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**Mechademia 5**-Frenchy Lunning 2013-11-30 Passionate fans of anime and manga, known in Japan as otaku and active around the world, play a significant role in the creation and interpretation of this pervasive popular culture. Routinely appropriating and remixing favorite characters, narratives, imagery, and settings, otaku take control of the anime characters they consume. Fanthropologies—the fifth volume in the Mechademia series, an annual forum devoted to Japanese anime and manga—focuses on fans, fan activities, and the otaku phenomenon. The zones of activity discussed in these essays range from fan-subbs (fan-subtitled versions of anime and manga) and copyright issues to gender and nationality in fandom, dolls, and other forms of consumption that fandom offers. Individual pieces include a remarkable photo essay on the emerging art of cosplay photography; an original manga about an obsessive doll-fan; and a tour of Akihabara, Tokyo's discount electronics shopping district, by a scholar disguised as a fuzzy animal. Contributors: Madeline Ashby; Jodie Beck, McGill U; Christopher Bolton, Williams College; Naitō Chizuko, Otsuma U; Ian Condry, Massachusetts Institute of Technology; Martha Cornog; Kathryn Dunlap, U of Central Florida; Ōtsuka Eiji, Kobe Design U; Gerald Figal, Vanderbilt U; Patrick W. Galbraith, U of Tokyo; Marc Hairston, U of Texas at Dallas; Marilyn Ivy, Columbia U; Koichi Iwabuchi, Waseda U; Paul Jackson; Amamiya Karin; Fan-Yi Lam; Thomas Lamarre, McGill U; Paul M. Malone, U of Waterloo; Anne McKnight, U of Southern California; Livia Monnet, U of Montreal; Susan Napier, Tufts U; Kerin Ogg; Timothy Perper; Eron Rauch; Brian Ruh, Indiana U; Nathan Shockey, Columbia U; Marc Steinberg, Concordia U; Jin C. Tomshine, U of California, San Francisco; Carissa Wolf, North Dakota State U.

**Fanthropologies**-Frenchy Lunning 2010 From fan-subbs to cosplay, exploring the fan cultures inspired by anime and manga.

**Beautiful Fighting Girl**-Sait Tamaki 2013-11-30 From Cutie Honey and Sailor Moon to Nausicaä of the Valley of the Wind, the worlds of Japanese anime and manga teem with prepubescent girls toting deadly weapons. Sometimes overtly sexual, always intensely cute, the beautiful fighting girl has been both hailed as a feminist icon and condemned as a symptom of the objectification of young women in Japanese society. In Beautiful Fighting Girl, Saitō Tamaki offers a far more sophisticated and convincing interpretation of this alluring and capable figure. For Saitō, the beautiful fighting girl is a complex sexual fantasy that paradoxically lends reality to the fictional spaces she inhabits. As an object of desire for male otaku (obsessive fans of anime and manga), she saturates these worlds with meaning even as her fictional status demands her ceaseless proliferation and reproduction. Rejecting simplistic moralizing, Saitō understands the otaku’s ability to eroticize and even fall in love with the beautiful fighting girl not as a sign of immaturity or maladaptation but as a result of a heightened sensitivity to the multiple layers of mediation and fictional context that constitute life in our hypermediated world—a logical outcome of the media they consume. Featuring extensive interviews with Japanese and American otaku, a comprehensive genealogy of the beautiful fighting girl, and an analysis of the American outsider artist Henry Darger, whose baroque imagination Saitō sees as an important antecedent of otaku culture, Beautiful Fighting Girl was hugely influential when first published in Japan, and it remains a key text in the study of manga, anime, and otaku culture. Now available in English for the first time, this book will spark new debates about the role played by desire in the production and consumption of popular culture.

**User Enhanced**-Frenchy Lunning 2011 As passive consumers of manga and anime become active users of cultural commodities, this volume explores the possibilities of, and challenges for, engagement

**Anime's Media Mix**-Marc Steinberg 2012 Untangles the web of commodity, capitalism, and art that is anime

**Emerging Worlds of Anime and Manga**-Frenchy Lunning 2006 This inaugural volume on anime and manga engages the rise of Japanese popular culture through game design, fashion, graphic design, commercial packaging, character creation, and fan culture. Promoting dynamic ways of thinking, along with a wealth of images, this cutting-edge work opens new doors between academia and fandom.

