

メカデミア 国際学術会議 2023 「AFTERMATH」

実施概要 2006年に誕生したアメリカの国際学術ジャーナル「メカデミア」。京都精華大学国際マンガ研究センターでは、2018年から2年に1回、メカデミアとの共催で国際学術会議を開いている。●「AFTERMATH」というテーマのもと、5年ぶりに対面で開催された2023年のメカデミア国際学術会議には、北アメリカ、南アメリカ、アジア、ヨーロッパなど、世界中から100名近くの発表者が参加し、熱い議論が行われた。一部の発表者はオンラインでの参加だったが、3日間の開催期間中、延べ400人が会場に足を運んだ。●キーンोटスピーチは、元京都精華大学マンガ学部教授で、現在はストックホルム大学で教鞭を執っているジャクリヌ・ベルントにより、「Calling Manga “Manga”: Media Specificity via Sub/Cultural Particularization? (マンガを「マンガ」と呼ぶこと：サブカルチャー的特殊化によるメディアの特殊性?)」というタイトルで行われた。●本会議は、2021年のオンライン会議の記録をさらに塗り替える形で、メカデミア国際学術会議史上、最多参加者数を更新した。アジアのポップカルチャーを研究テーマとする国際学術会議としては最も大きい規模のものとして成長しつつある。 [文責=ユースギョン]

基本情報

日時

2023年5月27日[土]～29日[月]
11:00～17:00

会場

京都精華大学(5月27日)/
京都国際マンガミュージアム(5月28日～29日)

主催

メカデミア(MECHADEMIA)/
京都精華大学国際マンガ研究センター/
京都国際マンガミュージアム

キーンोटスピーカー

ジャクリヌ・ベルント(ストックホルム大学教授)

担当

ユースギョン

イベント風景



マンガミュージアム会場においてキーンोटスピーチを聴く参加者たち。|

JST	ROOM	Program
11:00-12:30		SESSION 1
	ROOM 1 Hybrid	Panel 1: Pedagogical Practices through Anime and Manga Moderator: Edmund Hoff
	Room No. C-203	<ul style="list-style-type: none"> How GTO's Eikichi Onizuka can teach us to reconnect with our students after COVID-19 Daniele Zolezzi (Virtual) A Technological Pedagogy for Manga: Teaching Fullmetal Alchemist in the Post-COVID Literature Classroom Priel Cohanim After School Otaku: Teaching Literacy, Creativity, and Diversity Through Anime Winona Landis
	ROOM 2 Hybrid	Panel 2: Everything Old is New Again Moderator: Wendy Goldberg
	Room No. C-204	<ul style="list-style-type: none"> "Walking In the Rain": Cowboy Bebop's Legacy and Beyond Maria Grajdian Twenty-Five Years of Transnational Manga Publishing with Cardcaptor Sakura and Cardcaptor Sakura Clear Card Victoria Rahbar (Virtual) Reimagining the War: Postmemory in Contemporary Manga Stefano Romagnoli
	ROOM 3	Panel 3: Animating Potential Politics Moderator: Stevie Suan
	Room No. C-205	<ul style="list-style-type: none"> Animated Police States and Institutional Eyes: On Thinking through the Aftermath of Political Possibility Brett Hack Deformation as Destiny: Made in Abyss' Planetary Ecologies Christophe Thouny Enacting Virtual YouTubers: On Anime-esque Acting and Performing the Contemporary Self Stevie Suan
	ROOM 4	Panel 4: Reconceptualizing Adaptations through BL Moderator: James Welker
	Room No. C-206	<ul style="list-style-type: none"> The Role of Monologues in Configuring Affect on Boys Love (BL) Manga Covers: A Multimodal Analysis Nur Saqifah Aisyah binti Azlan Critical Readings of Bishōnen in BL Manga and Live-Action Adaptations Olga Antononoka The Translation of Boys Love Manga and Its Connection to Taiwan's LGBT+ Movement Katie Fok
12:30-13:30		LUNCH BREAK
13:30-15:00		SESSION 2
	ROOM 1 Hybrid	Panel 5: Multitudes of Shonen Moderator: Wendy Goldberg
	Room No. C-203	<ul style="list-style-type: none"> Shonen Masculinities: Defining Battle Shonen Genre through analysis of Bleach and Kimetsu no Yaiba Akira Leong (Virtual) This is (Not) the End: Neon Genesis Evangelion's Children in the Machine Wendy Goldberg Boy meets robot. An animesque comparison between "Big Hero 6" and "How to Train Your Dragon 2" José Andrés Santiago Iglesias
	ROOM 2 Hybrid	Panel 6: Global Cosplay Moderator: Edmund Hoff
	Room No. C-204	<ul style="list-style-type: none"> Identity Craft: A Comparison of Cosplay and Kawaii Fashion Megan Rose and Sharon Elkind (Virtual) From Invisible to Visible: Cosplaying Fan Formation in Turkey Ayça Oral Aksu Cosplay Studios in Japan during the Pandemic Edmund Hoff, Asuka Kainuma
	ROOM 3	Panel 7: Conceptualizing Production Processes Moderator: Bryan Hikari Hartzheim
	Room No. C-205	<ul style="list-style-type: none"> Anime's Writer's Room: Reading over Shoulders in Uchiawase Bryan Hikari Hartzheim Making the first OVAs: the case of Kaname Production Matteo Watzky Fictionalizing Work Life: a Korean Animator's Tale Chloe Paberz

