

Japan Pop Inside The World Of Japanese Popular Culture

The Walkman, Karaoke, Pikachu, Pac-Man, Akira, Emoji. We've all fallen in love with one or another of Japan's pop-culture creations, from the techy to the wild to the super-kawaii. But as Japanese media veteran Matt Alt proves in this brilliant investigation of Tokyo's pop-fantasy complex, we don't know the half of it. Japan's toys, gadgets, and fantasy worlds didn't merely entertain. They profoundly transformed the way we live. In the 1970s and '80s, Japan seemed to exist in some near future, soaring on the superior technology of Sony and Toyota while the West struggled to catch up. Then a catastrophic 1990 stock-market crash ushered in the "lost decades" of deep recession and social dysfunction. The end of the boom times should have plunged Japan into irrelevance, but that's precisely when its cultural clout soared-when, once again, Japan got to the future a little ahead of the rest of us. Hello Kitty, the Nintendo Entertainment System, and entertainment empires like Pokémon and Dragon Ball Z were more than marketing hits. Artfully packaged, dangerously cute, and dizzyingly fun, these products made Japan the forge of the world's fantasies, and gave us new tools for coping with trying times. They also transformed us as we consumed them-connecting as well as isolating us in new ways, opening vistas of imagination and pathways to revolution. Through the stories of an indelible group of artists, geniuses, and oddballs, Pure Invention reveals how Japanese ingenuity remade global culture and may have created modern life as we know it. It's Japan's world; we're just gaming, texting, singing, and dreaming in it.

Made in Japan serves as a comprehensive and rigorous introduction to the history, sociology, and musicology of contemporary Japanese popular music. Each essay, written by a leading scholar of Japanese music, covers the major figures, styles, and social contexts of pop music in Japan and provides adequate context so readers understand why the figure or genre under discussion is of lasting significance. The book first presents a general description of the history and background of popular music, followed by essays organized into thematic sections: Putting Japanese Popular Music in Perspective; Rockin' Japan; and Japanese Popular Music and Visual Arts.

The aim of this book is to unleash the process of Print Book Publishing to those who are having interest. I will expose the secret of the Print Book Publishing world to you, so you can know and grab the opportunities and the benefits it has to offer. It is a step by step guideline to push your Physical Hardcopy Book. The information here-in will aid you to start publishing your Print Books immediately (right away) in no time, with no delay. You will jump start unleashing hundreds of thousands of millions (if possible) of your own unlimited written books (Print Books) immediately across the globe. This Guide will give you step by step instructions to follow, and the best practices to observe. If you can follow strictly, every advice and step in this great and wonderful book, you are on your way to unleash and publish your very first successful book (Print Book) that will shake the entire world and publish (pronounce) your name globally. Not only that, you are just strictly on your way to becoming a Top Notch Author (Writer) on earth.

(Color Version) Crow, the King of Sumo tells the story of Koji, a young boy who befriends one of the cooks on a U.S. Navy ship. As the unlikely pair connects, they become great friends, and Crow goes on to challenge the sumo champion of Japan. Along the way, they learn a lot from each other. Set in Japan during the Edo period of Japanese history, the tale has a fun and heartwarming connection to the modern world.

Questioning some commonly accepted metaphysical beliefs and explaining how they are programs-beliefs of control designed to keep a person within this earthly matrix. How to escape these programs and this system by changing your beliefs.

Japan Pop!

Popular Culture and the Globalizing of 1980s America

Made in Japan

How Japan Conquered the World in Eight Fantasies

How Japanese Pop Culture Has Invaded the U.S.

The Seeds of New Earth (the Silent Earth, Book 2)

An encyclopedia designed especially to meet the needs of elementary, junior high, and senior high school students.

This endearing tale is a unique work of historical fiction for cat lovers. It follows the life of a Japanese farm boy named Isao, who befriends a remarkable cat. Together, they experience Japan's transformative Meiji period. The journey begins in the peaceful farmlands at the foot of Mount Fuji, and then takes the reader through upheavals of war and cultural revolution and great loss. Like Japan, he is transformed, his life taking a new turn with each of the nine incarnations of his dear companion.

