

Mangachapter Net

In Romancing the Internet: Producing and Consuming Chinese Web Romance, Jin Feng examines how shifting socio-cultural forces and gender codes in contemporary Chinese society have shaped the production and consumption of Chinese popular romance on the Internet.

The Open Access version of this book, available at www.taylorfrancis.com/books/9781135117849, has been made available under a Creative Commons Attribution-Non Commercial-No Derivative 4.0 license. Japanese “new religions” (shinsh?ky?) have used various media forms for training, communicating with members, presenting their messages, reinforcing or protecting the image of the leader, and, potentially, attracting converts. In this book the complex and dual relationship between media and new religions is investigated by looking at the tensions groups face between the need for visibility and the risks of facing attacks and criticism through media. Indeed media and new technologies have been extensively used by religious groups not only to spread their messages and to try to reach a wider audience, but also to promote themselves as a highly modern and up-to-date form of religion appropriate for a modern technological age. In 1980s and early 1990s some movements, such as Agonsh?, K?yuku no Kagaku, and Aum Shinriky? came into prominence especially via the use of media (initially publications, but also ritual broadcasts, advertising campaigns, and public media events). This created new modes of ritual engagement and new ways of interactions between leaders and members. The aim of this book is to develop and illustrate particular key issues in the wider new religions and media nexus by using specific movements as examples. In particular, the analysis of the interaction between media and new religions will focus primarily on three case studies predominantly during the first period of development of the groups.

Years have passed since Naruto and Sasuke teamed up to defeat Kaguya, the progenitor of chakra and the greatest threat the ninja world has ever faced. Times are now peaceful and the new generation of shinobi has not experienced the same hardships as its parents. Perhaps that is why Boruto would rather play video games than train. However, one passion does burn deep in this ninja boy’s heart, and that is the desire to defeat his father! -- VIZ Media

Within the last decade, anime and manga have become extremely popular in the United States. Mangatopia: Essays on Manga and Anime in the Modern World provides a sophisticated anthology of varied commentary from authors well-versed in both formats. These essays provide insights unavailable on the Internet, giving the interested general reader in-depth information well beyond the basic. “Japanese Comics 101” level, and providing those who teach and write about manga and anime valuable knowledge to further expand their expertise. The topics addressed range widely across various artists and art styles, media methodology and theory, reception of manga and anime in different cultural markets, and fan behavior. Specific subjects covered include sexually explicit manga drawn and read by women; the roots of manga in Japanese and world film; the complexity of fan activities, including “cosplay,” fan-drawn manga, and fans’ highly specific predilections: right-wing manga; and manga about Hiroshima and despair following World War II. The book closes with an examination of the international appeal of manga and anime.

Focus On: 100 Most Popular Fantasy Anime and Manga

Net.seXXX

Playing War

Precarious Japan

Reading Manga

Carson National Forest (N.F.), La Manga Timber Sale

When Kuroyukihime returns from her school trip, she finds that Nega Nebulus has had quite the harrowing adventure in her absence, having been taken very much to task by a new threat--Dusk Taker! It seems, though, that the Black Legion has emerged stronger than ever and with two new members to boot! Could it be that they are ready to tackle a new challenge and take their adventures to the next frontier...?!

Accel World, Vol. 2 (manga)Yen Press LLC

To negate the threat of Cyan Pile, the mysterious enemy attacking Kuroyukihime, Haruyuki--now the Burst Linker Silver Crow--stands up to fight as her knight. But Kuroyukihime's suspicions about the true identity of her foe are placed squarely on a certain person Haruyuki knows well! Suddenly, Haruyuki is at odds with his princess, and this strain in their relationship sends everything careening off in the absolute worst direction! The inevitable clash between Silver Crow and Cyan Pile begins!

Denji's a poor young man who'll do anything for money, even hunting down devils with his pet devil Pochita. He's a simple man with simple dreams, drowning under a mountain of debt. But his sad life gets turned upside down one day when he's betrayed by someone he trusts. Now with the power of a devil inside him, Denji's become a whole new man--Chainsaw Man! -- VIZ Media

Manga's Cultural Crossroads

Guided Internet-Based Treatments in Psychiatry

Manga and Anime Go to Hollywood

Uzumaki Boruto!

Readings on Sex, Pornography, and the Internet

In the year 2026, a young man by the name of Kazuto Kirigaya beat Sword Art Online, a VRMMORPG that had become a death trap for its players. He would go on to participate in experimental tests of an entirely new full-dive machine. Meanwhile in 2047, a boy named Haruyuki accelerates himself in order to finish his homework just before class. But in the Accelerated World, he detects a strange tremor. Checking the matching list, he notices a most un-Burst-Linker-like name: “Kirito.” It’s Kirito vs. Silver Crow as two of author Reki Kawahara’s protagonists clash across time and space--and that’s just the beginning!

