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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
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
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 Implicational Spectatorship: Hara Setsuko and the Queer JokeReview and Commentary; War for Entertainment: The Sky Crawlers; Volition in

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	the Face of Absurdity; The Past Presents the Future: Toward the Terra; Torendo; Wherein the Author Documents Her Experience as a Porcelain Doll; Contributors; Call for Papers
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