

SPRING 2024

EAST ASIAN STUDIES SPEAKER SERIES

Gotta Read 'Em All: Decoding Braille in the Pokémon Series

To obtain a trio of legendary monsters in Pokémon Ruby and Sapphire (2002), players can embark on an elaborate side quest where they must decode two-dimensional representations of Braille. Removed from its original context as a tactile language, this visual “Pokémon Braille” is at once an inclusive and exclusionary gesture. This presentation explores the ludonarrative appropriation of Braille and other communication systems in Japanese games and beyond, asking how games can impact accessibility and disabled expression in broader society – and vice versa.



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**TUESDAY,
2 APRIL
12 : 00 - 1 : 30 PM**

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