In this study, a group of young Japanese sociologists scrutinizes the sociological foundations of the ways in which the Japanese people produce and consume cultural commodities and live their everyday lives surrounded by these products.

An exploration of anime's masterpieces and game-changers from the 1960s to the present—with contributions from writers, artists, superfans and more. Anime—or Japanese animation—has been popular in Japan since Astro Boy appeared in 1963. Subsequent titles like Speed Racer and Kimba the White Lion helped spread the fandom across the country. In America, 90s wild breakthrough titles like Katsuhiko Otomo's Akira making their way into the mainstream. Anime Impact explores the iconic anime movies and shows that left a mark on popular culture around the world. Film critic and longtime fan Chris Stuckmann takes readers behind the scenes of legendary titles as well as hidden gems rarely seen outside Japan. Plus anit Player. One author Ernest Cline, manga artist Mark Gillroy, and YouTube star Tristan "Arkada" Gallant—share their stories, insights and insider perspectives.

Born of Japan's cultural encounter with Western entertainment media, manga (comic books or graphic novels) and anime (animated films) are two of the most universally recognized forms of contemporary mass culture. Because they tell stories through visual imagery, they vault over language barriers. Well suited to electronic transmission and distributed by Japan's force in both the mediascape and the marketplace. This volume brings together an international group of scholars from many specialties to probe the richness and subtleties of these deceptively simple cultural forms. The contributors explore the historical, cultural, sociological, and religious dimensions of manga and anime, and examine specific sub-genres, artists, and spirituality, the use of visual culture by Japanese new religious movements, Japanese goth, nostalgia and Japanese pop, "cute" (kawaii) subculture and comics for girls, and more. With illustrations throughout, it is a rich source for all scholars and fans of manga and anime as well as students of contemporary mass culture or Japanese culture and civilization.

Japan

The World Book Encyclopedia

The Forgotten Unit of Iwo Jima

Direct Translation Impossible: Tales from the Land of the Rising Sun

The Encyclopedia of Japanese Pop Culture

Understanding the Earthly Programs of Limitations and Controls

This book is about the fundamentals of live sound engineering and is intended to supplement the curriculum for the online classes at the Production Institute (www.productioninstitute.com/students). Nonetheless, it will be invaluable for beginning sound engineers and technicians anywhere who seek to expand their knowledge of sound reinforcement on their own. Written with beginners and novices in churches and convention centers in mind, this book starts by teaching you professional terminology and the processes of creating production related documents used to communicate with other sound engineers, vendors and venues. Subjects such as Signal Path and AC (alternating current) power safety and distribution are closely examined. These two subjects are closely related to the buzzing, humming and other noise related phenomena that often plague sound reinforcement systems. Chapters include an in-depth review of both analog and digital mixing consoles, their differences and similarities, and the gain structure fundamentals associated with the proper operation of either type of mixing console. Audio dynamic processors such as compressors, limiters and noise gates and their operation are explained in detail. Audio effects like delay and reverb are examined so that you can learn the basics of "sweetening" the mix to create larger and more emotive soundscapes and achieve studio-like outcomes in a live sound environment. Advanced mixing techniques, workflow, and the conventional wisdom used by professional audio engineers are explained so you don't have to spend years trying to figure out how these processes are achieved. Last but not least, a comprehensive review of acoustic feedback, and how to eliminate it from stage monitors and main speaker systems are detailed in a step by step process. This book will be especially helpful to volunteer audio techs in houses of worship, convention centers and venues of all types. It will bridge the gap between the on-the-job training that beginners receive and the knowledge and conventional wisdom that professional sound engineers employ in their daily routine.

Japanese Popular Culture and Globalization is the only concise overview of Japan's phenomenal impact on world pop culture available in English. Surveying Japanese forms from anime (animation) and manga (comic books) to monster movies and Hello Kitty products, this volume is an accessible introduction to Japan's pop creativity and its appeal worldwide. Written in an accessible style and illustrated with more than 20 photographs, Japanese Popular Culture and Globalization combines a historical approach to the evolution and diffusion of Japanese pop with interdisciplinary perspectives from anthropology, literary studies, political science, and the visual arts. Includes a useful glossary of terms and a bibliography of recommended readings.

