for each scientific-Disciplinary Group.

² The degree's evaluation consisted of the thesis' defence and a final exam [*rigorosum*]. The final exam concerned a separate research topic in Japanese Science Fiction and was aimed at assessing the doctoral candidate's academic independence. Both the defense and the final exam have been evaluated on the following scale, with 0.0 being the highest possible score and 5.0 being the lowest: *summa cum laude* (outstanding, highest possible grade – 0.0) *magna cum laude* (very good – 1.0) *cum laude* (good 2.0) *rite* (satisfactory, lowest passing grade – 3.0) *non sufficit* (not satisfactory – 5.0, no degree awarded).

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- 01.03.2024–
31.12.2025 **Research Fellow** [*assegnista di ricerca*]. Getting ready for the present [*Prepararsi al presente*], Italian nationally designated research project [PRIN].
P.I.: Prof. Paola SCROLAVEZZA
Department of languages, literatures and modern cultures (LILEC), Alma Mater Studiorum University of Bologna, Italy.
Funding institution: Italian Ministry of University and Research; **budget:** 294,098€.
- 05.01.2024–
31.04.2024 **Adjunct Professor** [*professore a contratto*] (**Japanese Language and Literature** [*Lingua e letteratura Giapponese*] – 6 ECTS credits)
Second Cycle Degree [*Laurea Magistrale*] in languages and civilizations of Asia and Africa (LM-36), Department of education, languages, interculturalities, literatures and psychology (FORLIPSI), University of Florence, Italy.
- 20.11.2023–
30.09.2024 **Adjunct Professor** [*professore a contratto*] (**Japanese Language** [*Lingua Giapponese*] – 12 ECTS credits)
Second Cycle Degree [*Laurea Magistrale*] in Linguistic sciences for interculturalities and education (LM-39), Department of Humanities (DISUM), University of Catania, Ragusa campus, Italy.
- 01.10.2022–
15.11.2024 **Adjunct Professor** [*professore a contratto*] (**Japanese Language Knowledge** [*Conoscenza Lingua Giapponese*] – 6 ECTS credits)
Second Cycle Degree [*Laurea Magistrale*] in Languages and Civilizations of Asia and Africa (LM-36), Department of education, languages, interculturalities, literatures and psychology (FORLIPSI), University of Florence, Italy.
- 01.06.2019–
31.05.2022 **Researcher** [*wissenschaftlicher mitarbeiter*] Japanese Visual Media Graph Project.
P.I.: Prof. Magnus PFEFFER; Prof. Martin ROTH
Institute for Applied Artificial Intelligence, Stuttgart Media University, Germany
Funding institution: German Research Council (DFG); **budget:** 865,000€.
- 15.03.2019–
31.05.2019 **Research assistant** [*wissenschaftlicher hilfskraft*]
Institute of East Asian Studies, Japanese Studies, Leipzig University, Germany.
Supervisor: Juniorprof. Martin ROTH.
- 12.09.2018–
10.11.2018 **Exchange researcher, PAJAKO German Academic Exchange Service [DAAD]-Funded exchange agreement**
Graduate School of Core Ethics and Frontier Sciences, Ritsumeikan University, Japan.
Host faculty: prof. Hiroshi YOSHIDA.
- 01.06.2017–
31.06.2018 **Research assistant** [*wissenschaftlicher hilfskraft*]
Institute of East Asian Studies, Japanese Studies, Leipzig University, Germany.
Supervisor: Juniorprof. Martin ROTH.