**Idols and Celebrity in Japanese Media Culture**-Patrick W. Galbraith 2012-08-31 "Spend even a day in a major Japanese city like Tokyo or Osaka and you won't be able to ignore them: 'idols,' or heavily produced and promoted men and women who perform across media genres and platforms. They appear in magazines and advertisements, perform on TV and on stage, recorded and live. Though central to the workings and experience of media in Japan, idols have unfortunately had only a marginal place in the scholarship. This collection offers the most complete and compelling account of one of the most fascinating and least understood aspects of Japanese media culture today. It brings together a group of interdisciplinary scholars who engage the study of media, gender and celebrity. Sensitive to history and the contemporary scene, essays cover male and female idols, production and consumption, industrial structures and fan movements." -- Publisher's description.

**Mechademia 9**-Frenchy Lunning 2014-11-20 "The essays brought together in Mechademia 9 lead us to understand the extent to which "Japan" might be seen as an idea generated by anime, manga, and other texts rather than the other way around. What is it that manga and anime produce that no other medium can precisely duplicate? Is anime its own medium or a genre of animation--or something in between? And how must we adapt existing critical modes in order to read these new kinds of texts? While the authors begin with similar questions about the roots of Japanese popular culture and media, they invoke a wide range of theoretical work in the search for answers, including feminist criticism, disability studies, poststructuralist textual criticism, postcolonialism, art history, film theory, phenomenology, and more. Richly provocative and insightful, Mechademia 9 both enacts and resists the pursuit of fixed starting points, inspiring further creative investigation of this global artistic phenomenon." -- Publisher's description.

**Japanese Media Cultures in Japan and Abroad: Transnational Consumption of Manga, Anime, and Media-Mixes**- Manuel Hernández-Pérez 2019-06-24 In the last few decades, Japanese popular culture productions have been consolidated as one of the most influential and profitable global industries. As a creative industry, Japanese Media-Mixes generate multimillion-dollar revenues, being a product of international synergies and the natural appeal of the characters and stories. The transnationalization of investment capital, diversification of themes and (sub)genres, underlying threat in the proliferation of illegal audiences, development of internet streaming technologies, and other new transformations in media-mix-based production models make the study of these products even more relevant today. In this way, manga (Japanese comics), anime (Japanese animation), and video games are not necessarily products designed for the national market. More than ever, it is necessary to reconcile national and transnational positions for the study of this cultural production. The present volume includes contributions aligned to the analysis of Japanese popular culture flow from many perspectives (cultural studies, film, comic studies, sociology, etc.), although we have emphasized the relationships between manga, anime, and international audiences. The selected works include the following topics:
• Studies on audiences—national and transnational case studies;
• Fandom production and Otaku culture;
• Cross-media and transmedia perspectives;
• Theoretical perspectives on manga, anime, and media-mixes.

**War/time**-Frenchy Lunning 2009 Explores the influence that World War II has on Japanese popular culture, including animated films and television programs, video games, and comic books.

**Mechademia 10**-Frenchy Lunning 2015-12-20 Mechademia 10 revolves around a maelstrom of events: the devastation of 3/11—the earthquake, tsunami, and nuclear reactor crises—and the ongoing environmental disasters that have recently overtaken Japan. Because anime and manga have long proposed (and illustrated) alternative worlds—some created after catastrophes—it is fitting that this volume should consider this propensity for “world renewal.” Individual essays range widely, from a poetic and personal reflection on the ritual of tōrō nagashi (the lighting of floating paper lanterns that has traditionally commemorated souls lost in great public cataclysms, such as war) to a study of the various counterfactual histories written about the historical figure of

Toyotomi Hideyoshi, a former peasant farmer who became a military dictator of feudal Japan. The book also includes an original manga, Nanohana, from the popular artist Hagio Moto, who is quoted as saying: “I want to think together with everyone else about Fukushima and Chernobyl, about the future of the Earth, about the future of humankind, and to keep thinking moving forward.”

**Mechademia 8**-Frenchy Lunning 2014-01-21 Contributors to volume eight of Mechademia analyze Tezuka Osamu and his complicated approaches toward life and nonlife, as well as his effect on other manga artists. Using essays and reprints of Japanese manga on Tezuka, this volume questions his influence and attitudes toward the nonhuman, the sexual politics of manga bodies, and the origins of the moe culture, among others.

