

Encyclopedia Of Japanese Pop Culture

Presents some 400 reviews of Japanese films made in the 1990s. Also includes profiles of 15 Japanese directors, including Akira Kurosawa, Takeshi Kitano, and Jun Ichikawa.

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 Amiymumi, 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.japanamericabook.com/>

Deeply connected to Japanese anime, manga, music, and film is . . . Japanese TV. This encyclopedic survey of the next cultural tsunami to hit America has over one thousand entries—including production data, synopses, and commentaries—on everything from rubber-monster shows to samurai drama, from crime to horror, unlocking an entire culture's pop history as never before. Over one hundred fifty of these shows have been broadcast on American TV, and more will follow, perhaps even such oddball fare as a Japanese "The Practice" and "Geisha Detective." Indexed, with resources for fans, couch potatoes, and researchers. Jonathan Clements is contributing editor to Newtype USA Magazine and coauthor of The Anime Encyclopedia. Motoko Tamamuro is an art historian and contributor to Manga Max. Arts Under Pressure analyzes the relevant forces behind decision-making in cultural matters worldwide, specifically in the field of the arts, under the influence of economic globalization. The book deals with all the arts, in all parts of the world, focusing on the cycle of creation, production, distribution, promotion, reception, and influence. It asks the key questions: who has the power to decide what reaches audiences in what quantities, with what contents, and surrounded by what kinds of ambiances? The author claims that mass culture does not exist; what exists are artistic creations that are produced, distributed and promoted on a mass scale.

Peter. Pecker. Wiener. Dick. Schlong. Penis. Whatever we choose to call it, the penis is more than just a body part. This A-to-Z encyclopedia explores the cultural meanings, interpretations, and activities associated with the penis over the centuries and across cultures. Scholars, activists, researchers and clinicians delve into the penis in antiquity, in art, in religion, in politics, in media, in music, and in the cultural imagination. They examine the penis as a problem, a fetishized commodity, a weapon, an object of play. Penile décor and fashions—from piercings to koteka—are treated with equal dignity. Explanation of common medical terms and not-so-common subcultural practices add to the broad scope of the book. Taken together, the Cultural Encyclopedia of the Penis offers refreshing, thoughtful, and wide-ranging insight into this malleable, meaningful body part.

This encyclopedia covers culture from the end of the Imperialist period in 1945 right up to date to reflect the vibrant nature of contemporary Japanese society and culture.

Those familiar with the author's previous forays into the world of Hong Kong Cinema and Spaghetti Westerns will know pretty much what to expect here, and it falls far short of any dictionary definition of "essential". Short, cursory capsule reviews, short on insight, style and cultural context and high on typographical and factual errors, accompanied by an arbitrary star rating from one to four. The main virtue of Weisser's self-published book is its rigorously completist approach. Even though it states that it is not the aim to include every single film from Japan ever released, with separate editions available for a more complete look at Horror, Science Fiction and Fantasy, and Sex Films, and one planned for animation ("please check our subsequent books" [sic], Weisser writes in the intro for the fourth edition), this initial volume certainly covers a lot of films and does give quite a good indication as to how much is actually out there.

Previous winner of two Booker Prizes, Peter Carey expands his extraordinary achievement with each new novel — but now gives us something entirely different. When famously shy Charley Carey becomes obsessed with Japanese manga and anime, Peter is not only delighted for his son, but entranced himself. Thus, with a father sharing his twelve-year-old's exotic comic books, begins a journey that will lead them both to Tokyo, where a strange Japanese boy will become both their guide and judge. The visitors quickly plunge deep into the lanes of Shitimachi — into the “weird stuff” of modern Japan — meeting manga artists and anime directors, “visualists” who painstakingly impersonate cartoons, and solitary “otakus” who lead a computerized existence. What emerges from these encounters is a pithy, far-ranging study of history and culture both high and low — from samurai to salaryman, from kabuki theatre to the post-war robot craze. Peter Carey's observations are provocative, even though his hosts often point out, politely, that he is wrong about Japan. In adventures that are comic, surprising, and ultimately moving, father and son cope with and learn from each other in a place far from home. “No Real Japan,” said Charley. “You’ve got to promise. No temples. No museums.” “What could we do?” “We could buy cool manga.” “There'll be no English translations.” “I don't care. I'd eat raw fish.” —excerpt from Wrong About Japan

The Encyclopedia of Japanese Pop Culture

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.