JST	ROOM	Program
	ROOM 4 — Room No. C-206	<p>Panel 8: On Media and Mental Health Moderator: Brett Hack</p> <ul style="list-style-type: none"> • 'Lost Generation': Analyzing the Connection between Mental Health, Precariousness and Social Expectations through the Manga My Lesbian Experience with Loneliness Teresa Ferreiro-Peleiteiro • Turning Inward, Opening Outward: Musicians and Trauma in Anime Ted Gournelos • Unmuting Maimed Voices: Magnifying Mental Health Awareness in the Shonen Romantic Comedy of Komi Can't Communicate Jia Yu Yiaw • Between Stigma and Fetish: Representations of the "Menhera" Archetype in Japanese Videogames Mikhail Fiadotau
15:00–15:15		BREAK
15:15–16:45		SESSION 3
	ROOM 1 — Room No. C-203	<p>Panel 9: War and Peace Moderator: Wendy Goldberg</p> <ul style="list-style-type: none"> • Attack on Titan and its utilization in right-wing discourses Christian Tagsold, Timo Thelen • Miasmas Philippe Depairon
	ROOM 2 Hybrid — Room No. C-204	<p>Panel 10: On Animation Aesthetics Moderator: Stevie Suan</p> <ul style="list-style-type: none"> • Thinking animation in the aftermath of anime studies Alex Tai (Virtual) • The World Rescreened: The Cinematic Revivals of Boku dake ga Inai Machi Christopher Taylor • A Medium, The Media, and Shōwa's Aftermath in Mizuki Shigeru's Shōwashi Patrick Gwillim-Thomas (Virtual) • The aesthetics of visual layering and consuming in bits in anime Gan Sheuo Hui
	ROOM 3 Hybrid — Room No. C-205	<p>Panel 11: Global Stories and Ends Moderator: Omar Yusef Baker</p> <ul style="list-style-type: none"> • Manga DZ: a transnational aspect of "Manga-mania" Safa Djebli (Virtual) • Reviving the splendor of a World Epic: The Capabilities of Manga as a Global Medium in the Modern Era Mohammad Mostafanezhad • A gentle end of humanity Paul Price
	ROOM 4 — Room No. C-206	<p>Panel 12: Spatial Explorations Moderator: Frenchy Lunning</p> <ul style="list-style-type: none"> • Consuming Queerness: Collab Cafes as Queer Spaces in Japan Callum Sarracino • Female Otaku Digital Spaces in Japan Following COVID-19 Liron Afriat • Furusato Fixations: Rurality at the Margins in Shin Megami Tensei: Persona 4 Lillian McIntyre