Once Japan was a place of primeval forest and pristine mountains. In recent decades, this ancient world has almost been destroyed. Alex Kerr's evocative, prize-winning *Lost Japan* ranges over Kabuki theatre, tea ceremonies, art, landscape, financial bubbles and his own childhood in Japan to explore a vanishing culture. 'Alex Kerr's book carries a powerful message applicable to all cultures. He is on a life-long quest for beauty.' Issey Miyake 'This deeply personal witness to Japan's wilful loss of its traditional culture is at the same time an immensely valuable evaluation of just what that culture was.' Donald Richie, author of *The Japanese Film* 'Alex Kerr loves Japan as much as anyone, but he knows more about it than most.' Stephen Hesse, *Japan Times*

Japan is an island nation replete with densely populated cities, the power of ancient Imperialism still looming large, thousands of temples and shrines, mountains, volcanoes, samurais and more. For some time, Japan was a powerful empire backed by her military and industrial strength. Like all things in the world, the empire withered over time and, for various reasons. But that did not stop the country from retaining its powers. The country simply shifted its gaze on the world horizon from military and industrialization to something far more potent than economics and arms; popular culture. Its territorial powers are now evident in almost living room through the television, and in everyone's ears through their headphones. Look at the way icons from popular Japanese culture have invaded the western world. Right from movies to manga to highly entertaining and popular cartoon characters to music to anime; Japanese pop culture has contributed significantly to the world pop culture, especially the western world. And it is not just western kids who are fascinated by the popular culture offered by Japan. Many of the anime series of Japanese pop culture are aimed as much at adults as at children. Gory, violent, and yet gripping, only Japan's creative minds can convert comics or manga written in their language into something that adults would get addicted to. This book traces the history of Japanese pop culture through the following elements: movies, TV shows, anime and manga; and their impact on the Western World.

The Earth is in ruins. Cities and nations destroyed. Mankind is extinct. Brant and Arsha are synthetics, machines made in the image of people. They dream of bringing humans back into the world and have the technology to succeed, but the obstacles in their way are mounting. Not only are their own conflicting ideals creating a rift between them, but now the sinister Marauders are closing in as they seek revenge on Brant. Out in the wasteland, strange lights and mysterious objects in the sky herald the arrival of new factions that seek to control the region. Even in the once quiet streets of their own city, malevolent forces are beginning to unfurl that threaten the sanctity of everything they hold dear, jeopardising the future that is within their grasp. **The Silent Earth Series Book 1 - After the Winter:** amazon.com/dp/B00P02FBPM

Studies in Popular Music

Japanamerica: How Japanese Pop Culture Has Invaded the U.S.

Introducing Japanese Popular Culture

The Fundamentals of Live Sound Engineering for Beginners

The Movies and Shows that Changed the World of Japanese Animation

From Crime-Fighting Robots to Duelling Pocket Monsters

Winner of the Pulitzer Prize, the 1999 National Book Award for Nonfiction, Inalist for the Lionel Gelber Prize and the Kiriyama Pacific Rim Book Prize, Embracing Defeat is John W. Dower's brilliant examination of Japan in the immediate, shattering aftermath of World War II. Drawing on a vast range of Japanese sources and illustrated with dozens of astonishing documentary photographs, Embracing Defeat is the fullest and most important history of the more than six years of American occupation, which affected every level of Japanese society, often in ways neither side could anticipate. Dower, whom Stephen E. Ambrose has called "America's foremost historian of the Second World War in the Pacific," gives us the rich and turbulent interplay between West and East, the victor and the vanquished, in a way never before attempted, from top-level manipulations concerning the fate of Emperor Hirohito to the hopes and fears of men and women in every walk of life. Already regarded as the benchmark in its field, Embracing Defeat is a work of colossal scholarship and history of the very first order. John W. Dower is the Eling E. Morison Professor of History at the Massachusetts Institute of Technology. He is a winner of the National Book Critics Circle Award for War Without Mercy.