The story of filmmaker Hayao Miyazaki's life and work, including his significant impact on Japan and the worldA thirtieth-century toxic jungle, a bathhouse for tired gods, a red-haired fish girl, and a furry woodland spirit—what do these have in common? They all spring from the mind of Hayao Miyazaki, one of the greatest living animators, known worldwide for films such as My Neighbor Totoro, Princess Mononoke, Spirited Away, Howl's Moving Castle, and The Wind Rises. Japanese culture and animation scholar Susan Napier explores the life and art of this extraordinary Japanese filmmaker to provide a definitive account of his oeuvre. Napier insightfully illuminates the multiple themes crisscrossing his work, from empowered women to environmental nightmares to utopian dreams, creating an unforgettable portrait of a man whose art challenged Hollywood dominance and ushered in a new chapter of global popular culture.

An encyclopedia describes all aspects of world culture, broken down into six regional categories, discussing the art, dance, fashion, food, pastimes, periodicals, recreation, and

transportation of each region.

Japanese culture comes to us 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, 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, this book 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. Over seventy entries cover Japanese popular culture from 1945 to the present, covering music, comedy, fads, popular media, and all aspects which have fueled Japanese popular concerns over the decades.--From publisher description.

This comprehensive history of Japanese animation draws on Japanese primary sources and testimony from industry professionals to explore the production and reception of anime, from its origins in Japanese cartoons of the 1920s and 30s to the international successes of companies such as Studio Ghibli and Nintendo, films such as Spirited Away and video game characters such as Pokémon.

Japanese Street Slang is the first and only exposé of the rough and ready, raw and down-dirty street language as it is used in Japan today. Here's how they really speak: The hustlers and high rollers, the teens and Tokyo yuppies, the gangsters and their ladies of the night. Witty mini-essays trace the fascinating origins of many expressions and the rollicking example sentences reveal just how and where they may be heard. WARNING: Many of the expressions featured in this book are extremely potent. Beware of using them inadvertently—mass panic might ensue.

Explores a wide range of cultural practices - including popular literature, film, television, fashion, music and advertising - and the methods for analysing them.

This Companion provides a comprehensive overview of the influences that have shaped modern-day Japan. Spanning one and a half centuries from the Meiji Restoration in 1868 to the beginning of the twenty-first century, this volume covers topics such as technology, food, nationalism and rise of anime and manga in the visual arts. The Cambridge Companion to Modern Japanese Culture traces the cultural transformation that took place over the course of the twentieth century, and paints a picture of a nation rich in cultural diversity. With contributions from some of the most prominent scholars in the field, The Cambridge Companion to Modern Japanese Culture is an authoritative introduction to this subject.

Moe is a huge cultural phenomenon and one of the driving forces behind the enormous success of Japanese anime and manga—not just in Japan but now throughout the world. In Japan, avid fans of manga comics, anime films and videogames use the term Moe to refer to the strong sense of emotional attachment they feel for their favorite characters. These fans have a powerful desire to protect and nurture the youthful, beautiful and innocent characters they adore—like Sagisawa Moe in Dinosaur Planet and Tomoe Hotaru in Sailor Moon. They create their own websites, characters, stories, discussion groups, toys and games based around the original manga and anime roles. Author Patrick Galbraith is the world's acknowledged expert on Moe and a journalist based in Tokyo. For this book, he interviewed twenty important figures in the world of Japanese manga and anime to gain their insights on the Moe phenomenon. These interviews provide us with the first in-depth survey of this subject. Galbraith uncovers how Moe is influencing an entire generation of manga artists and readers. For those new to anime, manga, and youth culture in Japan, he discusses what constitutes the ideal Moe relationship and why some fans are even determined to marry their fictional sweethearts. He reveals key moments in the development of Moe, and current and future trends in the spread of Moe works and characters from Japan to other parts of the world. The Moe Manifesto provides an insider's look at the earliest Moe characters such as Ayame by Tezuka Osamu. The book has over 100 illustrations of the most famous Moe characters, many in color, and it is sure to delight manga and anime fans of every age.

First English publication of all four of Sekien's masterworks: The Illustrated Demons' Night Parade, More Illustrated Demons from Past and Present, Even More Demons from Past and Present, and An Idle Horde of Things.

The untold story of how Japan became a cultural superpower through the fantastic inventions that captured--and transformed--the world's imagination. "A masterful book driven by deep research, new insights, and powerful storytelling."--W. David Marx, author of Ametora: How Japan Saved American Style Japan is the forge of the world's fantasies: karaoke and the Walkman, manga and anime, Pac-Man and Pokémon, online imageboards and emojis. But as Japan media veteran Matt Alt proves in this brilliant investigation, these novelties did more than entertain. They paved the way for our perplexing modern lives. In the 1970s and '80s, Japan seemed to exist in some near future, gliding on the superior technology of Sony and Toyota. Then a catastrophic 1990 stock-market crash ushered in the "lost decades" of deep recession and social dysfunction. The end of the boom 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 multimedia empires like Dragon Ball Z were more than marketing hits. Artfully packaged, dangerously cute, and dizzyingly fun, these products 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 Japan's pop-media complex remade global culture.