5月28日[日]の
プログラム。

JST	ROOM	Program
11:00-12:30		SESSION 1
	ROOM 1 - Conference Room 1	Panel 13: Digital Humanities and Anime Studies Moderator: Stevie Suan <ul style="list-style-type: none"> Japanese studies after scouring databases: aftermaths of data-driven approaches Luca Paolo Bruno The impossible quest for the complete list of all anime Pfeffer Magnus, Hideyuki Ōsubo, Zoltan Kacsuk, Martin Roth
	ROOM 2 - T's Salon	Panel 14: Transnational BL Moderator: James Welker <ul style="list-style-type: none"> Socio-demographic and recreation characteristics and frequency of consuming Thai BL contents: Initial evidence from the quantitative survey of Thai viewers Poowin Bunyavejchewin Queer(ing) Nostalgia in Thai Boys' Love Media Natthanai Prasannam The Aftermath of Soft Masculinity: The Fourth Love and BL in China Marianne Tarcov and Emma Jiarong Wang
	ROOM 3 - Gallery 6	Panel 15: Dialogues on Censorship Moderator: Andrea Horbinski <ul style="list-style-type: none"> Get Dressed and Removed Your Tattoos: Anime's Two Bodies on China's Streaming Media Muyang Zhuang Current and Potential Future Challenges for Japanese Manga in School and Public Libraries in N.America Deb Aoki Negotiating Properties and Meanings of Online Graphic Narratives in Southeast Asia Social Media: Cases from Indonesia and Malaysia Indah Pratidina & Suraya binti Md Nasir
12:30-13:30		LUNCH BREAK
13:30-14:30	Multi-Purpose Hall	KEYNOTE SPEECH: • Calling Manga "Manga": Media Specificity via Sub/Cultural Particularization Jaqueline Berndt
15:00-16:30		SESSION 2
	ROOM 1 - Conference Room 1	Panel 16: Video Game Aesthetics and Translations Moderator: Bryan Hikari Hartzheim <ul style="list-style-type: none"> Mutual influences and artistic transformations in RPG character designs: the case of Kaneko Kazuma and Soejima Shigenori in Atlus RPG franchises Oscar García Aranda Street Fighter II Arcade Adaptations across Manga and Anime Kieran Nolan To Those Left Behind: how Xenoblade Chronicle 3's game design addresses death and destruction Carmel Anne Bolano Abela
	ROOM 2 - T's Salon	Panel 17: Critical Care Moderator: Sandra Annett <ul style="list-style-type: none"> "Dear Komatsu Sakyō": Reconceptualizing Hybridity in the Aftermath of Disaster through Japan Sinks 2020 Sandra Annett Visualizing Magical Realism to Narrate Trauma and After-trauma Da Seul Lee Japanese Holocaust Manga: Reformulating Atrocity in the Aftermath of WWII Ben Whaley
	ROOM 3 - Gallery 6	Panel 18: 70s and 80s Histories Moderator: Andrea Horbinski <ul style="list-style-type: none"> Applauding the DJ: Historicizing the Postmodern in 1970s and 1980s Anime and Manga Fan Cultures Andrea Horbinski Mobile Suit Gundam's Aftermath: Creation of and Influences on Its First Sequel, Mobile Suit Zeta Gundam Shintaro Mizushima and William Ashbaugh "Before the Dark Times": Tōhō's JSWFC Magazine and Post-Object Star Wars Fandom in Japan (1983-87) Dylan McGee
17:30-19:30		SOCIAL EVENT

