1. Record Nr. UNINA9910461025403321 **Titolo** User enhanced [[electronic resource] /] / Frenchy Lunning, editor Minneapolis,: University of Minnesota Press, 2011 Pubbl/distr/stampa **ISBN** 0-8166-7735-2 Descrizione fisica 1 online resource (336 p.) Collana Mechademia::6 Altri autori (Persone) LunningFrenchy Disciplina 741.595105 Soggetti Animated films - Japan - History and criticism Animated television programs - Japan - History and criticism Video games - Japan - History and criticism Comic books, strips, etc - Japan - History and criticism Popular culture - Japanese influences Electronic books. Lingua di pubblicazione Inglese **Formato** Materiale a stampa Livello bibliografico Monografia Description based upon print version of record. Note generali Nota di bibliografia Includes bibliographical references. Nota di contenuto Cover; Contents; Introduction; Countering Domestication; Under the Ruffles: Shojo and the Morphology of Power; Girliness Next to Godliness: Lolita Fandom as Sacred Criminality in the Novels of Takemoto Novala; Beyond Domesticating Animal Love; Exploited and Mobilized: Poverty and Work in Contemporary Manga; Commodity-Life; Tezuka Is Dead: Manga in Transformation and Its Dysfunctional Discourse; How Characters Stand Out; Manga Translation and Interculture; Speciesism, Part III: Neoteny and the Politics of Life; Photo Play; Out of the Closet: The Fancy Phenomenon; Desiring Economies Anatomy of Permutational Desire, Part II: Bellmer's Dolls and Oshii's GynoidsDesire in Subtext: Gender, Fandom, and Women's Male-Male Homoerotic Parodies in Contemporary Japan; The Sacrificial Economy of Cuteness in Tamala 2010: A Punk Cat in Space; Flower Tribes and Female Desire: Complicating Early Female Consumption of Male Homosexuality in Shojo Manga; Untimely Effects; Transformation of Semantics in the History of Japanese Subcultures since 1992; The Logic of Digital Gaming; Tsuge Yoshiharu and Postwar Japan: Travel, Memory, and Nostalgia

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Sommario/riassunto

Manga and anime inspire a wide range of creative activities for fans: blogging and contributing to databases, making elaborate cosplay costumes, producing dojinshi (amateur) manga and scanlations, and engaging in fansubbing and DIY animation. Indeed, fans can no longer be considered passive consumers of popular culture easily duped by corporations and their industrial-capitalist ideologies. They are now more accurately described as users, in whose hands cultural commodities can provide instant gratification but also need to be understood as creative spaces that can be inhabited, modified, and