

# Anime Network

Anthony S. Fauci

Anime Rayna Denison, 2015-10-22 *Anime: A Critical Introduction* maps the genres that have thrived within Japanese animation culture, and shows how a wide range of commentators have made sense of anime through discussions of its generic landscape. From the battling robots that define the mecha genre through to Studio Ghibli's dominant genre-brand of plucky shojo (young girl) characters, this book charts the rise of anime as a globally significant category of animation. It further thinks through the differences between anime's local and global genres: from the less-considered niches like nichijo-kei (everyday style anime) through to the global popularity of science fiction anime, this book tackles the tensions between the markets and audiences for anime texts. Anime is consequently understood in this book as a complex cultural phenomenon: not simply a "genre," but as an always shifting and changing set of texts. Its inherent changeability makes anime an ideal contender for global dissemination, as it can be easily re-edited, translated and then newly understood as it moves through the world's animation markets. As such, *Anime: A Critical Introduction* explores anime through a range of debates that have emerged around its key film texts, through discussions of animation and violence, through debates about the cyborg and through the differences between local and global understandings of anime products. *Anime: A Critical Introduction* uses these debates to frame a different kind of understanding of anime, one rooted in contexts, rather than just texts. In this way, *Anime: A Critical Introduction* works to create a space in which we can rethink the meanings of anime as it travels around the world.

**Networks of Desire** Frenchy Lunning, "Japan's pop culture, once believed unexportable, is now hitting the shores of other nations like a tsunami. In North America, young fans consume vast amounts of manga and anime, while academics increasingly study the entire J-pop phenomenon to understand it. One community has passion while the other has discipline, and what has been lacking is a bridge between the two. Mechademia is the bridge, and with a name like that, how can one go wrong? So why wait? Hop in your giant mobile suit and stomp down to the local real or virtual bookstore to purchase a copy right now!" —Frederik L. Schodt, author of *Manga! Manga! The World of Japanese Comics* *Networks of Desire*—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 them—explores 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 representations of same-sex desire in such shjo manga (girls's comics) as *The Rose of Versailles*, to fan fiction inspired by the gender-switching manga *Ranma ½*, to desire in otaku communities. Deftly weaving together desire and discourse, *Mechademia 2* illuminates the techno-carnal fantasies, animalistic consumption, political nostalgia, and existential hunger underlying the most popular and influential expressions of Japanese popular culture today. Contributors: Brent Allison, U of Georgia; Meredith Suzanne Hahn Aquila; Hiroki Azuma; William L. Benzon; Christopher Bolton, Williams College; Martha Cornog; Patrick Drazen; Marc Hairston, U of Texas, Dallas; Mari Kotani; Shu Kuge, Penn State U; Margherita Long, U of California, Riverside; Daisuke Miyao; Hiromi Mizuno, U of Minnesota; Mariana Ortega; Timothy Perper; Eron Rauch; Trina Robbins; Brian Ruh, Indiana U; Deborah Shamoon, U of Notre Dame; Masami Toku, California State U, Chico; Keith Vincent, NYU. Frenchy Lunning is professor of liberal arts at the Minneapolis College of Art and Design and editor of *Mechademia 1: Emerging Worlds of Anime and Manga* (Minnesota, 2006).

*Anime and Manga Recognized Articles* ,

*Anime and Manga* ,

*Anime's Knowledge Cultures* Jinying Li, 2024-03-12 Unlocking the technosocial implications of global geek cultures Why has anime, a “low-tech” medium from last century, suddenly become the cultural “new cool” in the information age? Through the lens of anime and its transnational fandom, Jinying Li explores the meanings and logics of “geekdom” as one of the most significant sociocultural groups of our time. In *Anime's Knowledge Cultures*, Li shifts the center of global geography in knowledge culture from the computer boys in Silicon Valley to the anime fandom in East Asia. Drawing from film studies, animation studies, media theories, fan studies, and area studies, she provides broad cultural and theoretical explanations of anime's appeal to a new body of tech-savvy knowledge workers and consumers commonly known as geeks, otaku, or zhai. Examining the forms, techniques, and aesthetics of anime, as well as the organization, practices, and sensibilities of its fandom, *Anime's Knowledge Cultures* is at once a theorization of anime as a media environment as well as a historical and cultural study of transnational geekdom as a knowledge culture. Li analyzes anime culture beyond the national and subcultural frameworks of Japan or Japanese otaku, instead theorizing anime's transnational, transmedial network as the epitome of the postindustrial knowledge culture of global geekdom. By interrogating the connection between the anime boom and global

geekdom, Li reshapes how we understand the meanings and significance of anime culture in relation to changing social and technological environments.