RESEARCH ACHIEVEMENTS AND PEER RECOGNITION³

Journal Articles:

- 2026. “Japanocentric Critical Dystopias - An Exploration of the Critical Dystopian Lens in Japanese Contexts,” *Comunicazioni sociali* 1: 20-35 (peer-reviewed article, class A journal).
- 2025. Embodying Anime-Manga Dystopia: User Vulnerability in Otome Sekai no Arukikata, *Bunron – Studies in Japanese Literature* 12: 1-29 (peer-reviewed article, class A journal).
- 2025. Interfacing with Data Facts and Fictions on Japanese Digital Games in Fan-Curated Databases, *REPLAYING JAPAN* (7): 107-117 (peer-reviewed article, scientific journal).
- 2023. “Game Studies Meets Japanese Studies - Ten Years of Research”, *GAME – Games as Art, Media,*

³ ‘Class A Journal’ and ‘Scientific Journal’ refers to those journals that have been legally recognized by the Italian National Agency for the Evaluation of the University and Research System (ANVUR) and thus eligible to determine a researcher's eligibility for the Italian National Scientific Qualification (ASN) required to access tenured positions in the Italian higher education system. In particular, ‘Class A Journal’ refers to journals legally classified as being particularly prestigious academic publications recognized for excellence in humanities and social sciences and evaluated both as scientific journals and under a distinct metric to determine eligibility for the Italian National Scientific Qualification.

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Entertainment (11): 51-72 (peer-reviewed article, scientific journal).

- 2023. To (Sub)Serve Man: Playing at Intimacy with Male Character Others in Kioku No Dizorubu, *LEA – Lingue e Letterature d'Oriente e d'Occidente* 12: 99-116 (peer-reviewed article, scientific journal).
- 2022. “Artificial Intimacy: Gynoid and Artificial Intelligence as Character Intimacy Game Character Templates”, *REPLAYING JAPAN* (4): 35-45 (peer-reviewed article, scientific journal).
- 2021. “Personaggi, database e transmedialità in manga, anime e videogiochi” [Characters, Database and Transmediality in Manga, Anime and Videogames], *Manga Academica* 14: 77-93, (invited contribution).
- 2019. “The Element Factor: The Concept of Character as a Unifying Perspective for the Akihabara Cultural Domain”, *IMAGE: Journal of Interdisciplinary Image Science 29 Special Issue/Themenheft*: 38-59. (peer-reviewed article).
- 2017. “Dall'autore al database. Per una svolta negli approcci italiani ai media pop giapponesi” [From Author to Database. Towards new approaches to Japanese pop media in Italy], *Manga Academica* 10: 69-78 (journal article).
- 2017. “Interpreting/subverting the database: Character-conveyed narrative in Japanese visual novel PC games”, *Mutual Images Journal* 4: 92-122 (peer-reviewed article).
- Luca Paolo Bruno, 2013, “Altered Japan - Iniezioni di fantastico in proiezioni reali [Altered Japan: Injecting Fantasy Into Verisimilar Projections]”, *Manga Academica* 6, pp. 35-45. San Marco Evangelista (NA): Società Editrice La Torre. ISBN: 978-88-96133-21-7

Book chapters:

- 2024. “Bikini nel Bakumatsu, intimi anacronismi – il caso di Ōka Sabaki [Bikinis in the Bakumatsu, Intimate Anachronisms – the case of Ōka Sabaki]” in Cucinelli, Diego, Luca Capponcelli, Chiara Ghidini, Matilde Mastrangelo e Rolando Minuti (eds.) *Il Dono dell'Airone – Scritti in Onore di Ikuko Sagiya* [The Heron's Gift – Writings Honoring Ikuko Sagiya]. Firenze: Firenze University Press.
- 2023. “Mangiare ad Akihabara: Il Sapore del Moe, [Moe's flavor: Dining in Akihabara]”, in Scrolavezza, Paola, Gino Scatasta, Anna Specchio (eds), *Nippop - 10 anni di cultura pop giapponese in Italia [Nippop – Ten Years of Japanese Pop Culture in Italy]*, Udine: Mimesis.
- 2021 “A Glimpse of the Imaginative Environment. Exploring the Potential of Data-driven Examinations of Visual Novel Characters”, In Roth, Martin, Martin Picard and Hiroshi Yoshida (eds), *Japan's contemporary media culture between local and global - Content, Practice, and Theory*, Heidelberg: CrossAsia-eBooks, 143-170.