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5月29日[月]の
プログラム。

JST	ROOM	Program
11:00-12:30		SESSION 1
	ROOM 1 Hybrid	Panel 19: Intertextual representations Moderator: Wendy Goldberg
	Conference Room 1	<ul style="list-style-type: none"> • Being A 'Trap' In Anime Ashley Remminga • Extramusical Signs of Class and Gender, an Aesthetico-semiotic Analysis Tân Nazaré (Virtual) • Desiring Disability, Becoming Gay: The Perverse Use of Perversity Muhammad Khurram
	ROOM 2 - T's Salon	Panel 20: Economies of Anime Moderator: Stevie Suan
		<ul style="list-style-type: none"> • Anime and Affect: How Monetization Alters Fandom Zackary Kellett • Fetishizing Decentralization, Debt, and Death: Kakegurui (2017) as a Metaphor of Cryptocurrency Craze and its Aftermath Suriyaporn Eamvijit • Co-producing anime in Asia: Comparative case study on Japan's anime co-production with China, India and Saudi Arabia Ryotaro Mihara
12:30-13:30		LUNCH BREAK
13:30-15:00		SESSION 2
	ROOM 1 Hybrid	Panel 21: Decolonization and Transnational Flows Moderator: Sookyung Yoo
	Conference Room 1	<ul style="list-style-type: none"> • Redrawing SPY x Family: the limits of decolonisation Gary Pui-fung Wong (Virtual) • Tales from Earthsea: Anime and Race in the Aftermath of Transnational Consumption Zoe Crombie (Virtual) • The status of manga in northwest African countries Sookyung Yoo
	ROOM 2 Hybrid - T's Salon	Panel 22: Theorizing Aftermaths Across Media Moderator: Matteo Fabretti
		<ul style="list-style-type: none"> • Literature, Anime, and the End of the World: From Murakami Haruki to Shinkai Makoto Jonathan Dil • Literary Sampling: YOASOBI and Narratives of Sound Ann Ho • Beethoven's "Emperor" Concerto as Apocalyptic Symbol in Gilgamesh Heike Hoffer
	ROOM 3 - Gallery 6	Panel 23: Explorations of the Everyday Moderator: Ben Whaley
		<ul style="list-style-type: none"> • Precarity and Freedom on the Margins: The Everyday Life of a Day-Laborer in Kamagasaki Ran Wei • "The Cooking Man"—Representations of Household Men in Japanese Manga Ralf Windhab • Dreaming of Transmedial Kyoto Susana Tosca, Aki Nakamura
	ROOM 4 - Multi-Purpose Hall	Panel 24: Fujoshi Frontiers Moderator: Frenchy Lunning
		<ul style="list-style-type: none"> • The rise of the fujoshi market: From Fujoshiyness to Fujoshiness how the digitalization freed the weebz Valentin Paquot • Queer Modes and Eccentric Spaces of Higashimura Akiko's Kurage-hime [Princess Jellyfish] Francesca Pizarro • Beyond Fujoshi's Imagination: The entree of Johnny's Idols into the BL industry Maiko Nakamura

JST	ROOM	Program
15:00–15:15		BREAK
15:15–16:45		SESSION 3
ROOM 1 Hybrid Conference Room 1	Panel 25: Bodies and Their Relations Transformed Moderator: Alba Torrents	<ul style="list-style-type: none"> • Posthuman Feminism in Serial Experiments Lain Madison Browne • Japan's media ecology and the Anthropocene: materiality and non-human agency in anime Alba Torrents • Race and Gender In the Aftermath of the Future: TechnoOrientalism in Ghost in the Shell (1995), and Ex Machina (2014) Jerrine Tan Ee-Wen • Between tradition and modernity: Family and Kinship in Kimetsu no yaiba Kornphanat Tungkeunkunt (Virtual)
ROOM 2 T's Salon	Panel 26: Imperial Dialogues Moderator: Brett Hack	<ul style="list-style-type: none"> • Reading "Victimhood" in Anime on WW2 Joachim Alt • Euphoria in Touken Ranbu and Mishima's Love for Emperor (Renketsu): Does the Imperialism Still Remain? Kohki Watabe • Re-Animating National Identity: Reversed Outsourcing and the Aftermath of Transnationalism Rea Amit
ROOM 3 Gallery 6	Panel 27: Negotiating Identities Moderator: Omar Yusef Baker	<ul style="list-style-type: none"> • Invigorate the 'Wonderland': Rethinking Race, Gender, and Consumption of History in Contemporary Manga Culture Maumita Banerjee • The Intimacies of Afro-Japanese Desire Machines Sarah-Anne Gresham • Yaoi's Artful and Queer Enactment of Love Aidan Miles-Jamison
ROOM 4 Multi-Purpose Hall	Panel 28: Seika Graduate Students Roundtable —Language and Image in Creative Constructions for Anime and Manga Moderator: Frenchy Lunning	<ul style="list-style-type: none"> • David Yamato • Mori Sumire • Henrique Reis • Julieta Icaza