

	Paper 3	More than just Boys: A History of the Changing Images of Gender in Weekly Shonen Jump	Kristine Michelle L. Santos	Ateneo de Manila University
Day and Time	Panel Title	Paper Title	Presenter	Affiliation
SATURDAY AFTERNOON	Panel 5: Transformations and Other Readings of Japanese Anime and Manga			
Room: Meeting Room 202 (Level 2 of Suntec City Exhibition Centre) 1.30pm-3pm	Paper 1	That's Way Gay: Negotiating Textual Gaps & Homoerotic Interpretation in Akira Amano's Katekyo Hitman Reborn!	Pamela Punzalan	Ateneo de Manila University
Chair: Assoc Prof Fusami Ogi	Paper 2	Queering the Canon: Yaoi Doujinshi and Homonormative Fan Narratives	Lakshmi Menon	Jawaharlal Nehru University, New Delhi
	Paper 3	From Manga To Hi-Tech Toy: The Doraemon Character and Japanese Cultural Production	Spitsyna Ksenia (and Maria Nesterova)	Independent researcher, Japanologist, Moscow, Russia
Saturday PM	Panel 6: Samuuri, X-Men, Batman, Animation			
Room: Meeting Room 202 (Level 2 of Suntec City Exhibition Centre) 3pm-4.45pm	Paper 1	Anime and Video Games as Reflection of the Samurai Soul	James L. Aevermann	University of Guam
Chair: Assoc Prof Ian Gordon	Paper 2	Alas, poor Magneto! I knew him, well.": Intertextuality, Occidentalism, and the Japanese opening montages for X-Men: The Animated Series	Wilson Koh	NUS
	Paper 3	From A Mousedeer To Alien Creatures: Animated Feature Filmmaking In Malaysia	Hassan Abd Muthalib	Universiti Teknologi MARA Malaysia
Saturday PM	Panel 7: Manga, Comics, The Internet, Games and Identity: Japan, India and Southeast Asia			
Room: Meeting Room 202 (Level 2 of Suntec City Exhibition Centre) 5pm-6.30pm	Paper 1	History of Shōjo Manga Style: a Woman's Voice since the 1970s	Fusami Ogi	Chikushi Jogakuen University
Chair: Lim Cheng Tju	Paper 2	The role of visual culture in accessing the self through history: Examining the Indian graphic novel in the Internet age	Tarika Prabhakar	The English and Foreign Language University, Hyderabad, India
	Paper 3	Why So Serious? Play-play Only Lah! An Ethnographic Reflection on How Games (Serious and Otherwise) Are (and Aren't) Useful Tools for Social Empowerment in Contemporary Southeast Asia	Tan Shao Han	NUS