Monographs:

- 2015 *Occidente giapponese. L'eroe storico occidentale nell'immaginario a fumetti giapponese [Japanese West: western historical personae in Japanese manga]*. San Marco Evangelista (NA): Società Editrice La Torre. ISBN: 978-88-96133-25-5.

Conference proceedings:

- 2025 (with Valeria Stabile, Juan Scassa, Carmelo Caruso e Ludovica Pannitto) “Descrivere la catastrofe: documentare la diegesi per la catalogazione di opere distopiche e post-apocalittiche” [*Describing Catastrophes: documenting storyworlds for cataloging dystopian and post-apocalyptic fiction*], in Rebora, Simone ; Rospocher, Marco ; Bazzaco, Stefano (a cura di) (2025) *Diversità, Equità e Inclusione: Sfide e Opportunità per l'Informatica Umanistica nell'Era dell'Intelligenza Artificiale*, Proceedings del XIV Convegno Annuale AIUCD2025. Verona: AIUCD.
- 2024. “Videogiochi d'intimità digitale in Giappone: una panoramica introduttiva” [Character Intimacy Games in Japan: An Introductory Overview], *Atti del XLVI Convegno di Studi sul Giappone*: 169-184.

Conference presentations:

- In the Shadow of Mother(s): Uno Tsunehiro's Maternal Dys(U)topia in Anime-manga Media Practice, 4th EAJS Japan Conference, Tohoku University, Sendai, September 20th-21st, 2025.
- (with Valeria Stabile, Juan Scassa, Carmelo Caruso e Ludovica Pannitto), *ENDLIT: a tool for documenting storyworlds for cataloging dystopian and post-apocalyptic fiction*. Getting Ready for the Present - Engaging with the World and the Planet in Contemporary Dystopian and Speculative Narratives symposium, Alma Mater Studiorum Università di Bologna, Bologna, September 3rd-5th, 2025.
- (with Valeria Stabile, Juan Scassa, Carmelo Caruso e Ludovica Pannitto). “Descrivere la catastrofe: documentare la diegesi per la catalogazione di opere distopiche e post-apocalittiche” [*Describing Catastrophes: documenting storyworlds for cataloging dystopian and post-apocalyptic fiction*], XIV Convegno Annuale AIUCD2025. University of Verona, Verona, June 11th-13th, 2025.
- Data-Based Facts and Fictions: Exploring Fan-Curated Databases on Japanese Digital Games as Ground Truth About Fan Consensus(es), *Replaying Japan: the 12th international Japanese game studies conference*

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– Preservation, Innovation and New Directions in Japanese Game Studies, State University of New York at Buffalo, Buffalo (NY), August 19th-21st 2024.