**Fandom Unbound**-Mizuko Ito 2012-02-28 In recent years, otaku culture has emerged as one of Japan's major cultural exports and as a genuinely transnational phenomenon. This timely volume investigates how this once marginalized popular culture has come to play a major role in Japan's identity at home and abroad. In the American context, the word otaku is best translated as “geek”—an ardent fan with highly specialized knowledge and interests. But it is associated especially with fans of specific Japan-based cultural genres, including anime, manga, and video games. Most important of all, as this collection shows, is the way otaku culture represents a newly participatory fan culture in which fans not only organize around niche interests but produce and distribute their own media content. In this collection of essays, Japanese and American scholars offer richly detailed descriptions of how this once stigmatized Japanese youth culture created its own alternative markets and cultural products such as fan fiction, comics, costumes, and remixes, becoming a major international force that can challenge the dominance of commercial media. By exploring the rich variety of otaku culture from multiple perspectives, this groundbreaking collection provides fascinating insights into the present and future of cultural production and distribution in the digital age.

**Networks of Desire**-Frenchy Lunning 2007 The second volume in the Mechademia series, an annual forum devoted to critical and creative work on Japanese anime, manga, and the fan cultures that have coalesced around themNexplores the varieties of desire that structure and influence much of contemporary anime and manga in manifestations that range from the explicitly sexual to more sublimated text and imagery. Collecting original essays by scholars, artists, and fans, Networks of Desire considers key issues at play in a Japanese society increasingly uncertain of its place in a globalized world: from idealized represent

**The Anime Encyclopedia**-Jonathan Clements 2006 Covering more than eighty years of anime history and over three thousand titles, the authors show how the anime universe has influenced creative cultures far beyond its native Japanese shores.

**The Astro Boy Essays**-Frederik L. Schodt 2007-07-01 The pioneering genius of Japan’s “God of Comics,” Osamu Tezuka (1928–89), is examined through his life’s masterwork: Tetsuwan Atomu, also known as Mighty Atom or Astro Boy, a comic series featuring a cute little android who yearns to be more human. The history of Tetsuwan Atomu and Tezuka’s role in it is a road map to understanding the development of new media in Japan and the United States. Topics include Tezuka’s life, the art of animation, the connection between fantasy robots and technology, spin-offs, and Astro Boy’s cultural impact. Frederik L. Schodt is a translator and author of numerous books about Japan, including Manga! Manga! and Dreamland Japan. He often served as Osamu Tezuka’s English interpreter. In 2009 he was received the The Order of the Rising Sun, Gold Rays with Rosette for his contribution to the introduction and promotion of Japanese contemporary popular culture.

**Mechademia 3**-Frenchy Lunning 2014-11-01 Dramatic advances in genetics, cloning, robotics, and nanotechnology have given rise to both hopes and fears about how technology might transform humanity. As the possibility of a posthuman future becomes increasingly likely, debates about how to interpret or shape this future abound. In Japan, anime and manga artists have for decades been imagining the contours of posthumanity, creating dazzling and sometimes disturbing works of art that envision a variety of human/nonhuman hybrids: biological/mechanical, human/animal, and human/monster. Anime and manga offer a constellation of posthuman prototypes whose hybrid natures require a shift in our perception of what it means to be human. Limits of the Human—the third volume in the Mechademia series—maps the terrain of posthumanity using manga and anime as guides and signposts to understand how to think about humanity’s new potentialities and limits. Through a wide range of texts—the folklore-inspired monsters that populate Mizuki Shigeru’s manga; Japan’s Gothic Lolita subculture; Tezuka Osamu’s original cyborg hero, Atom, and his manga version of Fritz Lang’s Metropolis (along with Ōtomo Katsuhiro’s 2001 anime film adaptation); the robot anime, Gundam; and the notion of the uncanny in Ghost in the Shell 2: Innocence, among others—the essays in this volume reject simple human/nonhuman dichotomies and instead encourage a provocative rethinking of the definitions of humanity along entirely unexpected frontiers. Contributors: William L. Benzon, Lawrence Bird, Christopher Bolton, Steven T. Brown, Joshua Paul Dale, Michael Dylan Foster, Crispin Freeman, Marc Hairston, Paul Jackson, Thomas LaMarre, Antonia Levi, Margherita Long, Laura Miller, Hajime Nakatani, Susan Napier, Natsume Fusanosuke, Sharalyn Orbaugh, Ōtsuka Eiji, Adèle-Elise Prévost and MUSEbasement; Teri Silvio, Takayuki Tatsumi, Mark C. Taylor, Theresa Winge, Cary Wolfe, Wendy Siuyi Wong, and Yomota Inuhiko.

