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Titolo	Reading Japan cool [[electronic resource] ] : patterns of manga literacy and discourse // John E. Ingulsrud and Kate Allen
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Descrizione fisica	1 online resource (245 p.)
Altri autori (Persone)	AllenKate <1950->
Disciplina	741.5/952
Soggetti	Comic books, strips, etc - Japan - History and criticism Literacy - Japan Popular culture - Japanese influences Sociolinguistics - Japan Video games - Japan - History and criticism Reading - Social aspects - Japan Popular education - Japan
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Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references (p. 211-224) and index.
Nota di contenuto	Contents; Figures; Tables; Preface; Acknowledgments; Chapter 1: Manga in the Discourse of Japan Cool; Chapter 2: The Nature of Manga Discourse; Chapter 3: Manga in the History of Literacy; Chapter 4: The Literacy Practices of Reading Manga; Chapter 5: Strategies for Comprehending Manga; Chapter 6: Reasons for Reading Manga; Chapter 7: The Effects of Literacy; Appendix; Glossary; Bibliography; Index
Sommario/riassunto	The characters, the stories, and the sensibilities coming out of Japanese animation, manga, and video games are together called Japan Cool. The origins of the movement are in manga, the practices of the readers, the diversity of the titles, and the sheer number of works.