

# **Occupational therapy using Otaku culture - using Japanese plastic models and video game consoles -**

## **Lecturer:**

Gembu Deguchi (Department of Occupational Therapy, School of Health Sciences at Odawara, International University of Health and Welfare)

Shiho Naga (Department of Occupational Therapy, School of Health Sciences at Odawara, International University of Health and Welfare)

**Time:** 13:00-16:00

**Room:** 202

**Minimum number of participants:** 10

**Estimated capacity:** 120

※Workshops will be divided into 50-minute segments, with a maximum of 40 participants per segment.

**Participation fee per person:** 8,000 JPY

※The price includes the price of a booklet about ways to use plastic models and games, which are otaku content, in occupational therapy, and the price of the plastic model you receive.

## **Learning Objectives**

- Understand the advantages of using otaku content in occupational therapy. (Understanding of fun, types, motivations, etc.)
- Understand how to use video games and video games, which are part of otaku content, in occupational therapy. (Understand the ingenuity of plastic model assembly using tools and glue, and game operation input buttons.)

## **Outline**

Otaku content, such as the globally famous video games and anime characters from Japan, is extremely appealing. Such appealing content is a very important tool in current occupational therapy to motivate clients. However, when there is a physical or psychosomatic impairment, the application of otaku content to occupational therapy needs to be carefully considered. In this workshop, we will focus on plastic models and games as otaku content. Participants will experience how to use the latest Japanese plastic models in occupational therapy. Participants will also experience how to use a Nintendo Switch to play games in occupational therapy. In this way, participants will experience how to utilize otaku content in occupational therapy. Participants will receive a brochure that outlines the applications of games and plastic models in occupational therapy. Participants will also receive a plastic model to take home.