A NEW YORK TIMES BESTSELLER One of NPR's "Books We Love" of 2021 Longlisted for the PEN/Jacqueline Bograd Weld Award for Biography Winner of the Christopher Award "Masterly. An epic story of four Japanese-American families and their sons who volunteered for military service and displayed uncommon heroism... Propulsive and gripping, in part because of Mr. Brown's ability to make us care deeply about the fates of these individual soldiers...a page-turner." – Wall Street Journal From the #1 New York Times bestselling author of *The Boys in the Boat*, a gripping World War II saga of patriotism and resistance, focusing on four Japanese American men and their families, and the contributions and sacrifices that they made for the sake of the nation. In the days and months after Pearl Harbor, the lives of Japanese Americans across the continent and Hawaii were changed forever. In this unforgettable chronicle of war-time America and the battlefields of Europe, Daniel James Brown portrays the journey of Rudy Tokiwa, Fred Shiozaki, and Kats Miho, who volunteered for the 442nd Regimental Combat Team and were deployed to France, Germany, and Italy, where they were asked to do the near impossible. Brown also tells the story of these soldiers' parents, immigrants who were forced to submit to life in concentration camps on U.S. soil. Woven throughout is the chronicle of Gordon Hirabayashi, one of a cadre of patriotic resisters who stood up against their government in defense of their own rights. Whether fighting on battlefields or in courtrooms, these were Americans under unprecedented strain, doing what Americans do best—striving, resisting, pushing back, rising up, standing on principle, laying down their lives, and enduring.

In the West, Japanese culture comes in the form of Power Rangers, Godzilla movies, and Sanrio products, but of course the indigenous pop culture is much richer. Rather than focus on what the rest of the world has already encountered, Mark Schilling provides an encyclopedic compendium of books, movies, music, comedians, and cultural scandals that have had the greatest impact in Japan. Thus, for the outsider, *The Encyclopedia of Japanese Pop Culture* is an insider's guide to post-war Japan. Not content to simply catalog his entries, Schilling provides real depth and analysis in his articles, opening up Japan's rich pop heritage to the world at large.

In a world of globalised media, Japanese popular culture has become a signifcant fountainhead for images, narrative, artefacts, and identity. From Pikachu, to instantly identifiable manga memes, to the darkness of adult anime, and the hyper-consumerism of product tie-ins, Japan has bequeathed to a globalised world a rich variety of ways to imagine, communicate, and interrogate tradition and change, the self, and the technological future. Within these foci, questions of law have often not been far from the surface: the crime and justice of Astro Boy; the property and contract of Pok é mon; the ecological justice of Nausica ä ; Shinto's focus on order and balance; and the anxieties of origins in J-horror. This volume brings together a range of global scholars to ref lect on and critically engage with the place of law and justice in Japan's popular cultural legacy. It explores not only the global impact of this legacy, but what the images, games, narratives, and artefacts that comprise it reveal about law, humanity, justice, and authority in the twenty-first century.

From the beginning of the American Occupation in 1945 to the post-bubble period of the early 1990s, popular music provided Japanese listeners with a much-needed release, channeling their desires, fears, and frustrations into a pleasurable and fluid art. Pop music allowed Japanese artists and audiences to assume various identities, reflecting the country's uncomfortable position under American hegemony and its uncertainty within ever-shifting geopolitical realities. In the first English-language study of this phenomenon, Michael K. Bourdagh considers genres as diverse as boogie-woogie, rockabilly, enka, 1960s rock and roll, 1970s new music, folk, and techno-pop. Reading these forms and their cultural import through music, literary, and cultural theory, he introduces readers to the sensual moods and meanings of modern Japan. As he unpacks the complexities of popular music production and consumption, Bourdagh interprets Japan as it worked through (or tried to forge) its imperial past. These efforts grew even murkier as Japanese pop migrated to the nation's former colonies. In postwar Japan, pop music both accelerated and protested the commodification of everyday life, challenged and reproduced gender hierarchies, and insisted on the uniqueness of a national culture, even as it participated in an increasingly integrated global marketplace. Each chapter in Sayonara Amerika, Sayonara Nippon examines a single genre through a particular theoretical lens: the relation of music to liberation; the influence of cultural mapping on musical appreciation; the role of translation in transmitting musical genres around the globe; the place of noise in music and its relation to historical change; the tenuous connection between ideologies of authenticity and imitation; the link between commercial success and artistic integrity; and the function of melodrama. Bourdagh concludes with a look at recent Japanese pop music culture.