This ready reference is a comprehensive guide to pop culture in Asia and Oceania, including topics such as top Korean singers, Thailand's sports heroes, and Japanese fashion. • Supports the National Geography Standards by examining cultural mosaics and the globalization of cultural change • Connects popular culture to many disciplines, including anthropology, history, literature, film studies, political science, and sociology • Allows for cross-cultural comparisons between pop culture in the United States and Asia • Focuses on East Asia and South Asia, including China, Japan, Korea, India, the Philippines, Thailand, Vietnam, and Pakistan, among other countries • Features a detailed introduction with important contextual information about pop culture in Asia and an extensive chronology Volume 2 of the new Cinema Classics Collection from FAB Press! Drawing inspiration from Hollywood and the French New Wave, Nikkatsu Action pictures blended East and West, movie-fuelled fantasies and gritty realities of life in postwar Japan. No Borders No Limit includes a history of the studio, profiles of stars and directors, film reviews and career interviews with top figures including Joe Shishido, Toshio Masuda and Seijun Suzuki. It is the first ever book in English devoted entirely to this hugely influential film genre, and it is packed with colour illustrations.

Otaku: Nerd; geek or fanboy. Originates from a polite second-person pronoun meaning "your home" in Japanese. Since the 1980s it's been used to refer to people who are really into Japanese pop-culture, such as anime, manga, and videogames. A whole generation, previously marginalized with labels such as geek and nerd, are now calling themselves otaku with pride. The Otaku Encyclopedia offers fascinating insight into the subculture of Cool Japan. With over 600 entries, including common expressions, people, places, and moments of otaku history, this is the essential A to Z of facts every Japanese pop-culture fan needs to know. Author Patrick W. Galbraith has spent several years researching deep into the otaku heartland and his intimate knowledge of the subject gives the reader an insider's guide to

words such as *moé*, *doujinshi*, *cosplay* and *maid cafés*. In-depth interviews with such key players as Takashi Murakami, otaku expert Okada Toshio, and J-pop idol Shoko Nakagawa are interspersed with the entries, offering an even more penetrating look into the often misunderstood world of otaku. Dozens of lively, colorful images—from portraits of the interview subjects to manga illustrations, film stills and photos of places mentioned in the text—pop up throughout the book, making *The Otaku Encyclopedia* as entertaining to read as it is informative.

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.

Manga is more than a genre in the comics field: it is a vital creative medium in its own right, with hundreds of millions of readers worldwide, a host of graphic styles, and a rich history now spanning seven decades. Now for the first time, that history is told by an award-winning expert in the field. Covering topics from *Akira* to *Mazinger Z*, this book is fully illustrated throughout, and photos of key creators accompany accessible sidebars and timelines. Answering the key questions of any fan where did my favourite manga come from, and what should I read next? this book will open doors to neophytes and experts alike.

Monsters, ghosts, fantastic beings, and supernatural phenomena of all sorts haunt the folklore and popular culture of Japan. Broadly labeled *yokai*, these creatures come in infinite shapes and sizes, from *tengu* mountain goblins and *kappa* water spirits to shape-shifting foxes and long-tongued ceiling-lickers. Currently popular in anime, manga, film, and computer games, many *yokai* originated in local legends, folktales, and regional ghost stories. Drawing on years of research in Japan, Michael Dylan Foster unpacks the history and cultural context of *yokai*, tracing their roots, interpreting their meanings, and introducing people who have hunted them through the ages. In this delightful and accessible narrative, readers will explore the roles played by these mysterious beings within Japanese culture and will also learn of their abundance and variety through detailed entries, some with original illustrations, on more than fifty individual creatures. *The Book of Yokai* provides a lively excursion into Japanese folklore and its ever-expanding influence on global popular culture. It also invites readers to examine how people create, transmit, and collect folklore, and how they make sense of the mysteries in the world around them. By exploring *yokai* as a concept, we can better understand broader processes of tradition, innovation, storytelling, and individual and communal creativity.

