

Sara Morini

Sapienza Università di Roma

Circonvallazione Tiburtina 4, 00185 Roma

EDUCATION

Sapienza Università di Roma, Rome, Italy

PhD in Civilizations of Asia and Africa, expected 2027

SUPERVISORS: Stefano Romagnoli, Bryan Hikari Hartzheim

DISSERTATION TITLE: *(Re)designing narratives: a game studies approach to East Asian post-colonial histories*

Waseda University, Tokyo, Japan

MEXT Research Scholar, 2023-2025

SUPERVISOR: Seio Nakajima

PROJECT TITLE: *Historical evolution of Japan's corporate museums and their involvement in socio-educational community development*

Sapienza Università di Roma, Rome, Italy

M.A. in East Asian Languages and Civilizations, 2022

SUPERVISORS: Marco Del Bene, Stefano Romagnoli

THESIS TITLE: *The musealization of recent past in Japan: the plurality and complexity of historical memory*

Keio University, Tokyo, Japan

Exchange student, 10/2021 – 02/2022

Sapienza Università di Roma, Rome, Italy

B.A. in East Asian Languages and Civilizations, 2019

SUPERVISOR: Valdo Ferretti

THESIS TITLE: *The Jewish Question in Japan*

PUBLICATIONS

Journal articles

- “Pixelated Borders: East Asia’s Game Industry between Regional Integration and Global Flows,” in M. Miranda (ed.), *Percorsi in civiltà dell’Asia e dell’Africa V: Quaderni di studi dottorali alla Sapienza* (in press, expected 2026).

WORK IN PROGRESS

- “Playable Memories of Empire: Postcolonial History and Cultural Memory in Taiwanese Indie Games” (an article in progress)

AWARDS, GRANTS, AND FELLOWSHIPS

- UCLA - Yanai Initiative Fellowship as Visiting Graduate Researcher, 2025
- Japanese Government (MEXT) Scholarship, 2023-2025

SEMINARS, WORKSHOPS, & CONFERENCE TALKS

2025

“Video Games and the Legacies of Empire in East Asia.” Lecture delivered for the Yanai Initiative, University of California, Los Angeles (UCLA) on 14 October 2025.

“Memory Strategies at Play: Gendered Trauma in Japanese and Taiwanese Historical Digital Games.” Presentation delivered for the Mnemonics 2025 Summer School, Ghent University on 10 September 2025.

“(Re)designing Narratives: A Game Studies Approach to East Asian Post-colonial Histories.” Presentation delivered for the BAJS 2025 Japanese Studies Workshop, Cardiff University on 2 September, 2025

“Fragmented Agency and Narrative Multiplicity: Crafting Existential Dread in *Deadeus*”. Presentation delivered for the Microhorror: Through the Magnifying Glass Workshop at DIGRA 2025, University of Malta on 30 June, 2025

5th International “Doctoral Symposium on Asian and African Studies” (IDSAAS V), Organizational Committee Member, Sapienza Università di Roma, February 2025

TEACHING

Waseda University – Learning Assistant (LA), 2023-2025

LANGUAGES

Italian – Native speaker

English – Advanced proficiency

IELTS Academic 8 score, 2018

Japanese – Advanced proficiency

JLPT N1, 2022

PUBLIC ENGAGEMENT

- Event Assistant with Link Japan - Assisted Japanese and international visitors at Villaggio Italia, Tokyo, during the Amerigo Vespucci World Tour, supporting guest reception and flow management for on-board tours.

ACADEMIC ASSOCIATIONS

- **British Association for Japanese Studies (BAJS)**
- **European Association for Japanese Studies (EAJS)**
- **Digital Games Research Association (DiGRA)**