

Interdisciplinary Spatiality: Translating Literary Liminality into Immersive VR Education.



Name	TAQUET David	E-mail	dtaquet@hakodate-ct.ac.jp
Status	Associate Professor		
Affiliations			
Keywords	Comparative literature, ICT, Virtual Reality		
Technical Support Skills	• Multilingualistic approach • Proficiency in VR, and XR • Multidisciplinary perspective (literature, media, and VR)		

Research Contents

1. Destabilizing the Human: Animality, Hybridity, and Divinity

My research in comparative literature examines how contemporary fantastic, horror, and speculative fiction destabilize the boundaries of the human, creating hybridity. Through a cross-cultural comparison of American (Stephen King), British (Neil Gaiman), and Japanese (Haruki Murakami) literature, this research maps a theoretical progression from animality to divinity. By examining physical and ontological transformations, I ask how encounters with monsters, animals, and supernatural beings expose the instability of supposedly fixed categories of identity and reality. This research also uses the themes and dynamics of various other literature genres and media (youth literature, the Gothic) to bridge the centuries and cultures that separate the authors.

2. Liminality and Ruins as a Spatial Paradigm

Moving from the entities themselves to the environments they inhabit, I also interrogate the dynamic, liminal spaces—such as haunted houses, labyrinths, and thresholds. My primary focus is conceptualizing the "ruin" not merely as a symbol of decay, but as a spatial structure capable of shifting from a material reality to a liminal state, and finally to an ontological one. These spatial paradigms reveal how different literary traditions negotiate time, history, and the approach to the supernatural.

3. Virtual Ryugaku and Applied Spatiality

This theoretical focus on spatiality and boundary negotiation is applied practically through empirical educational research and technological implementation. In EFL contexts where physical overseas mobility is restricted, the "Virtual Ryugaku" project utilizes VR technology to provide immersive virtual international experiences. Through collaborations with partner institutions, this initiative fuses intercultural learning with immersive environments, exploring how students navigate the boundaries between physical and virtual realities.

4. Interdisciplinary Synthesis and Future Trajectories

Operating at the intersection of literary theory and practical educational engineering, this cohesive research identity investigates how humans construct, experience, and negotiate boundaries across different forms of being and space. Supported by successful KAKENHI-funded project management, this methodology translates abstract paradigms of embodiment and spatiality into tangible, technology-mediated educational frameworks.

Available Facilities and Equipment

Meta Quest devices (Quest 2, Quest 3, Quest pro)	