Tokyo Clash

Sociological Perspectives

Japanamerica

An Inspiring Story of Japanese American Patriots in World War II

Japanese Popular Culture and Globalization

An authority on Japanese and American pop culture examines the influence and popularity of Japanese animation in the U.S., discussing the American experience with anime and manga, from the epics of Hayao Miyazaki to the growing influx of hentai, a form of violent, pornographic anime. Reprint. 10,000 first printing. Contemporary Japanese pop culture such as anime and manga (Japanese animation and comic books) is Asia's equivalent of the Harry Potter phenomenon--an overseas export that has taken America by storm. While Hollywood struggles to fill seats, Japanese anime releases are increasingly outpacing American movies in number and quality. In the devotion they inspire in their fans. But just as Harry Potter is both "universal" and very English, anime is also deeply Japanese, making its popularity in the United States totally unexpected. Japanamerica is the first book that directly addresses the American experience with the Japanese pop phenomenon, covering everything from Hayao Miyazaki's epics, the burgeoning world of hentai, or violent pornographic anime, and Puffy Amiymu, whose exploits are broadcast daily on the Cartoon Network, to literary novelist Haruki Murakami, and more. With insights from the artists, critics, readers and fans from both nations, this book is as literate as it is hip, highlighting the shared conflicts as American and Japanese pop cultures dramatically collide in the here and now.

Presents a look at various forms of Japanese popular culture: pop song, jazz, enka (a popular musical ballad genre), karaoke, comics, animated cartoons (anime), video games, television dramas, films, and "idols" (teenage singers and actors.) Also describes Japan social life and customs.

This insightful book explores the intense and ultimately fleeting moment in 1980s America when the future looked Japanese. Would Japan's remarkable post-World War II economic success enable the East Asian nation to overtake the United States? Or could Japan's globe-trotting corporations serve as a model for battered U.S. industries, pointing the way to a future of globalized commerce and culture? While popular films and literature recycled old anti-Asian imagery and crafted new ways of imagining the "yellow peril," and formal U.S.-Japan relations remained locked in a holding pattern of Cold War complacency, a remarkable shift was taking place in the world. From outworkers to anime fans, Consuming Japan introduces new unorthodox actors into foreign-relations history, demonstrating how the flow of all things Japanese contributed to the globalizing of America in the late twentieth century.

A fascinating illustrated look at various forms of Japanese popular culture: pop song, jazz, enka (a popular ballad genre of music), karaoke, comics, animated cartoons, video games, television dramas, films and "idols" -- teenage singers and actors. As pop culture not only entertains but is also a reflection of society, the book is also about Japan itself -- its similarities and differences with the rest of the world, and how Japan is changing. The book features 32 pages of manga plus 50 additional photos, illustrations, and shorter comic samples.

How Japanese Video Games Gave the World an Extra Life

Japan Pop: Inside the World of Japanese Popular Culture

JuJu 'Round the World

Truth Beyond the Matrix

A Geopolitical Prehistory of J-pop

How Japan Made the Modern World

An amazing life. As a New Yorker brought up in the world of Broadway theater, the author, Burt Boyar, became a child radio actor earning \$1000 a week in the late 1930's, early 40's, playing Archie on Archie Andrews, Billy Batson on Captain Marvel, Dexter Franklin on Corliss Archer, etc. etc. Then he became a caviar taster, a polo player, a widely syndicated Broadway columnist, close friend and biographer to Sammy Davis, Jr. with the worldwide Best Selling book, Yes I Can. Then, an intimate of the world's greatest tennis players, Rod Laver, Ken Rosewall, Lew Hoad, etc. which brought him and beloved wife, Jane, to Spain where they lived for 28 glorious years in a beach house in Marbella as close friends of Chief of State General Francisco Franco's family, until Jane's untimely death brought their idyllic 44 year marriage to an end. Burt returned to the U.S. to Los Angeles, where he is living yet another extraordinary life.

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.

Japan Pop: Inside the World of Japanese Popular Culture*Inside the World of Japanese Popular Culture*Routledge

Emerging in the 1920s, the Japanese pop scene gained a devoted following, and the soundscape of the next four decades became the audible symbol of changing times. In the first English-language history of this Japanese industry, Hiromi Nagahara connects the rise of mass entertainment with Japan's transformation into a postwar middle-class society.