**Otaku**-Hiroki Azuma 2009 Printbegrænsninger: Der kan printes 10 sider ad gangen og max. 40 sider pr. session

**The Precariat**-Guy Standing 2011-02-28 This book presents the Precariat – an emerging class, comprising the rapidly growing number of people facing lives of insecurity, moving in and out of jobs that give little meaning to their lives. Guy Standing argues that this class is producing instabilities in society. Although it would be wrong to characterise members of the Precariat as victims, many are frustrated and angry. The Precariat is dangerous because it is internally divided, leading to the villainisation of migrants and other vulnerable groups. Lacking agency, its members may be susceptible to the siren calls of political extremism. To prevent a 'politics of inferno', Guy Standing argues for a 'politics of paradise', in which redistribution and income security are reconfi gured in a new kind of Good Society, and in which the fears and aspirations of the Precariat are made central to a progressive strategy.

**Robot Ghosts and Wired Dreams**-Christopher Bolton 2007 Since the end of the Second World War--and particularly over the last decade--Japanese science fiction has strongly influenced global popular culture. Unlike American and British science fiction, its most popular examples have been visual--from Gojira (Godzilla) and Astro Boy in the 1950s and 1960s to the anime masterpieces Akira and Ghost in the Shell of the 1980s and 1990s--while little attention has been paid to a vibrant tradition of prose science fiction in Japan. Robot Ghosts and Wired Dreams remedies this neglect with a rich exploration of the genre that connects prose science fiction to contemporary anime. Bringing together Western scholars and leading Japanese critics, this groundbreaking work traces the beginnings, evolution, and future direction of science fiction in Japan, its major schools and authors, cultural origins and relationship to its Western counterparts, the role of the genre in the formation of Japan's national and political identity, and its unique fan culture. Covering a remarkable range of texts--from the 1930s fantastic detective fiction of Yumeno Kyūsaku to the cross-culturally produced and marketed film and video game franchise Final Fantasy--this book firmly establishes Japanese science fiction as a vital and exciting genre. Contributors: Hiroki Azuma; Hiroko Chiba, DePauw U; Naoki Chiba; William O. Gardner, Swarthmore College; Mari Kotani; Livia Monnet, U of Montreal; Miri Nakamura, Stanford U; Susan Napier, Tufts U; Sharalyn Orbaugh, U of British Columbia; Tamaki Saitō; Thomas Schnellbächer, Berlin Free U. Christopher Bolton is assistant professor of Japanese at Williams College. Istvan Csicsery-Ronay Jr. is professor of English at DePauw University. Takayuki Tatsumi is professor of English at Keio University.

**Like Clockwork**- 2016 Once a small subculture, the steampunk phenomenon exploded in visibility during the first years of the twenty-first century, its influence and prominence increasing ever since. From its Victorian and literary roots to film and television, video games, music, and even fashion, this subgenre of science fiction reaches

far and wide within current culture. Here Rachel A. Bowser and Brian Croxall present cutting-edge essays on steampunk: its rise in popularity at this moment, its many manifestations, and why we should be paying attention. "Like Clockwork" offers wide-ranging perspectives on steampunk's history and its place in contemporary culture, all while speaking to the why and why now of the genre. In her essay, Catherine Siemann draws on authors such as William Gibson and China Mieville to analyze steampunk cities; Kathryn Crowther draws on disability studies to examine the role of prosthetics within steampunk as well as the contemporary culture of access; Diana M. Pho examines the racial and national identities of steampunk, bringing in discussions of British chap-hop artists, African American steampunk practitioners, and multi-cultural steampunk fan cultures. From disability and queerness to ethos and digital humanities, "Like Clockwork" explores the intriguing history of steampunk to examine the influence of the genre from the 1970s through the twenty-first century. Contributors: Kathryn Crowther, Perimeter College at Georgia State University; Shaun Duke, University of Florida; Stefania Forlini, University of Calgary (Canada); Lisa Hager, University of Wisconsin Waukesha; Mike Perschon, MacEwan University in Edmonton, Alberta; Diana M. Pho; David Pike, American University; Catherine Siemann, New Jersey Institute of Technology; Joseph Weakland, Georgia Institute of Technology; Roger Whitson, Washington State University."

**Magic, Monsters, and Make-Believe Heroes**-Douglas E. Cowan 2019-01-29 Magic, Monsters, and Make-Believe Heroes looks at fantasy film, television, and participative culture as evidence of our ongoing need for a mythic vision—for stories larger than ourselves into which we write ourselves and through which we can become the heroes of our own story. Why do we tell and retell the same stories over and over when we know they can't possibly be true? Contrary to popular belief, it's not because pop culture has run out of good ideas. Rather, it is precisely because these stories are so fantastic, some resonating so deeply that we elevate them to the status of religion. Illuminating everything from Buffy the Vampire Slayer to Dungeons and Dragons, and from Drunken Master to Mad Max, Douglas E. Cowan offers a modern manifesto for why and how mythology remains a vital force today.