"Over 1,000 new entries, over 4,000 updates and corrections, countless old arguments ended (and new ones begun). The 3rd edition of the *Anime Encyclopedia* brings the landmark reference work up to date with six additional years of information on Japanese an"--

This gorgeously animated film is the brainchild of Hayao Miyazaki, one of Japan's most acclaimed directors, and is Japan's most successful film ever, breaking the attendance records previously set by *E.T.* This lavishly illustrated volume tells the story behind the making of the film, and reveals the secrets behind anime, the popular Japanese animation technique. Set in the remote forests of northern Japan, *The Princess Mononoke* is an eco-fable of medieval times in which industry and civilization struggle against nature and humanity. Hailed as one of the best animated features ever made, *The Princess Mononoke* is certain to enthrall audiences across the country.

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 globalized culture industry, they have become a powerful 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 stylistics. The book also addresses such topics as 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.

Otaku - Japan's anime nerds, game geeks and pop-idol fanboys - originates from a polite second-person pronoun meaning 'your home' in Japanese. This guide offers an insight into the subculture of Cool Japan - from cosplay to anime, manga, videogames and more. With over 500 entries - including common expressions, people, places, and moments of otaku history - this is the essential 'A to Z' of all the facts Japanese pop-culture fans need to know! Otaku: Nerd; geek or fanboy originates from a polite second-person pronoun meaning 'your home' in Japanese. Since the

The *Encyclopedia of Japanese Horror Films* covers virtually every horror film made in Japan from the past century to date. In addition to entries on productions, both major and modest, this encyclopedia also includes entries for notable directors, producers, and actors. Each film entry includes comprehensive details, situates the film in the context and history of Japanese horror cinema, and includes brief suggestions for further reading. Although emphasizing horror as a general theme, this encyclopedia also encompasses other genres that are associated with this theme, including Comedy Horror, Science Fiction Horror, Cyber-punk Horror, *Ero Guru* (Erotic Grotesque), and Anime Horror. *The Encyclopedia of Japanese Horror Films* is a comprehensive reference volume that will appeal to both cinema scholars as well as to the many fans of this popular genre.

#1 NEW YORK TIMES BESTSELLER • Now a major motion picture directed by Steven Spielberg. “Enchanting . . . Willy Wonka meets *The Matrix*.”—USA Today • “As one adventure leads expertly to the next, time simply evaporates.”—Entertainment Weekly A world at stake. A quest for the ultimate prize. Are you ready? In the year 2045, reality is an ugly place. The only time

Wade Watts really feels alive is when he's jacked into the OASIS, a vast virtual world where most of humanity spends their days. When the eccentric creator of the OASIS dies, he leaves behind a series of fiendish puzzles, based on his obsession with the pop culture of decades past. Whoever is first to solve them will inherit his vast fortune—and control of the OASIS itself. Then Wade cracks the first clue. Suddenly he's beset by rivals who'll kill to take this prize. The race is on—and the only way to survive is to win. NAMED ONE OF THE BEST BOOKS OF THE YEAR BY Entertainment Weekly • San Francisco Chronicle • Village Voice • Chicago Sun-Times • iO9 • The AV Club “Delightful . . . the grown-up's Harry Potter.”—HuffPost “An addictive read . . . part intergalactic scavenger hunt, part romance, and all heart.”—CNN “A most excellent ride . . . Cline stuffs his novel with a cornucopia of pop culture, as if to wink to the reader.”—Boston Globe “Ridiculously fun and large-hearted . . . Cline is that rare writer who can translate his own dorky enthusiasms into prose that's both hilarious and compassionate.”—NPR “[A] fantastic page-turner . . . starts out like a simple bit of fun and winds up feeling like a rich and plausible picture of future friendships in a world not too distant from our own.”—iO9

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.

1 Best Seller in Movies, Video Guides & Reviews — *The Life-Changing Power of Anime* A celebration of Anime: Many books on anime simply offer a list of “essential titles” and recommendations. *Anime Impact* goes deeper by showcasing the many voices of anime's biggest fans. You'll find many distinct stories that only each specific writer could tell, all painting a fun and surprisingly touching portrait of the true impact of anime over multiple generations. Iconic movies and TV shows from Japan: Japanese animation—or anime—holds a special place in the hearts of countless fans around the globe. Since the early days of Osamu Tezuka's *Astro Boy* to Makoto Shinkai's astounding success with *Your Name*, anime has left an undeniable impact on our culture. Insights from filmmakers, authors, and YouTube stars: *Anime Impact* explores the impression the medium has left on various fans with detailed discussions on television shows and movies from the 1960s all the way to the present. You'll hear from YouTube film critic Chris Stuckmann and many others like *Ready Player One* author Ernest Cline and YouTube stars Robert Walker, Bennett “BennettTheSage” White, Tristan “Arkada” Gallant of *Glass Reflection* and manga artist Mark Crilley. Learn how anime has impacted culture from authors, artists, critics, anime enthusiasts, and super fans such as John Rodriguez, Alicia Malone, Emma Fyffe, and many more. You will learn about the impact of: Anime classics such as *Gundam*, *Akira*, *Sailor Moon*, *Spirited Away* and other Studio Ghibli films The biggest names in anime like *One Piece*, *Dragon Ball Z*, *Pokémon*, *Naruto*, and *Attack on Titan* Movies and shows both legendary and niche alike Truly unique hidden gems rarely seen outside of Japan And much more *Anime Impact* explores the effects and lasting appeal of anime across all genres and across five decades!