- “Japanese studies after scouring databases: aftermaths of data-driven approaches,” Mechademia International Conference in Kyoto 2023 “Aftermath”, Kyōto Seika University, Kyōto International Manga Museum, Kyoto, May 27th-29th, 2023.
- ““Playing at Intimacy”: Character Intimacy-centered video games, intimacy with game characters,” Kyaracters: on the other side of narrative symposium, University of California Los Angeles, Los Angeles (CA), April 28th-30th, 2023.
- “Approcci data-driven nei Japanese games studies: il caso dei ‘character-intimacy games’,” Conferenza AISTUGIA 2022, Alma Mater Studiorum University of Bologna, September 15th-17nd, 2022.
- “Imagining (Animating) Waifus and Husbandos in Japan and Abroad: A Comparative Data-Driven Perspective on Character Intimacy Games,” Mechademia United States Conference 2022, Los Angeles (CA), June 28th-29th, 2022.
- “Artificial Intimacy: Gynoid and Artificial Intelligence as Character Intimacy Game Character Templates”, Replaying Japan 2021, University of Alberta, Edmonton (virtual), August 9th-14th, 2021.
- “Bishōjo/Bishōnen-Centered Ecologies: Dis-entangling the Familiar and Familial.” Mechademia Asia Conference, Kyōto (virtual), June 5th-6th, 2021.
- Roth, Martin, Magnus Pfeffer, Luca Bruno, Senan Kiryakos, and Zoltan Kacsuk, “Mapping Japanese Visual Media: Collaborating with enthusiast communities to open new research paths,” Mechademia Asia Conference, Kyōto (virtual), June 5th-6th, 2021.
- “Intimate sporting: sports and sports-related themes within Japanese Character Intimacy Games”, University of Liège, Liège (virtual), August 10th-13th, 2020
- “Bishōjo as conduit for user experience: sharing the cultural domain of Akihabara”, Replaying Japan 2019 Conference, Ritsumeikan University, Kyōto, August 9th-11th, 2019.
- “Playing with character information - Akihabara’s bishōjo-visual novel ludo-mix.” DIGRA 2019 Conference, Ritsumeikan University, Kyōto, August 6th-10th, 2019
- With DENISON, Raina; STEINBERG, Marc; HARTZHEIM, Brian Hikari; “Between Media Mix and Franchising Theory: A Workshop on the Theoretical Worlds of Transmedia Production,” DIGRA 2019 Conference, Ritsumeikan University, Kyōto, August 6th-10th, 2019.
- “Visual Novel Game Characters: Conventionality and Re-performance,” Ritsumeikan Center for Game Studies 4th serial seminar for 2018, Ritsumeikan University, Kyōto, Japan, October 17th, 2018.
- “Visual Novel Characters as Intersubjective Communicative Constructs: Research Overview and Possibilities,” the 4th International Workshop on Japan’s Videogames Between the Local and the Global, Ritsumeikan University, September 24th-25th 2018.
- “Visual novel games as nexus for fandom/author interaction: two case studies,” DIGRA 2018 Conference, Università degli Studi di Torino, Turin, July 25th-28th, 2018.
- (With Hugo GELIS) “Moedecine: Affective Healing through Character-based Erotism,” Techno-realities and affective creatures: The Love Simulation Devices, Paris Nanterre University, Paris, June 14th, 2018.
- “Narrative through Character Identity: Database Elements and Japanese Visual Novels,” De/Recontextualizing Characters: Media Convergence and Pre-/Meta-Narrative Character Circulation Winter School, University of Tübingen, Tübingen, February 27th- March 2nd, 2018.
- “Nationalisms in the Database: Discussing Japanese Visual Novel Games,” 2nd ‘Japanese Videogames between the Local and the Global’ International Workshop, Leipzig University, Leipzig, November 2017.
- “Database Culture, Moe and Post-Truth: a comparative examination,” Japan in the Digital Age Workshop, Manchester Metropolitan University, Manchester, October 2017.
- “Righting the occupation: pop-nationalism in Sōkōakki Muramasa,” The 4th Mutual Images Workshop, University of Aarhus, Aarhus, May 2016.

Research datasets:

(With Valeria Stabile and Juan Scassa): ENDLIT – an annotated corpus of dystopian works from Japan, the Anglosphere and Spanish-speaking America: <https://github.com/LaboratorioSperimentale/prepararsi-al-presente>. May 31st 2026. Codebook available here: <https://site.unibo.it/lilec-prin2022-distopie/it/endlit/the-codebook>

Public engagement and outreach [*attività di terza missione*]:

- (With Ludovica PANNITTO): A Data compiling and visualization interface for the ENDLIT database – see

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<https://laboratoriosperimentale.github.io/prepararsi-al-presente/interface/index.html>