**Floating Worlds**-Maria Roberta Novielli 2018-01-17 Through the analysis of the work of the main Japanese animators starting from the pioneers of 1917, the book will overview the whole history of Japanese animated film, including the latest tendencies and the experimental movies. In addition to some of the most acclaimed directors Miyazaki Hayao, Takahata Isao, Shinkai Makoto, Tezuka Osamu and Kon Satoshi, the works of masters of animation such as Kawamoto Kihachirō, Kuri Yōji, Ōfuji Noburō and Yamamura Kōji will be analysed in their cultural and historical context. Moreover, their themes and styles will be the linking thread to overview the Japanese producing system and the social and political events which have often influenced their works.

**Manga Cultures and the Female Gaze**-Kathryn Hemmann 2020-03-31 The female gaze is used by writers and readers to examine narratives from a perspective that sees women as subjects instead of objects, and the application of a female gaze to male-dominated discourses can open new avenues of interpretation. This book explores how female manga artists have encouraged the female gaze within their work and how female readers have challenged the male gaze pervasive in many forms of popular media. Each of the chapters offers a close reading of influential manga and fancomics to illustrate the female gaze as a mode of resistant reading and creative empowerment. By employing a female gaze, professional and amateur creators are able to shape and interpret texts in a manner that emphasizes the role of female characters while challenging and reconfiguring gendered themes and issues.

**Mechademia 6**-Frenchy Lunning 2011-11-03 Manga and anime inspire a wide range of creative activities for fans: blogging and contributing to databases, making elaborate cosplay costumes, producing dōjinshi (amateur) manga and scanlations, and engaging in fansubbing and DIY animation. Indeed, fans can no longer be considered passive consumers of popular culture easily duped by corporations and their industrial-capitalist ideologies. They are now more accurately described as users, in whose hands cultural commodities can provide instant gratification but also need to be understood as creative spaces that can be inhabited, modified, and enhanced. User Enhanced, the sixth volume of the Mechademia series, examines the implications of this transformation from consumer to creator. Why do manga characters lend themselves so readily to user enhancement? What are the limitations on fan creativity? Are fans simply adding value to corporate properties with their enhancements? And can the productivity and creativity of user activities be transformed into genuine cultural enrichment and social engagement? Through explorations of the vitality of manga characters, the formal and structural open-endedness of manga, the role of sexuality and desire in manga and anime fandom, the evolution of the Lolita fashion subculture, the contemporary social critique embodied in manga like Helpman! and Ikigami, and gamer behavior within computer games, User Enhanced suggests that commodity enhancement may lead as easily to disengagement and isolation as to interaction, connection, and empowerment. Contributors: Brian Bergstrom; Lisa Blauersouth; Aden Evens, Dartmouth College; Andrea Horbinski; Itō Gō, Tokyo Polytechnic U; Paul Jackson; Yuka Kanno; Shion Kono, Sophia U, Tokyo; Thomas Lamarre, McGill U; Christine L. Marran, U of Minnesota; Miyadai Shinji, Tokyo Metropolitan U; Miyamoto Hirohito, Meiji U; Livia Monnet, U of Montreal; Miri Nakamura, Wesleyan U; Matthew Penney, Concordia U, Montreal; Emily Raine; Brian Ruh; Kumiko Saito, Bowling Green State U; Rio Saitō, College of Visual Arts, St. Paul; Cathy Sell; James Welker, U of British Columbia; Yoshikuni Igarashi, Vanderbilt U.

**Audiovisual Translation**-Luis Perez-Gonzalez 2014-08-27 Audiovisual translation is the fastest growing strand within translation studies. This book addresses the need for more robust theoretical frameworks to investigate emerging text- types, address new methodological challenges (including the compilation, analysis and reproduction of audiovisual data), and understand new discourse communities bound together by the production and consumption of audiovisual texts. In this clear, user- friendly book, Luis Pérez-González introduces and explores the field, presenting and critiquing key concepts, research models and methodological approaches. Features include: • introductory overviews at the beginning of each chapter, outlining aims and relevant connections with other chapters • breakout boxes showcasing key concepts, research case studies or other relevant links to the wider field of translation studies • examples of audiovisual texts in a range of languages with back translation support when required • summaries reinforcing key issues dealt with in each chapter • follow- up questions for further study • core references and suggestions for further reading. • additional online resources on an extensive companion website This will be an essential text for all students studying audiovisual or screen translation at postgraduate or advanced undergraduate level and key reading for all researchers working in the area.