Many Westerners are intrigued by Japanese culture, but only a small percentage of them get to see it up close. Very few of them indeed get as close as Chad Frisk. In his short new book he shares his experiences: - Struggling with and mastering a foreign language - Overcoming culture shock and its neglected cousin, reverse culture shock - Teaching English with no formal training - Breaking into traditional Japanese festivals - Managing cross-cultural miscommunication - Constantly feeling stupid This book is a window into the life of a seiee in Japan and will appeal to anyone who is considering teaching English abroad, wants to see Japan from the inside without buying a plane ticket, or enjoys the occasional dose of schadenfreude.

Power-Up

From the Seventeenth Century to the Present

Sayonara Amerika, Sayonara Nippon

Explorations in the World of Manga and Anime

Japanese Pop Culture

Lost Japan

Contemporary Japanese pop culture such as anime and manga (Japanese animation and comic books) is Asia's equivalent of the Harry Potter phenomenon--an overseas export that has taken America by storm. While Hollywood struggles to fill seats, Japanese anime releases are increasingly outpacing American movies in number and, more importantly, in the devotion they inspire in their fans. But just as Harry Potter is both "universal" and very English, anime is also deeply Japanese, making its popularity in the United States totally unexpected. Japanamerica is the first book that directly addresses the American experience with the Japanese pop phenomenon, covering everything from Hayao Miyazaki's epics, the burgeoning world of hentai, or violent pornographic anime, and Puffy Amiymu, whose exploits are broadcast daily on the Cartoon Network, to literary novelist Haruki Murakami, and more. With insights from the artists, critics, readers and fans from both nations, this book is as literate as it is hip, highlighting the shared conflicts as American and Japanese pop cultures dramatically collide in the here and now. For more information visit http://www.japanamericaebook.com/

Specifically designed for use on a range of undergraduate and graduate courses, *Introducing Japanese Pop Culture* is a comprehensive textbook offering an up-to-date overview of a wide variety of media forms. It uses particular case studies as a way into examining the broader themes in Japanese culture and provides a thorough analysis of the historical and contemporary trends that have shaped artistic production, as well as, politics, society, and economics. As a result, more than being a time capsule of influential trends, this book teaches enduring lessons about how popular culture reflects the societies that produce and consume it. With contributions from an international team of scholars, representing a range of disciplines from history and anthropology to art history and media studies, the book's sections include: Television Videogames Music Popular Cinema Anime Manga Popular Literature Fashion Contemporary Art Written in an accessible style by a stellar line-up of international contributors, this textbook will be essential reading for students of Japanese culture and society, Asian media and popular culture, and Asian Studies in general.

JuJu 'Round The World details the journey of a 5-year-old African American girl as she moves from Atlanta, GA to Japan with her mom and brother. As with many people, fear of the unknown is scary. Could you imagine such a drastic change at such a young age? Juju quickly finds out that all change isn't bad as she embraces the new culture introduced to her. This international travel series aims to bridge the gap between what is often thought of as the impossible for many people of color within inner cities in the US with the rest of the world. Join Juju as she meets new people and explores different cultures while traveling the world with her family.

An amazing trip through Japanese pop culture! Have an extraordinary encounter with Japanese design culture without boarding a plane or even leaving your home, with Tokyo Clash. Author and photographer, Raff Bhren, presents Japan's mega city in a visually stunning collection of images, vividly colorful and rich in contrast. Readers are taken on an exciting trip through the everyday life of the Japanese, a world that doesn't want to conform to the cliché of Asian reticence in the least. This delightful book promises appealing, provocative, and sometimes absurd insights into a completely foreign world.

This is a fascinating look at various forms of Japanese popular culture: pop song, jazz, enka (a popular form of ballad genre music), karaoke, comics, animated cartoons, video games, television dramas, films, and idols -- teenage singers and actors. As pop culture not only entertains but is also a reflection of society, the book is also about Japan itself -- its similarities and differences with the rest of the world, and how Japan is changing. Relations between the sexes, shifting gender roles, social and family life, Japan's cultural identity, and views on love, work, duty, dreams, war and peace, good and evil, beauty and ugliness, life and death -- all are cast in a revealing light by Japanese pop culture as presented in this book. The authors are all specialists on their subjects, and in addition to analyzing Japan's pop culture they give the reader a direct taste through the presentation of story plots, character profiles, song lyrics, manga (comics) samples, photographs and other visuals, as well as the thoughts and words of Japan pop's artists, creators and fans. The book features 32 pages of manga plus 50 additional photos, illustrations, and shorter comic samples.