- “Yōkai fantasy, sci-fi, a casa e sul lavoro: intersezioni e connessioni pop,” [Yōkai Fantasy and Sci-Fi, at Home and at Work: Pop Intersections and Connections] public outreach talk under the patronage of the University of Florence, Lucca Comics & Games, Japantown, Lucca, November 4th, 2023.
- (with Niccolò Pellegrini) “Il viaggio nei games e videogames,” [The Journey in Games and Videogames] public outreach talk at Nippop 2023: Nippop on the road, Bologna, June 10th, 2023.
- “Presenting at Mechademia US Conference 2022 – Migration and Transition, Los Angeles, CA – June 28-29, 2022,” research dissemination blog post, Japanese Visual Media Graph Project, Institute for Applied Artificial Intelligence, Stuttgart Media University, July 20th, 2022.
- “Tiny Use Case 5 Part I – Blood Type and Character Personality,” research dissemination blog post, Japanese Visual Media Graph Project, Institute for Applied Artificial Intelligence, Stuttgart Media University, October 7th, 2021.
- “Tiny Use Case 5 Part II – Actual Co-Occurrence of Blood Type and Character Personality Traits,” research dissemination blog post, Japanese Visual Media Graph Project, Institute for Applied Artificial Intelligence, Stuttgart Media University, October 13th, 2021.
- “Presenting at Mechademia: Ecologies,” research dissemination blog post, Japanese Visual Media Graph Project, Institute for Applied Artificial Intelligence, Stuttgart Media University, June 16th, 2021.
- “Tiny Use Case 3 Part I: A Bottom Up Approach to Visual Novel Game Characters,” research dissemination blog post, Japanese Visual Media Graph Project, Institute for Applied Artificial Intelligence, Stuttgart Media University, February 26th, 2021.
- “Tiny Use Case 3 Part II: Stratifying Our Dataset,” research dissemination blog post, Japanese Visual Media Graph Project, Institute for Applied Artificial Intelligence, Stuttgart Media University, March 10th, 2021.
- “Tiny Use Case 1 Part I: Investigating Japanese Visual Novel Characters,” research dissemination blog post, Japanese Visual Media Graph Project, Institute for Applied Artificial Intelligence, Stuttgart Media University, July 22nd, 2020.
- “Tiny Use Case 1 Part II: Data from vndb.org and the Player’s position,” research dissemination blog post, Japanese Visual Media Graph Project, Institute for Applied Artificial Intelligence, Stuttgart Media University, August 5th, 2020.
- “Tiny Use Case 1 Part III: Eyes Wide Open – Tareme and Tsurime as predictors of character demeanor,” research dissemination blog post, Japanese Visual Media Graph Project, Institute for Applied Artificial Intelligence, Stuttgart Media University, August 19th, 2020.

Invited talks and guest lectures:

- “Le Subculture del Giappone Contemporaneo,” [The Subcultures of Contemporary Japan] guest lecture (with Prof. Diego Cucinelli) for the Japanese Literature courses (L-11, LM-36), FORLIPSI Department, University of Florence, Florence, December 14th, 2022 (2 hours).
- “Ateji, metanarrativa e wasei eigo,” [Ateji, Metanarrative and Wasei Eigo] guest lecture (with Prof. Gianluca Coci) for the MA-level Japanese Literature courses (first and second year, a.y. 2021/2022, LM-38), Department of Foreign Languages and Cultures, University of Turin, Turin, April 8th, 2022 (2 hours).
- “Gēmu: il medium videoludico nei Japanese Studies,” [Gēmu: The Videogame Medium in Japanese Studies] guest lecture, Department of Foreign Languages and Cultures, University of Turin, Turin, April 23rd, 2021.
- “Tradurre la sabukaruchā: pratiche e problematiche - sei sfide traduttive e transcreative,” [Translating Sabukaruchā: Practices and Issues - Six Translation and Transcreation Challenges] guest lecture (with Prof. Gianluca Coci) for the MA-level Japanese Literature courses (first and second year, a.y. 2020/2021, LM-38), Department of Foreign Languages and Cultures, University of Turin, Turin (virtual), April 16th, 2021 (2 hours).
- “La bishōjo e il bishōnen sono Akihabara: dal Media-mix all’ensemble sociopop culturale,” [The Bishōjo and the Bishōnen Are Akihabara: From Media-Mix to the Socio-Pop Cultural Ensemble] invited lecture hosted by Prof. Toshio Miyake for the BA- and MA-level Japanese language and culture courses, Department of Asian and North African Studies, University of Venice Ca’Foscari, Venice, February 14th, 2019 (2 hours).
- “Shūkanteki sotsū kensetsu to shite nōberu gēmu kyarakutā: kenkyū gainen to sono kanōsei,” [Visual Novel Characters as Intersubjective Communicative Constructs: Research Overview and Possibilities] guest lecture (with Prof. Minoru Ishida) for the postgraduate course Visual Culture I [Eizō bunka I tokuron], Graduate School of Modern Society and Culture, Niigata University, Niigata, October 9th, 2018 (2 hours).