**Focus On: 100 Most Popular Fantasy Anime and Manga** Wikipedia contributors,

**Anime and Manga** ,

The Anime Boom in the United States Michael Daliot-Bul,Nissim Otmazgin,2020-10-26 The Anime Boom in the United States provides a comprehensive and empirically-grounded study of the various stages of anime marketing and commercial expansion into the United States. It also examines the supporting organizational and cultural processes, thereby describing a transnational, embedded system for globalizing and localizing commodified culture.Focusing primarily on television anime series but also significant theatrical releases, the book draws on several sources, including in-depth interviews with Japanese and American professionals in the animation industry, field research, and a wide-scale market survey. The authors investigate the ways in which anime has been exported to the United States since the 1960s, and explore the transnational networks of anime production and marketing. They also investigate the many cultural and artistic processes anime inspired.The analysis of the rise and fall of the U.S. anime boom is the starting point for a wider investigation of the multidirectional globalization of contemporary culture and the way in which global creative industries operate in an age of media digitalization and convergence. This story carries broad significance for those interested in understanding the dynamics of power structures in cultural and media globalization.

**The Anime Encyclopedia** Jonathan Clements,Helen McCarthy,2006 An encyclopedia of Japanese animation and comics made since 1917.

*Focus On: 100 Most Popular Light Novels* Wikipedia contributors,

**The Complete Anime Guide** Trish Ledoux,Doug Ranney,1997 The one-stop reference to Japanese animation. Everything you ever wanted to know about anime in America: More than 1,200 home video titles (an alphabetical listing of ever domestic anime home video available during 1996, including video sleeve reproduction, program synopsis, production credits, technical notes and content advisory; Television series (a review of most of the Japanese animated TV series broadcast in the U.S., including synopsis, cast of characters and production credits; Anime suppliers; Fan Resources; Anime genres:

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*Complex Age* Yui Sakuma, 2017 A NEW BEGINNING With Kimiko out of the cosplay game, Nagisa is forced to confront her own feelings about the hobby she loves. Her mother arranges for her to meet someone who has been in Nagisa's shoes, and this woman challenges her to find where her passion truly lies, and discover where it can take her. Can Nagisa really cosplay forever, or will she be forced to abandon her dearest hobby? Final volume!

*Anime's Identity* Stevie Suan, 2021-11-09 A formal approach to anime rethinks globalization and transnationality under neoliberalism. Anime has become synonymous with Japanese culture, but its global reach raises a perplexing question—what happens when anime is produced outside of Japan? Who actually makes anime, and how can this help us rethink notions of cultural production? In *Anime's Identity*, Stevie Suan examines how anime's recognizable media-form—no matter where it is produced—reflects the problematics of globalization. The result is an incisive look at not only anime but also the tensions of transnationality. Far from valorizing the individualistic “originality” so often touted in national creative industries, anime reveals an alternate type of creativity based in repetition and variation. In exploring this alternative creativity and its accompanying aesthetics, Suan examines anime from fresh angles, including considerations of how anime operates like a brand of media, the intricacies of anime production occurring across national borders, inquiries into the selfhood involved in anime's character acting, and analyses of various anime works that present differing modes of transnationality. *Anime's Identity* deftly merges theories from media studies and performance studies, introducing innovative formal concepts that connect anime to questions of dislocation on a global scale, creating a transformative new lens for analyzing popular media.

