

Japanese 215

Manga culture in Japan

What is manga?

Japanese words for comics --- not cartoon comics

Manga are Japanese works of art = cultural heritage

Manga(Games, anime) and gender studies:

Scholars outside Japan often criticize manga because

--- generous to sexual descriptions and violence (bad for kids), status of women is lower, stronger cultural codes, discrimination toward women and minorities.

Based on convenient/advantageous examples translated in English (mostly 1980s)

Scholars often have stronger biases than students and general public, specifically in the field of gender and minority studies

1. Very small number of manga/anime in English and other foreign languages
2. Scholars of this kind do not watch many for comparison, choose what they need for their view.
3. Most focus on anime/manga in 1980s and 90s (broadcasting regulations were weak), and have limited Japanese language abilities

Manga culture in Japan

Variety:

action, adventure, mystery, romance, sports, games, biography, fantasy, history, comedy, horror, pure science, sexuality, business, foods, science fiction, and many others.

Most Japanese animations/anime come from manga in specialized weekly/monthly magazines.

General differences between Anime and Manga

Animation --- mainly kids and younger generation watch them (except for fans/otaku)

Manga --- widely read by people of all ages in Japan, a countless number of manga titles

400 billion yen market in 2012 (around 3.5 billion dollars), domestically

Strict regulations on

sexual descriptions, discriminated phrases/words/pictures on outlook, handicapped people, men/women, criminals, minorities, etc.

Education

> Manga is used in vast areas of education

Kids/teenagers/adults all study and learn

--- history, biography of major Japanese and foreign figures, science, business tactics, and others while having fun in reading

Used and recommended in schools and business corporations

Significance of pop culture inside Japan

--- grow up with manga, animation (anime) and games

Manga often reflects current trends/lifestyle/issues/ of Japanese society

Manga

--- read by people of all ages, broad range of subjects, variety of weekly and monthly magazines

--- Manga cafe or kissa all over Japan

Manga kissa (man kitsu) in convenient locations

Most popular ones in history (1980s~)

--- Weekly Jump alone (some: more than 300 million comics have been sold inside Japan)

Osamu Tezuka (1928-1989)

“Father of Manga”

150,000 pages drawn, 400 paperbacks, 500 titles of all works

Often see “Large eyes”

--- influenced by Disney art styles (gave influences as well, storyline and art)

Established Mushi Pro (transition from manga to animation)

Most contents are not for kids and low teens

--- some are highly religious and political

Tezuka Osamu World

Cultural icon for the nation which lost all in the war (recovery process in 1950-60s)

Q1. What kind of values/worldviews/philosophies/morals/wits do you see in this animated work focusing on the relationship between humans and robots? You studied Japanese robot culture which significantly matters with Kami no Shinto religion. Use specific examples from the film

Q2. How do you think about images/pictures, the storyline, the sound, the characters, overall composition and else? Discuss your own views on this art form (focus on artistic expressions and minimal focus on the storyline)