Membership in professional and research associations

- Italian Association for Japanese Studies [*Associazione Italiana Studi Giapponesi - AISTUGIA*] (2017-).

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- European Association for Japanese Studies (2020-).

Thesis supervision:

- Co-supervisor [*correlatore*] for the First Cycle Degree (L-11) thesis “Il grottesco in Murakami Ryū: la società ribaltata in Blu quasi trasparente e altre opere” [The Grotesque in Murakami Ryū: Society Overturned in Almost Transparent Blue and Other Works], candidate: Davide Belsito, FORLIPSI Department, University of Florence, April 9th, 2024.
- Co-supervisor [*correlatore*] for the First Cycle Degree (L-11) thesis “Cool Japanese restaurants: un’analisi delle insegne dei ristoranti giapponesi a Firenze e dintorni” [Cool Japanese Restaurants: An Analysis of Japanese Restaurant Signage in and around Florence], candidate: Jessica Piccioli, FORLIPSI Department, University of Florence, April 9th, 2024.
- Co-supervisor [*correlatore*] for the First Cycle Degree (L-11) thesis “LadyBungaku – La letteratura di Hayashi Mariko, Yamada Eimi e Kuni Kaori” [LadyBungaku – The Literature of Hayashi Mariko, Yamada Eimi and Kuni Kaori], candidate: Alessia Gori, FORLIPSI Department, University of Florence, December 11th, 2023.
- Co-supervisor [*correlatore*] for the First Cycle Degree (L-11) thesis “Murakami Haruki e la letteratura su mondi in parallelo” [Murakami Haruki and the Literature of Parallel Worlds], candidate: Clizia Ercoli, FORLIPSI Department, University of Florence, December 11th, 2023.
- Co-supervisor [*correlatore*] for the First Cycle Degree (L-11) thesis “Il topos dello yūrei nelle light novel del Giappone contemporaneo” [The Yūrei Topos in the Light Novels of Contemporary Japan], candidate: Chiara Natali, FORLIPSI Department, University of Florence, October 13th, 2023.
- Co-supervisor [*correlatore*] for the First Cycle Degree (L-11) thesis “Kitsune, la volpe del folklore giapponese: un caleidoscopio culturale” [Kitsune, the Fox of Japanese Folklore: A Cultural Kaleidoscope], candidate: Arianna Iozzo, FORLIPSI Department, University of Florence, April 18th, 2023.
- Co-supervisor [*correlatore*] for the First Cycle Degree (L-11) thesis “Lo sviluppo del tema del viaggio nella letteratura europea e giapponese: One Piece la nuova epica” [The Development of the Journey Theme in European and Japanese Literature: One Piece, the New Epic], candidate: Alessio Mangani, FORLIPSI Department, University of Florence, April 18th, 2023.
- Co-supervisor [*correlatore*] for the First Cycle Degree (L-11) thesis “Visioni del Samurai nel Giappone contemporaneo” [Visions of the Samurai in Contemporary Japan], candidate: Mattia Tranquilli, FORLIPSI Department, University of Florence, April 18th, 2023.

Peer recognition, scholarships, and awards

- Winner of the Princess Takamado Essay Contest for 2021 (Prince Takamado Japan Centre for Teaching and Research, University of Alberta, Edmonton, Canada) for contributions to Japanese Game Studies.
- Leipzig University Predoc Award (July 2017-June 2018).
- PAJAKO Project (DAAD-Funded) exchange grant (Sept. 2018-Nov.2018).
- DAAD Kongressreisen travel grant (DIGRA 2018, Turin, July 25th-28th 2018).
- JASSO Student Exchange Support Program (Sept. 2016-Feb.2017).