

# Japanese Culture RPG

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Traveling to another country can be scary, especially one that speaks a different language. Far too many people try to travel abroad with no knowledge of the culture in the country they're visiting. Our solution is to create a visual novel adventure game that allows the player to learn about the culture and language of their intended travel destination in a fun and engaging way. This game seeks to improve the player's cultural awareness and promote intercultural competence.

## Narrative

### Characters

Our game will only have two major characters: the player character and the companion. There will also be a few minor characters, as well.

- Player Character: The character that the player controls. Since this is a visual novel game, the player essentially plays as themselves.
- Rin: the character that guides you through the game. Rin will help the player navigate Kyoto and Tokyo, teaching the player about the different aspects of Japanese culture. Also, Rin is a name that means "companion"!
- Other characters: There might be other side characters that don't play much of a role in the game but can answer some questions that the player might ask. These characters will also ask the player basic questions and help the player learn to communicate with locals.

### Setting

The game will primarily be set in Kyoto, Japan, with a brief side mission to Tokyo, Japan. The player will travel to different parts of the cities in order to learn about the 7 tenants of culture in Japan.

### Key Plot Points

#### How to Get Around in Japan

The first thing the player will learn is how to navigate. The player will get off a plane and learn the different modes of transportation available. They will also learn which is the easiest and most affordable mode of transportation.

## 7 Tenants of Culture

### 1. Social Organization

The player will learn about group and family life in Japan by visiting Rin's home and learning about the family dynamic. Family is a very important thing to Japanese people, and therefore is important for the player to learn about in this game.

### 2. Language

Throughout the game, the player will learn Japanese words and phrases by interacting with other characters and exploring the cities. By the end of the game, the player should know enough Japanese to navigate the city and carry out a basic conversation. The player will learn to ask if someone speaks English, ask for directions, make purchases, and communicate an emergency.

The following are basic words and phrases that we may include in the game:

- hai - yes
- iie - no
- konnichiwa - hello/good afternoon
- moshi moshi - hello, but only on the phone or video chatting
- onegaishimasu - please (very formal)
- arigatou - thank you (casual)
- douitashimashite - you're welcome
- sumimasen - excuse me
- gomennasai - I'm sorry
- ohayou gozaimasu - good morning (formal)
- konbanwa - good evening
- oyasumi nasai - good night (formal)
- mada mada - not yet
- kamoshiremasen - maybe/I'm not sure
- tokidoki - sometimes
- zenzen - never
- itsumo - always
- taitei - usually
- daijoubu desu - that's okay/it's okay
- ii desu - that's good
- ki o tsukete - be careful
- yoku dekimashita - great job
- omedetou gozaimasu - congratulations
- Tanjoubi omedetou - happy birthday
- kampai - cheers (when you have a drink in hand)

- ja - well (i.e., “well, I guess I’d better get going)
- sayounara - goodbye (more of a final goodbye)
- ja, mata - well, see you later (common goodbye)

#### Meeting and Greeting:

- eigo o hanasemasu - do you speak English?
- koko ni eigo o hanaseru hito wa imasu ka - does anyone here speak English?
- watashi wa nihongo ga sukoshi shika hanasemasen - I only speak a little Japanese
- o-namae wa nan desu ka - what is your name?
- [name] desu - my name is [name]
  - [word] desu - I am [word]
- o-genki desu ka - how are you?
- genki desu - I’m fine
- [name]-san mo? - And you? (insert name of friend)
- oaidekite ureshii desu - I am very glad to meet you
- ohisashiburi desu ne - long time, no see
- [country] kara kimashita - I’m from [country]
- sou desu ka - is that so?

