Kurslitteratur/Reading list för/for JKA932

Japansk populärkultur: uttryck och konsumtion
Japanese Popular Culture: Expression and Consumption

*Obligatorisk läsning för slutexamen/obligatory reading for the final exam

Azuma, Hiroki (2012), "Database Animals," in *Fandom Unbound: Otaku Culture in a Connected World*, ed. by Mizuko Ito, Yale University Press, pp. 30–67. [SUB: e-book]

*Bauwens-Sugimoto, Jessica (2021), "Creating Happy Endings: Yaoi Fanworks as Audience Response to Kaworu and Shinji's Relationship," in *Anime Studies: Media-Specific Approaches to Neon Genesis Evangelion*, Stockholm University Press. Open Access.

*Berndt, Jaqueline (2018), "Anime in Academia: Representative Object, Media Form, and Japanese Studies," *Arts* 7(4)56. Open Access. http://doi.org/10.3390/arts7040056

*Berndt, Jaqueline (2021), "Introduction," in *Anime Studies: Media-Specific Approaches to Neon Genesis Evangelion*, Stockholm University Press. Open Access.

*Çalık Bedir, Selen (2021), "Combinatory Play and Infinite Replay: Underdefined Causality in the *Neon Genesis Evangelion* Anime Series and Games," in *Anime Studies: Media-Specific Approaches to Neon Genesis Evangelion*, Stockholm University Press. Open Access.

Denison, Rayna (2018), "Anime's distribution worlds: Formal and informal distribution in the analogue and digital eras," in *Routledge Handbook of Japanese Media*, ed. Fabienne Darling-Wolf, pp. 578–601. [SUB: e-book]

Galbraith, Patrick W. (2011), "Fujoshi: Fantasy Play and Transgressive Intimacy among 'Rotten Girls' in Contemporary Japan", *Signs* 37 (1): 219-240. [SUB: e-article]

Hoffer, Heike (2021), "Beethoven, the Ninth Symphony and *Neon Genesis Evangelion*: Using Pre-existing Music in Anime," in *Anime Studies: Media-Specific Approaches to Neon Genesis Evangelion*, Stockholm University Press. Open Access.

Hutchinson, Rachael (2019), *Japanese Culture through Videogames*, Routledge [SUB: e-book]

*Ishida, Minori (2021), "Voice Actresses Rising: The Multilayered Stardom of Megumi Ogata in the 1990s," in *Anime Studies: Media-Specific Approaches to Neon Genesis Evangelion*, Stockholm University Press. Open Access.

*Jensen, Klaus Bruhn (2016), "Culture", in *The International Encyclopedia of Communication Theory and Philosophy*, ed. by Klaus Bruhn Jensen et al., John Wiley & Sons [SUB: e-book].

Kacsuk, Zoltan (2016), "From 'Game-like Realism' to the 'Imagination-oriented Aesthetic': Reconsidering Bourdieu's Contribution to Fan Studies in the Light of Japanese Manga and Otaku Theory," *Kritika Kultura*, vol. 26 (March): 274–292. Open Access.
DOI: http://dx.doi.org/10.13185/KK2016.02615

*Kacsuk, Zoltan (2021), "The Making of an Epoch-Making Anime: Understanding the Landmark Status of *Neon Genesis Evangelion* in Otaku Culture," in *Anime Studies: Media-Specific Approaches to Neon Genesis Evangelion*, Stockholm University Press. Open Access.

*Kirkegaard, Ida (2021), "Play it Again, Hideaki: Using the Cel Bank in *Neon Genesis Evangelion*," in *Anime Studies: Media-Specific Approaches to Neon Genesis Evangelion*, Stockholm University Press. Open Access.

Kopylova, Olga (2021), "Manga Production, Anime Consumption: The *Neon Genesis Evangelion Franchise* and its Fandom," in *Anime Studies: Media-Specific Approaches to Neon Genesis Evangelion*, Stockholm University Press. Open Access.

Lamarre, Thomas (2009), *The Anime Machine: A Media Theory of Animation*. Minneapolis: University of Minnesota Press, part II. [SUB: e-book]

*Lamarre, Thomas (2020) "Anime. Compositing and switching: An intermedial history of Japanese anime," in *The Japanese Cinema Book*, ed. by Hideaki Fujiki und Alistair Phillips, 310–324, London: Bloomsbury. [SUB: book + Athena]

Morikawa, Kaichiro (2013), "Otaku/Geek," transl. Dennis Washburn, *Review of Japanese Culture and Society*, Vol. 25, (Working Words: New Approaches to Japanese Studies) (December), 56–66. [SUB: e-article]

Ōtsuka, Eiji (2013), "An Unholy Alliance of Eisenstein and Disney: The Fascist Origins of Otaku Culture," trans. Thomas Lamarre, *Mechademia* 8, 251-277 | DOI: 10.1353/mec.2013.0002

*Santiago Iglesias, José Andrés (2021), "Not Just Immobile: Moving Drawings and Visual Synecdoches in *Neon Genesis Evangelion*," in *Anime*

Studies: Media-Specific Approaches to Neon Genesis Evangelion, Stockholm University Press. Open Access.

Santiago Iglesias, José Andrés, and Ana Soler Baena, eds (2021), *Anime Studies: Media-Specific Approaches to Neon Genesis Evangelion*, Stockholm University Press. Open Access.

Steinberg, Marc (2012), *Anime's Media Mix: Franchising Toys and Characters in Japan*, University of Minnesato Press. [SUB: e-book]

Steinberg, Marc (2014), "Realism in the Animation Media Environment: Animation Theory from Japan," in *Animating Film Theory*, ed. Karen Beckman, Durham: Duke University Press, pp. 287–300. [Athena]

*Suan, Stevie (2021), "Objecthood at the End of the World: Anime's Acting and its Ecological Stakes in *Neon Genesis Evangelion*," in *Anime Studies: Media-Specific Approaches to Neon Genesis Evangelion*, Stockholm University Press. Open Access.

Takacs, Stacy (2014), *Interrogating Popular Culture*, New York: Routledge. [SUB: e-book]

Thomas, Jolyon Baraka (2007), "Shūkyō Asobi and Miyazaki Hayao's Anime,"
Nova Religio: The Journal of Alternative and Emergent Religions, 10, (3): 73–95 [SUB: e-journal].

*van de Goor, Sophie Charlotte (2020), "subculture: Sata Masaki,"
Japanese Media and Popular Culture: An Open-Access Digital Initiative of the University of Tokyo, ed. by Jason G. Karlin, Patrick W. Galbraith and Shunsuke Nozawa. Open Access. https://jmpc-utokyo.com/keyword/subculture/

Wei Lewis, Diane (2018), "Shiage and Women's Flexible Labor in the Japanese Animation Industry," *Feminist Media Histories*, 4(1): 115–141. [SUB: e-article]