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publications

- edited volumes Roth, Martin, and Fabian Schäfer (eds.) (2014): *Das Zwischen denken: Marx, Freud und Nishida. [Thinking the In-Between: Marx, Freud and Nishida]*. Leipzig: Leipziger Universitätsverlag.
- articles & chapters Roth, Martin (forthcoming): “Herausforderungen für die Japanforschung im Zeitalter der digitalen Medien.” *Leipziger Ostasien-Studien* 19. Leipzig: Leipziger Universitätsverlag.
- Roth, Martin E. (2015): “At the edge of a ‘digital area’ – locating small scale game creation.” *Asiascape: Digital Asia* 2 (3): 183-212.
- Roth, Martin (2014): Review of *Software Takes Command* by Lev Manovich. *Asiascape: Digital Asia* 1(3): 226-228.
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- translations Karatani, Kōjin (2014): “Kobayashi Binmei und die ‘Nagoya-Schule’ [Kobayashi Binmei and the ‘Nagoya school’].” In *Das Zwischen denken: Marx, Freud und Nishida. [Thinking the In-Between: Marx, Freud and Nishida]*, edited by Martin Roth and Fabian Schäfer. Leipzig: Leipziger Universitätsverlag, 3-15.

Karatani, Kōjin (2012): *Auf der Suche nach der Weltrepublik - Eine Kritik von Kapital, Nation und Staat [In search of the world republic]*. Leipzig: Leipziger Universitätsverlag.

Harvest Moon 4 – Der Großbasar. 2011. Videogame for Nintendo DS. Localization of the Japanese original *Bokujō monogatari - Kaze no bazāru* (2008), with Fabian Schäfer.