#### **Video Games Developed by Key ,**

*From Networks to Netflix* Derek Johnson, 2022-07-26 Now in a second edition, this textbook surveys the channels, platforms, and programming through which television distribution operates, with a diverse selection of contributors providing thorough explorations of global media industries in flux. Even as legacy media industries experience significant disruption in the face of streaming and online delivery, the power of the television channel persists. Far from disappearing, television channels have multiplied and adapted to meet the needs of old and new industry players alike. Television viewers now navigate complex choices among broadcast, cable, and streaming services across a host of different devices. *From Networks to Netflix* guides students, instructors, and scholars through that complex and transformed channel landscape to reveal how these industry changes unfold and

why they matter. This second edition features new players like Disney+, HBO Max, Crunchyroll, Hotstar, and more, increasing attention to TV services across the world. An ideal resource for students and scholars of media criticism, media theory, and media industries, this book continues to offer a concrete, tangible way to grasp the foundations of television—and television studies—even as they continue to be rewritten.

Psycho Pass: Inspector Shinya Kogami Volume 1 Midori Gotu, 2016-11-29 In this prequel to the hit science fiction crime drama anime series, Psycho-Pass: Inspector Shinya Kogami reveals how the legendary Enforcer was once an ace detective! Working within the city-regulating Sybil System, Inspectors must fight crime in a future where a single number measures your criminal tendencies and determines if you are useful to society! An artificial organ with a numbered brand is the key piece of evidence that leads Section 3 to a network of organ smuggling! They must set up a complicated trap in order to catch the culprit! However the real perpetrator may not be who they think it is... Reviews for the Psycho-Pass anime series: On the whole, Psycho-Pass is a grim, interesting show that poses some philosophical questions about what makes a criminal. We are all capable of doing bad things at times-should we be punished because we thought of hurting someone before we act on it? Or because we were victims?-Anime News Network Makes good use of the dystopian future genre, good foils and parallels throughout. Some neat visuals... -Anime News Network Psycho-Pass is a compelling cyberpunk mystery...-Kotaku All these crimes-and the series itself-are tied together by a puppet master antagonist working behind the scenes. Much like the Moriarty character from BBC's Sherlock, the main villain of Psycho Pass is a consulting criminal. While he rarely dirties his hands himself, he is the man working in the shadows to supply the murderers with the resources they need to get away with their crimes. In this way he is shown to be brilliant, competent, and more than a little terrifying-despite the ultimate failures of each of his murderous clients.-Kotaku You will emotionally invest in these characters. You will be made to feel and have empathy towards them. The main characters are some of the strongest I have experienced in a while and the side characters also impacted me greatly. Agent Kogami is an interesting character who has both physical and mental strength that makes him really likeable (and loveable in my opinion).-IGN Psycho Pass is the best crime-thriller-science fiction anime I have watched and will definitely be recommending to others as well as watching again in the future.-IGN

**Genshiken: Second Season** Shimoku Kio, 2016 THE MAIN EVENT The Genshiken gang's send-off of Kuchiki continues! After partying hard, the boys—Kuchiki, Madarame, and even Hato—head back to the hotel room they're being forced to share, where Madarame has a chance to get lucky.

Come the next day, it's time for a field trip to the great shrine at Nikko! The always-cunning Yoshitake has a grand plan to resolve the Madarame situation once and for all—but it might just be grandly awkward...

**Kiss Him, Not Me** Junko,2017 It's Kae, coming to you from a crazy situation! After running into my childhood friend, Mitsuboshi, at a voice actor event, I was excited to introduce him to everyone. But something wasn't right about Mitsuboshi, and now he's tricked me and separated me from the group! ... He has an extreme plan to keep me from Shima and the guys forever, and it's going to take everyone's efforts together to stop him. I've grown so much with the help of my friends, but Mitsuboshi just wants to keep the old me. Can we stop him before it's too late, and will someone have to put themselves in danger? ... Special bonus story! If you thought what happened with Mitsuboshi was wild, wait until you see what happens when we fall prey to a body-switching mystery! With the boys' bodies, I can finally take all the BL-inspired photos I want! Oh, and I guess we should solve the mystery too...

Edens Zero Hiro Mashima,2018-11-06 PATH TO DESTINY At Granbell Kingdom, an abandoned amusement park, Shiki has lived his entire life among machines. But one day, Rebecca and her cat companion Happy appear at the park's front gates. Little do these newcomers know that this is the first human contact Granbell has had in a hundred years! As Shiki stumbles his way into making new friends, his former neighbors stir at an opportunity for a robo-rebellion...And when his old homeland becomes too dangerous, Shiki must join Rebecca and Happy on their spaceship and escape into the boundless cosmos.

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