Blessed

Pop Culture and the Everyday in Japan

Crow, the King of Sumo

Law and Justice in Japanese Popular Culture

Shimabara

Fandom Unbound

The phenomenon of 'Cool Japan' is one of the distinctive features of global popular culture of the millennial age. A History of Popular Culture in Japan provides the first historical and analytical overview of popular culture in Japan from its origins in the 17th century to the present day, using it to explore broader themes of conflict, power, identity and meaning in Japanese history. E. Taylor Atkins shows how Japan is one of the earliest sites for the development of mass-produced, market-oriented cultural products consumed by urban middle and working classes. The best-known traditional arts and culture of Japan--no theater, monochrome ink painting, court literature, poetry and indigenous music--inhabited a world distinct from that of urban commoners, who fashioned their own expressive forms and laid the groundwork for today's 'gross national cool.' Popular culture was pivotal in the rise of Japanese nationalism, imperialism, militarism, postwar democracy and economic development. Offering historiographical and analytical frameworks for understanding its subject, *A History of Popular Culture* in Japan synthesizes the latest scholarship from a variety of disciplines. It is a vital resource for students of Japanese cultural history wishing to gain a deeper understanding of Japan's contributions to global cultural heritage.

It is a tumultuous period in feudal Japan. The samurai have wrested power from the emperor, and the nobles are conniving to take it back. The protestant Dutch and Portuguese and Spanish Catholics are competing for trading privileges, but the shogun is suspicious that the church is planning to replicate the conquest of the new world in Japan. Alcalá, an elusive renegade Jesuit, is colluding with the ruthless Prince Sanjo to foment a Christian rebellion. The church wants Alcalá stopped. Jan Kriek, a newly ordained priest, is sent to Japan stop him. He is aided by Maria, the daughter of the Christian lord Arima, who sends her to Lisbon with a dire warning of impending disaster. Accompanying her on the return voyage, Kriek finds himself torn between his Jesuit vows and his blossoming love for Maria. The key to a successful Christian uprising is a hidden treasure pilfered from the shogun's gold mines. The search for the gold leads to deadly conflict between agents of shogun the conspirators who seek to depose him. When Shogun's heir is captured by Prince Sanjo, the shogun's chief counselor sends his son Gyozen and adopted daughter Aya, both masters of the sword, to find and retrieve him. It is a decision that has unforeseen and fateful consequences. The characters that inhabit this novel are fascinating, and the absorbing story of intrigue, betrayal and forbidden love culminates in the infamous battle of Shimabara, a battle that changes the course of Japanese history for centuries.