**The Soul of Anime**-Ian Condry 2013-02-11 In The Soul of Anime, Ian Condry explores the emergence of anime, Japanese animated film and television, as a global cultural phenomenon. Drawing on ethnographic research, including interviews with artists at some of Tokyo's leading animation studios—such as Madhouse, Gonzo, Aniplex, and Studio Ghibli—Condry discusses how anime's fictional characters and worlds become platforms for collaborative creativity. He argues that the global success of Japanese animation has grown out of a collective social energy that operates across industries—including those that produce film, television, manga (comic books), and toys and other licensed merchandise—and connects fans to the creators of anime. For Condry, this collective social energy is the soul of anime.

**Comics and Videogames**-Andreas Rauscher 2020-10-19 This book offers the first comprehensive study of the many interfaces shaping the relationship between comics and videogames. It combines in-depth conceptual reflection with a rich selection of paradigmatic case studies from contemporary media culture. The editors have gathered a distinguished group of international scholars working at the interstices of comics studies and game studies to explore two interrelated areas of inquiry: The first part of the book focuses on hybrid medialities and experimental aesthetics "between" comics and videogames; the second part zooms in on how comics and videogames function as transmedia expansions within an increasingly convergent and participatory media culture. The individual chapters address synergies and intersections between comics and videogames via a diverse set of case studies ranging from independent and experimental projects via popular franchises from the corporate worlds of DC and Marvel to the more playful forms of media mix prominent in Japan. Offering an innovative intervention into a number of salient issues in current media culture, Comics and Videogames will be of interest to scholars and students of comics studies, game studies, popular culture studies, transmedia studies, and visual culture studies.

**The End of Cool Japan**-Mark McLelland 2018-05-11 Today's convergent media environment offers unprecedented opportunities for sourcing and disseminating previously obscure popular culture material from Japan. However, this presents concerns regarding copyright, ratings and exposure to potentially illegal content which are serious problems for those teaching and researching about Japan. Despite young people's enthusiasm for Japanese popular culture, these concerns spark debate about whether it can be judged harmful for youth audiences and could therefore herald the end of 'cool Japan'. This collection brings together Japan specialists in order to identify key challenges in using Japanese popular culture materials in research and teaching. It addresses

issues such as the availability of unofficially translated and distributed Japanese material; the emphasis on adult-themes, violence, sexual scenes and under-age characters; and the discrepancies in legislation and ratings systems across the world. Considering how these issues affect researchers, teachers, students and fans in the US, Canada, Australia, China, Japan and elsewhere in Asia, the contributors discuss the different ways in which academic and fan practices are challenged by local regulations. Illustrating from personal experience the sometimes fraught nature of teaching about 'cool Japan', they suggest ways in which Japanese Studies as a discipline needs to develop clearer guidelines for teaching and research, especially for new scholars entering the field. As the first collection to identify some of the real problems faced by teachers and researchers of Japanese popular culture as well as the students over whom they have a duty of care, this book will be of great interest to students and scholars of Japanese Studies and Cultural Studies.

**Anti-Fandom**-Melissa Click 2019-01-08 A revealing look at the pleasure we get from hating figures like politicians, celebrities, and TV characters, showcased in approaches that explore snark, hate-watching, and trolling The work of a fan takes many forms: following a favorite celebrity on Instagram, writing steamy fan fiction fantasies, attending meet-and-greets, and creating fan art as homages to adored characters. While fandom that manifests as feelings of like and love are commonly understood, examined less frequently are the equally intense, but opposite feelings of dislike and hatred. Disinterest. Disgust. Hate. This is anti-fandom. It is visible in many of the same spaces where you see fandom: in the long lines at ComicCon, in our politics, and in numerous online forums like Twitter, Tumblr, Reddit, and the ever dreaded comments section. This is where fans and fandoms debate and discipline. This is where we love to hate. Anti-Fandom, a collection of 15 original and innovative essays, provides a framework for future study through theoretical and methodological exemplars that examine anti-fandom in the contemporary digital environment through gender, generation, sexuality, race, taste, authenticity, nationality, celebrity, and more. From hatewatching Girls and Here Comes Honey Boo Boo to trolling celebrities and their characters on Twitter, these chapters ground the emerging area of anti-fan studies with a productive foundation. The book demonstrates the importance of constructing a complex knowledge of emotion and media in fan studies. Its focus on the pleasures, performances, and practices that constitute anti-fandom will generate new perspectives for understanding the impact of hate on our identities, relationships, and communities.

