

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* (2026)

WORK IN PROGRESS

- “Playable Memories of Empire: Postcolonial History and Cultural Memory in Taiwanese Indie Games” (an article in progress)
- “Sacred Play and Ritual Mechanics: Reconfiguring Shinto and Buddhist Practices in Japanese Video Games” (an article in progress)

AWARDS, GRANTS, AND VISITING STAYS

- National University of Singapore – Visiting Student, April-July 2026
- Waseda University – Visiting Research Fellow, March-April 2026
- UCLA - Yanai Initiative Fellowship as Visiting Graduate Researcher, 2025
- Japanese Government (MEXT) Scholarship, 2023-2025

SEMINARS, WORKSHOPS, & CONFERENCE TALKS

2026

“Playing at the Margins of Empire: Taiwanese Video Games and the Politics of Colonial Memory”. Presentation delivered for the “Gaming Asia: Asian Nationalism Through the Lens of Video Games” workshop, National University of Singapore (NUS) on 30 April, 2026.

“The Empire at Play: Memory Strategies and the Legacies of Japanese Imperialism in East Asian Video Games”. Presentation delivered for 6th International “Doctoral Symposium on Asian and African Studies” (IDSAAS VI), Tohoku University on 17 March, 2026.

“ゲームにおける映画的文体の継承ー『Ghost of Tsushima』から『Ghost of Yotei』へ”. Presentation delivered for the 2026 年水門の会・日伊共同国際シンポジウム, Sapienza Università di Roma on 24 February, 2026.

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 BAJIS 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

PUBLIC ENGAGEMENT

- “We Didn’t Lose, the War Ended: Temporal Fictions in *Raid on Taihoku*”. A blog post published on the Historical Games Network blog on 11 February, 2026. <https://www.historicalgames.net/raid-on-taihoku/>
- 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)**
- **Modern Japan History Association (MJHA)**

LANGUAGES

Italian – Native speaker

English – Advanced proficiency

IELTS Academic 8 score, 2018

Japanese – Advanced proficiency

JLPT N1, 2022