Japanese popular culture has developed in many unexpected and fascinating ways. From contemporary pop culture's beginnings in the shadow of the Second World War and the earlier China campaign, Japan's sense of identity has been contested, challenged, reconsidered, restructured, and revived through multiple popular media. Pop culture, though, has always occupied a singular place in Japan's expression of selfhood and otherness, providing vicarious experiences of life within Japan. Today, Japanese popular culture's global influence is felt most keenly in movie culture, animation, television, the Internet, social media, music, fashion, and comics (manga), to name but a few fields and technologies. Indeed, visual culture, specifically television and movies, with a strong emphasis on animation (anime) and manga, led the first wave of Japanese pop-culture exports in the second half of the twentieth century. Since then, academic interest in these exports, both at home in Japan, and overseas, has developed rapidly. The second wave of Japanese popular culture followed the digitization of much of the global media: rapid communications, global connectedness, and the development of new media have provided platforms on which Japanese pop culture has been presented and critiqued, engaged, and transformed. More complex, more hybrid, and more sophisticated, the relationships between Japan and the rest of the world are often given voice through new readings and interpretations of the interconnected popular cultural world. The assembled articles in Volume I of this new Routledge collection of major works provide a comprehensive overview of the postwar history of Japanese popular culture. Topics include the emergence of popular culture as an academic field in Japan; the genesis of manga and anime; analyses of various cultural artefacts and phenomena, such as censorship and popular culture during the postwar occupation; the 1970s origin of kawaii culture; and street fashion in the 1980s. Volumes II and III, meanwhile, focus on the twenty-first century. Over the last decade especially, the transnational presence of Japanese popular culture has accelerated, and with it scholarship on Japanese popular culture has grown in depth and diversity. The themes explored in these volumes include the role of digital technology in popular culture; esoteric cultural artefacts and activities, such as lol fashion, maid cafes, otaku culture, and traditional music reinvented as pop, as well as more conventionally popular products such as anime, TV drama, and shojo manga. Collectively, the volume demonstrates the complex and heterogeneous nature of the Japanese pop-culture landscape in the twenty-first century. The final volume in the collection addresses broader issues associated with Japanese popular culture and globalization. As Japan sought to boost its international "soft power" via a "Cool Japan" strategy, the academy began to pay serious attention to the political-economic implications of Japan's pop-culture exports. The soft-power rhetoric has become a significant marker of popular culture in Asia in particular, and Japan's influence regionally has been explored from a number of angles. Along with seminal pieces from Nye, Huat, and Iwabuchi, authors in the first section of Volume IV examine the rise of Japan's pop-culture industry, and investigate the socio-economic and political-economic implications of topics such as the Japan Brand, "Cool Japan," and "Cute Japan." In the second section, case studies of soft power are brought to the fore, and analyses of the implications for people and culture are developed. Collectively, the materials gathered in this volume demonstrate the highly mobile and complex nature of the globalization of Japanese popular culture.

It was the first and only time during combat operations in the Pacific theater that an Army Air Force unit would land with U.S. Marine assault elements across a hostile beach. The date was February 24, 1945 (D+5) and the beach on which the men of the 386th Air Service Group (ASG), U.S. Army Air Force (USAAF) landed was given the name of a color - Red. They possessed few of the combat skills Marine infantrymen would have had. They weren't trained to close with and destroy an enemy through close combat. They were specialists, trained in skills totally alien to the Marine "grunts" swarming ashore. Their skills, however, were critical to the successful execution and completion of Operation Detachment (code name for the island and battle destined to become legendary in the history of World War II). Red beach was one of the black sand beaches on the eastern shore of the island named - Iwo Jima. This is a brief history of the 386th ASG, USAAF. Their story could have been lost to history except for the tenacity of a few of the units veterans and their descendants. It's the account of a group of men who could accomplish almost anything asked of them. They worked 24/7 for months, without complaint, in an environment fraught with danger and instant death. They were part of a generation of Americans whose self-sacrifice, courage, and love of country set them apart from every other generation. These men were members of the generation that saved civilization as we know it, "The Greatest Generation," and they are nearly all gone now. Fortunately, their story survives and should serve as an inspiration to those generations of Americans who follow after them.

Enjoyable and informative examination of how Japanese video game developers raised the medium to an art form. Includes interviews, anecdotes, and accounts of industry giants behind Donkey Kong, Mario, Pokémon, and other games.

Inside the World of Japanese Popular Culture

Otaku Culture in a Connected World

Consuming Japan

386th Asg, Usaaf.

Japanese Pop Culture: Discovering the Fascinating Japanese Pop Culture - The Land of Manga and Anime

The Nine Lives of Ichiban

In the 1970s and '80s, Japan soared on the superior technology of Sony and Toyota while the West struggled to catch up. Then a catastrophic 1990 stock-market crash ushered in the "lost decades" of deep recession and social dysfunction. They should have plunged Japan into irrelevance; instead its cultural clout soared. Hello Kitty, the Nintendo Entertainment System, and entertainment empires like Pokémon and Dragon Ball Z--artfully packaged, dangerously cute, and dizzyingly fun--made Japan the forge of the world's fantasies, and gave us new tools for coping with trying times. Alt reveals how Japanese ingenuity remade global culture and may have created modern life as we know it. -- adapted from jacket

Self Publishing Freedom

Japanese Popular Culture

Facing the Mountain
A History of Popular Culture in Japan
Live Sound Basics
Japanese Visual Culture