**Hip-Hop Japan**-Ian Condry 2006-10-11 In this lively ethnography Ian Condry interprets Japan's vibrant hip-hop scene, explaining how a music and culture that originated halfway around the world is appropriated and remade in Tokyo clubs and recording studios. Illuminating different aspects of Japanese hip-hop, Condry chronicles how self-described "yellow B-Boys" express their devotion to "black culture," how they combine the figure of the samurai with American rapping techniques and gangsta imagery, and how underground artists compete with pop icons to define "real" Japanese hip-hop. He discusses how rappers manipulate the Japanese language to achieve rhyme and rhythmic flow and how Japan's female rappers struggle to find a place in a male-dominated genre. Condry pays particular attention to the messages of emcees, considering how their raps take on subjects including Japan's education system, its sex industry, teenage bullying victims turned schoolyard murderers, and even America's handling of the war on terror. Condry attended more than 120 hip-hop performances in clubs in and around Tokyo, sat in on dozens of studio recording sessions, and interviewed rappers, music company executives, music store owners, and journalists. Situating the voices of Japanese artists in the specific nightclubs where hip-hop is performed—what musicians and fans call the genba (actual site) of the scene—he draws attention to the collaborative, improvisatory character of cultural globalization. He contends that it was the pull of grassroots connections and individual performers rather than the push of big media corporations that initially energized and popularized hip-hop in Japan. Zeebra, DJ Krush, Crazy-A, Rhymester, and a host of other artists created Japanese rap, one performance at a time.

**A Precariat Charter**-Guy Standing 2014-04-10 This book is available as open access through the Bloomsbury Open Access programme and is available on [www.bloomsburycollections.com](http://www.bloomsburycollections.com). Guy Standing's immensely influential 2011 book introduced the Precariat as an emerging mass class, characterized by inequality and insecurity. Standing outlined the increasingly global nature of the Precariat as a social phenomenon, especially in the light of the social unrest characterized by the Occupy movements. He outlined the political risks they might pose, and at what might be done to diminish inequality and allow such workers to find a more stable labour identity. His concept and his conclusions have been widely taken up by thinkers from Noam Chomsky to Zygmunt Bauman, by political activists and by policy-makers. This new book takes the debate a stage further, looking in more detail at the kind of progressive politics that might form the vision of a Good Society in which such inequality, and the instability it produces, is reduced. A Precariat Charter discusses how rights - political, civil, social and economic - have been denied to the Precariat, and argues for the importance of redefining our social contract around notions of associational freedom, agency and the commons.

**Anime**-Rayna Denison 2015-12-03 "From mecha robots to shōjo anime's hearts and flowers, Anime: A Critical Introduction investigates the wild, wonderful and often misunderstood worlds of Japan's animation genres"--

**Debating Otaku in Contemporary Japan**-Patrick W. Galbraith 2015-07-16 With the spread of manga (Japanese comics) and anime (Japanese cartoons) around the world, many have adopted the Japanese term 'otaku' to identify fans of such media. The connection to manga and anime may seem straightforward, but, when taken for granted, often serves to obscure the debates within and around media fandom in Japan since the term 'otaku' appeared in the niche publication Manga Burikko in 1983. Debating Otaku in Contemporary Japan disrupts the naturalization and trivialization of 'otaku' by examining the historical contingency of the term as a way to identify and contain problematic youth, consumers and fan cultures in Japan. Its chapters, many translated from Japanese and available in English for the first time - and with a foreword by Otsuka Eiji, former editor of Manga Burikko - explore key moments in the evolving discourse of 'otaku' in Japan. Rather than presenting a smooth, triumphant narrative of the transition of a subculture to the mainstream, the edited volume repositions 'otaku' in specific historical, social and economic contexts, providing new insights into the significance of the 'otaku' phenomenon in Japan and the world. By going back to original Japanese documents, translating key contributions by Japanese scholars and offering sustained analysis of these documents and scholars, Debating Otaku in Contemporary Japan provides alternative histories of and approaches to 'otaku'. For all students and scholars of contemporary Japan and the history of Japanese fan and consumer cultures, this volume will be a foundation for understanding how 'otaku', at different places and times and to different people, is meaningful.