Christianity has been in Japan for five centuries, but embraced by less than one percent of the population. It's a complicated relationship, given the sudden appearance in Japan of Renaissance Catholicism which was utterly unlike the historic faiths of Shinto and Buddhism; Japan had to invent a word for “religion” since Japan did not share the west's reliance on faith in a personal God. Japan's views of this “outsider” religion resemble America's view of the “outsider” Islamic faith. Understanding this through the book *Orientalism* by Edward Said, Patrick Drazen samples depictions of Christianity in the popular Japanese media of comics and cartoons. The book begins with the work of postwar comics master Tezuka Osamu, with results that range from the comic to the revisionist to the blasphemous and obscene. 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.

Postwar Japanese pop culture has been extraordinarily fertile, vibrant, and commercially successful. ¿Manga,¿ Japan¿s unique contribution to comic art, became a major force in the nation¿s cultural life, as did Japanese music and movies. This book has more articles about people than products because the author wanted to bring the individual faces of Japanese pop culture into sharp focus. In choosing subjects, he used objective criteria -- most sales, longest run, highest ratings -- but often the choice to include a subject came down to his own feeling about what was important and what was not. Contains more than 70 in-depth entries covering Japanese pop culture since 1945 in the areas of music, movies, comedy, fads, popular media, and much more.

"Otaku Spaces sets out to explain the complicated subculture of otaku through the stories of otaku themselves...Galbraith and photographer Androniki Christodoulou allow the otaku subjects they feature to take control of their own narrative." - *Wired.com* Raw File "This is a terrain of contested meanings. And 'you' (the original meaning of the word otaku in Japanese) are entering it. Invite otaku into your home and heart, as they have invited you into theirs." - *The Huffington Post* "A peek into an otaku's bedroom or living space can be a bit of a surprise for the average person...Patrick W. Galbraith digs even deeper into the way otaku choose to decorate their surroundings, and the reasons why they choose to do so in the way that they do." - *CNN* "Geek Out!" "The book is certainly a beautiful object...There's such an intimate air to Christodoulou's photographs that you have to imagine what the subjects are hiding...But the interviews appeal, in the end, to our commonality: A few of the subjects gently point out that if people are honest with themselves, everyone is a little bit otaku about something." - *The Stranger* (Starred Review) "(Galbraith) clearly knows his stuff, and also has a genuine regard and respect for people that it would be easy to make fun of. Christodoulou has a real eye for capturing the essence of the otaku world, and the large-scale format (9" by 9") and high-quality color printing in this book show her work off to its best advantage. Even if you're not an otaku yourself, Galbraith and Christodoulou do such a good job of capturing the flavor of these subcultures that reading *Otaku Spaces* is the next best thing to a trip to Japan." - *PopMatters* Otaku--nerd, über-fan, obsessive collector. Since the 1980s, the term has been used to refer to fans of Japanese anime, manga, and video games. The word appeared with no translation on the cover of the premier issue of *Wired* magazine in 1993. Patrick W. Galbraith has produced a groundbreaking work of reportage that takes us beyond the stereotypes of "weird Japan" and into

the private rooms of self-described otaku. Interviews and more than fifty color photos reveal a seldom seen side of these reclusive Japanese collectors. They talk frankly about their collections of blow-up dolls, comic books, military paraphernalia, anime videos, and more. Galbraith follows the collectors to their favorite shops and shows how public space in Japan is starting to mimic the look and feel of the otaku's private room. He also interviews Japan's top cultural critics, helping to place otaku culture in wider sociological and economic contexts. Galbraith broadens his interview focus even further to include otaku from the United States and the United Kingdom, forcing those of us who live in any hyper-consumerist culture to admit that we can and do have otaku tendencies. Patrick W. Galbraith--a self-described otaku with the anime tattoos to prove it--is a PhD student at the University of Tokyo and the author of *The Otaku Encyclopedia* (Kodansha Limited). He also blogs at the popular Otaku2 and is widely considered one of the foremost American experts on Japan's pop culture. Androniki Christodoulou is a freelance photographer based in Tokyo, Japan.

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