#### Politeness:

- arigatou gozaimasu - thank you (formal)
- yoroshiku onegaishimasu - thank you (very formal, think “I’m in your debt”)
- itadakimasu - Let’s eat (said before meal)
- gochisousama desu - thank you for the meal (said after meal)

#### Get clarification:

- wakarimasen - I don’t understand
- nante iimashita ka - what did you say?
- motto yukkuri hanashite kudasai - can you speak more slowly?
- yoku wakarimasu - I understand you perfectly
- eigo te iu no wa... - and in English that’s...?
- shirimasen - I don’t know
- mou ichido kudasai - could you say that one more time?
- [word] te iu no imi wa nan desu ka - what does [word] mean?
- tetsudatte kuremasen ka - can you help me?

#### Questions:

- doko desu ka - where is it?
- itsu desu ka - when is it?
- doushite? - why?
- dochira desu ka - which one is it?
- nan desu ka - what is it?
- dare desu ka - who is it?

### Get to Know People:

- ima nanji desu ka - what time is it right now?
- ima - now
- ato de - later
- kyou - today
- kinou - yesterday
- ashita - tomorrow
- mainichi - every day
- nansai desu ka - how old are you?
- doko ni sundeimasu ka - where do you live?
- kyoudai ga imasu ka - do you have siblings?
- ikura desu ka - how much does that cost?
- kore wa nan desu ka - what is this?
- sore wa nan desu ka - what is that?
- toire wa doko desu ka - where's the toilet?

### Nouns to use:

- reizouko - refrigerator
- reitouko - freezer
- denshi renji - microwave
- reibouki/kuuraa - air conditioner
- danbouki - heater
- sentakuki - laundry machine
- doraiaa - hair dryer
- terebi - TV
- konpyuutaa - computer
- nouto pasokon - laptop
- taburetto - tablet
- keitai denwa - cellphone
- heddohon - headphone
- jyuudenki - charger
- waifai - WiFi
- apuri - app
- webusaito - website
- fairu - file
- akaunto - account
- pasuwaado - password
- hikouki - airplane
- densha - train
- chikatetsu - subway

- basu - bus
- takushii - taxi
- jitensha - bicycle
- eki - train station
- basutei - bus stop
- kuukou - airport
- shingou - traffic light
- kousaten - intersection
- michi/douro - road
- menyuu - menu
- ten'in - waiter
- kaikei - bill
- fouku - fork
- naifu - knife
- supuun - spoon
- hashi - chopsticks
- mizu - water
- yasai - vegetables
- gyuuniku - beef
- butaniku - pork
- toriniku - chicken
- shougakkou - elementary school
- chuugakkou - middle school
- koukou - high school
- daigaku - college/university
- seito/gakusei - student
- sensei/kyoushi - teacher
- senkou - major
- gakui - degree
- shiken - exam
- shukudai - homework
- isha - doctor
- kangoshi - nurse
- bengoshi - lawyer
- ryourinin - chef
- jitsugyouka - businessperson
- keisatsukan - police officer
- shouboushi - firefighter
- gijutsusha - engineer
- koumuin - civil servant

- kaikeishi - accountant
- kazoku - family
- haha/okaasan - mother
- chichi/otousan - father
- oya - parent
- musume - daughter
- musuko - son
- sobo - grandma
- sofu - grandpa
- karada - body
- atama - head
- kata - shoulder
- ude - arm
- ashi - leg
- mune - chest
- hara - abdomen
- kao - face
- me - eye
- hana - nose
- kuchi - mouth
- mimi - ear
- kyou - today
- kinou - yesterday
- ashita - tomorrow
- getsu-youbi - Monday
- ka-youbi - Tuesday
- sui-youbi - Wednesday
- moku-youbi - Thursday
- kin-youbi - Friday
- do-youbi - Saturday
- nichiyoubi - Sunday
- nichiyoubi - day
- shuu - week
- tsuki/getsu - month
- toshi/nen - year
- ji/toki - hour
- jikan - time
- fun - minute
- tomodachi - friend
- ie/uchi - home

- nihon - Japan
- hito - person
- mono - thing
- kuni - country

### 3. Customs and Traditions

The player will visit one of the most famous festivals in Japan, Gion Matsuri. This festival takes place over the entire month of July, but the player will be experiencing the grand procession of floats on the 17th of July. They will also experience the night life of the area the festival happens in, when the roads are closed, and food stands, drink vendors, and more take over the streets.