**Otaku and the Struggle for Imagination in Japan**-Patrick W. Galbraith 2019-12-06 From computer games to figurines and maid cafes, men called "otaku" develop intense fan relationships with "cute girl" characters from manga, anime, and related media and material in contemporary Japan. While much of the Japanese public considers the forms of character love associated with "otaku" to be weird and perverse, the Japanese government has endeavored to incorporate "otaku" culture into its branding of "Cool Japan." In Otaku and the Struggle for Imagination in Japan, Patrick W. Galbraith explores the conflicting meanings of "otaku" culture and its significance to Japanese popular culture, masculinity, and the nation. Tracing the history of "otaku" and "cute girl" characters from their origins in the 1970s to his recent fieldwork in Akihabara, Tokyo ("the Holy Land of Otaku"), Galbraith contends that the discourse surrounding "otaku" reveals tensions around contested notions of gender, sexuality, and ways of imagining the nation that extend far beyond Japan. At the same time, in their relationships with characters and one another, "otaku" are imagining and creating alternative social worlds.

**Routledge Handbook of Japanese Media**-Fabienne Darling-Wolf 2018 The Routledge Handbook of Japanese Media is a comprehensive study of the key contemporary issues and scholarly discussions around Japanese media. Covering a wide variety of forms and types from newspapers, television and film, to music, manga and social media, this book examines the role of the media in shaping Japanese society from the Meiji era's intense engagement with Western culture to our current period of rapid digital innovation. Featuring the work of an international team of scholars, the handbook is divided into five thematic sections: The historical background of the Japanese media from the Meiji Restoration to the immediate postwar era. Japan's national and political identity imagined and negotiated through different aspects of the media, including Japan's 'lost decade' of the 1990s and today's 'post-Fukushima' society. The representation of Japanese identities, including race, gender and sexuality, in contemporary media. The role of Japanese media in everyday life. The Japanese media in a broader global context. Taking an interdisciplinary approach, this book will be of use to students and scholars of Japanese culture and society, Asian media and Japanese popular culture.

**The Erotic Doll**-Marquard Smith 2014-01-03 Since the 19th century, dolls have served as toys but also as objects of obsession, love, and lust. That century witnessed the emergence of the term "heterosexual" and of modern concepts of fetishism, perversity, and animism. Their convergence, and the demands of a growing consumer society resulted in a proliferation of waxworks, shop-window dummies, and customized love dolls, which also began to appear in art. Oskar Kokoschka commissioned a life-sized doll of his former lover Alma Mahler; Hans Bellmer crafted poupées; and Marcel Duchamp fabricated a nude figure in his environmental tableau Etant donné. The Erotic Doll is the first book to explore men's complex relationships with such inanimate forms from

historical, theoretical, and phenomenological perspectives. Challenging our commonsense grasp of the relations between persons and things, Marquard Smith examines these erotically charged human figures by interweaving art history, visual culture, gender, and sexuality studies with the medical humanities, offering startling insights into heterosexual masculinity and its discontents.

**The Anime Machine**-Thomas LaMarre 2009 Working at the intersection of the philosophy of technology and the history of thought, Lamarre explores how anime and its related media entail material orientations and demonstrates concretely how the 'animetic machine' encourages a specific approach to thinking about technology.

**Lineages of the Literary Left**-Howard Brick 2015 For nearly half a century, Alan M. Wald's pathbreaking research has demonstrated that attention to the complex lived experiences of writers on the Left provides a new context for viewing major achievements as well as instructive minor ones in United States fiction, poetry, drama, and criticism. The essays in this volume in honor of Alan M. Wald investigate aspects of intellectual, literary, and cultural movements and figures associated with left-wing politics beginning in the early twentieth century and continuing into our own time. Intimately linked with social struggle, the thinkers and actors analyzed in these diverse essays can be collectively understood to form the intertwined lineages of the Literary Left.

**Japanese Culture Through Videogames**-RACHAEL. HUTCHINSON 2020-12-18 Examining a wide range of Japanese videogames, including arcade fighting games, PC-based strategy games and console JRPGs, this book assesses their cultural significance and shows how gameplay and context can be analyzed together to understand videogames as a dynamic mode of artistic expression. Well-known titles such as Final Fantasy, Metal Gear Solid, Street Fighter and Katamari Damacy are evaluated in detail, showing how ideology and critique are conveyed through game narrative and character design as well as user interface, cabinet art, and peripherals. This book also considers how 'Japan' has been packaged for domestic and overseas consumers, and how Japanese designers have used the medium to express ideas about home and nation, nuclear energy, war and historical memory, social breakdown and bioethics. Placing each title in its historical context, Hutchinson ultimately shows that videogames are a relatively recent but significant site where cultural identity is played out in modern Japan. Comparing Japanese videogames with their American counterparts, as well as other media forms, such as film, manga and anime, Japanese Culture Through Videogames will be useful to students and scholars of Japanese culture and society, as well as Game Studies, Media Studies and Japanese Studies more generally.