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**Disruptive Conflicts in Computopic Space**
Japanese SF Videogames as Sources of Otherness and Radical Political Imagination

van **Martin E. Roth**

1. The concept of the computopic space offers an adequate theoretical framework for the critical study of videogames as ideational spaces, which are negotiated between designer, player, and computer.

2. Videogame expression is not (only) textual: its analysis has to be based on playing experiences, its presentation depends on new channels beyond academic prose and oral dispute.

3. Videogames change society beyond utopia.

4. Play is impossible, but some computopic universes come close.

5. No medium is ‘unique,’ but all feature distinct expressive potentials and limitations which can contribute to innovation.

6. Academic inquiries, thought experiments, and research communication can benefit from an active exploration of the expressive spaces videogames and their technologies offer.

7. Japan is (more than) just a field.

8. For any critical intervention in the field of videogames and popular culture, the work of scholars like Adorno and Virilio remains invaluable to date.

9. Academic work is political, social, and cultural intervention.

10. The decline of the Japanese videogame industry correlates to the scarcity of critical videogame scholarship in Japan.

11. In life, there is no replay button.