### 4. Religion

The player will visit the Toji Temple during the 21st of the month, which means that they will not only be able to experience the cultural significance of the temple, but also see the flea market that sets up there monthly.

### 5. Arts and Literature

The player will get the chance to see the Kyoto City Kyocera Museum of Art, where they will see art from Japan and all around the world. The museum has rotating exhibitions, and this season features paintings from the Louvre, Inagaki Toshijiro's stencil-dyed art, and Yonemura Yuto's sculptures. The museum also has a permanent collection of art that ranges in age from modern day to the 1880s.

The International Manga Museum will also be featured in this game. Not only does this museum have massive collections of manga in all languages, but it also has exhibitions that showcase the history of manga and the impacts the industry has had on Japan.

### 6. Forms of Government

The player and Rin take a quick trip to Tokyo to learn about the government and economy of Japan. The bullet train takes a little over 2 hours to go from Kyoto to Tokyo, so this might be an opportune time to discuss the not-so-great parts of Japanese culture (i.e., homogenous society, ignorance of other cultures, xenophobia, etc.). The first stop in Tokyo is the Metropolitan Government Building. After this, the player will go on to learn about the economy.

### 7. Economic Systems

The player will learn about the economy by visiting sites that represent Japan's some of the largest industries, manufacturing and tourism. The user will also learn about the currency by making purchases from side characters.

## Outro/What Did You Learn?

At the end of the game, the player will be left with the question, “what did you learn?” This will leave the player pondering what they have learned and hopefully help reinforce the learning they did.

Due to time constraints, we will not be able to create the whole game. We will be creating a working prototype of the game using some of the tenets of culture listed above to demonstrate the concept of our game. We want to complete the introduction of the game which will include the character landing in Kyoto and learning how to get around, and

## Game Mechanics

The overall genre of the game will be a visual novel (like Doki Doki Literature Club, Danganronpa, etc.).

## Player Interactions

The player will need to make choices based on what they learn. For example, asking questions about different things. The player will have to choose between different dialogue prompts. For instance, the player might be at the Toji Temple and have to choose between asking, “It looks like there’s an event going on. What is it?”, “How tall is this temple?” and “What is the cultural significance of this temple?” These questions would then be answered by Rin or another side character. As the user is introduced to Japanese words and phrases, they will have to choose from dialogue prompts in Japanese.

## Controls

The controls will be very simple, with it being a visual novel. It will mostly be point and click, with a few keyboard controls at the beginning and end of the game (player entering their name in the beginning, player describing what they learned from the game at the end).

## Objectives

The objective of this game is to navigate the cities of Kyoto and Tokyo while completing tasks and challenges related to Japanese culture. By the end of the game, the user should have enough knowledge about the country to be able to navigate and communicate in a real world situation.

## Progression

In order to progress through the game, the player must simply ask questions and be inquisitive about a new culture. As the player progresses through the game, Rin will test their



knowledge by asking questions about the places they have visited. Along with this, the dialogue prompt options for the player will begin to show up in Japanese, testing how much of the language the user has picked up. The user's response will determine the duration of the game by forcing them to go back and review the content in order to pick the correct fact, word, or phrase.

## Visual Style

The visual style of the game will mostly be cartoon-style to avoid copyright issues with any photos that might be used. Visual novels commonly have a cartoon like style, so this also fits with the genre. As a visual novel, this game will consist of mostly still graphics and characters.

## Educational and Social Impacts

This game would teach the player everything they need to know to travel to Japan. By learning about the culture, this game would help the player travel safely and respectfully. Many travelers do not consider learning the language or the culture before visiting a foreign country. Along with improving the player's experience when they visit the actual country, this game will also improve how tourists are received in foreign countries and therefore improve international relations.

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