Sport studies and sports history have witnessed a recent substantial increase in publications. However, the relationship between literature and sport has been little explored. Sport, Literature, Society looks at a wide variety of case studies ranging from Japan to England, from India to Australia and covers sports as diverse as cycling, football, wrestling and boxing. It concentrates on historical perspectives. The contributors are all academics of international reputation and include historians of sport and literary scholars. Literature may shape our perceptions and reactions to sport as much as sport may inform our reading. As mimetic practice, as aesthetic object, as imaginative release, sport is analogous to literature and the other arts; at the same time, it can become the subject of literary, visual or musical elaborations. Literature often conceptualises the place and role of sport in culture and society. Indeed, sport inhabits literature in ways that have not been adequately studied. Sport studies have investigated the relationships between sport and society, education, gender, nation, and class. To look again at these relationships through the prism of literature enables us to change our focus and to assess the centrality of sport in culture. This book was published as a special issue of the International Journal of the History of Sport.

This book provides a practically oriented overview of internet-based treatments in psychiatry and mental health care, which represent a relatively new research area and offer a novel clinical approach. The principal focus is on internet-based cognitive behavior therapy, as this is currently the best example of evidence-based internet interventions in the field. Applications are described in a wide range of conditions, including, for example, depression, panic disorder, anxiety disorders, obsessive-compulsive disorder, post-traumatic stress disorder, eating disorders and addictions. Research background, clinical trials and evidence for efficacy and effectiveness are discussed and helpful case descriptions, provided. Information is also included on cost-effectiveness and other relevant aspects of health economics and on new technologies and future challenges. Guided Internet-Based Treatments in Psychiatry will be of great interest for practitioners and researchers alike.

Focusing on the art and literary form of manga, this volume examines the intercultural exchanges that have shaped manga during the twentieth century and how manga’s culturalization is related to its globalization. Through contributions from leading scholars in the fields of comics and Japanese culture, it describes “manga culture” in two ways: as a fundamentally hybrid culture comprised of both subcultures

and transcultures, and as an aesthetic culture which has eluded modernist notions of art, originality, and authorship. The latter is demonstrated in a special focus on the best-selling manga franchise, NARUTO.

The Platform Economy

CHAINSAW vs. BAT

Media and New Religions in Japan

Accel World, Vol. 4 (manga)

Anime and Manga Recognized Articles

Anime and Manga

Finally, the Red Storm Princess arc reaches its dramatic climax as Haruyuki is faced with the treacherous illusions of Yellow Radi as well as the overwhelming power of the Chrome Disaster armor! Will Silver Crow, Scarlet Rain, and Cyan Pile be able to overcome this deadly onslaught of cunning and strength?

Details ways for the reader to find out what online discussion and information groups exist on the Internet, and explains how to connect with them. The book features mini-reviews of 2300 newsgroups, Frequently Asked Question (FAQ) files and a 5500-word, alphabetically-organized subject index.

In an era of irregular labor, nagging recession, nuclear contamination, and a shrinking population, Japan is facing precarious times. How the Japanese experience insecurity in their daily and social lives is the subject of Precarious Japan. Tackling between the structural conditions of socioeconomic life and the ways people are making do, or not, Anne Allison chronicles the loss of home affecting many Japanese, not only in the literal sense but also in the figurative sense of not belonging. Until the collapse of Japan's economic bubble in 1991, lifelong employment and a secure income were within reach of most Japanese men, enabling them to maintain their families in a comfortable middle-class lifestyle. Now, as fewer and fewer people are able to find full-time work, hope turns to hopelessness and security gives way to a pervasive unease. Yet some Japanese are getting by, partly by reconceiving notions of home, family, and togetherness.

Offering a deeper understanding of today's internet media and the management theory behind it Platforms are everywhere. From social media to chat, streaming, credit cards, and even bookstores, it seems like almost everything can be described as a platform. In The Platform Economy, Marc Steinberg argues that the “platformization” of capitalism has transformed everything, and it is imperative that we have a historically precise, robust understanding of this widespread concept. Taking Japan as the key site for global platformization, Steinberg delves into that nation's unique technological and managerial trajectory, in the process systematically examining every facet of the elusive word platform. Among the untold stories revealed here is that of the 1999 iPhone precursor, the i-mode: the world's first widespread mobile internet platform, which became a blueprint for Apple and Google's later dominance of the mobile market. Steinberg also charts the rise of social gaming giantsGREE and Mobage, chat tools KakaoTalk, WeChat, and LINE, and video streaming site Niconico Video, as well as the development of platform theory in Japan, as part of a wider transformation of managerial theory to account for platforms as mediators of cultural life. Analyzing platforms' immense impact on contemporary media such as video streaming, music, and gaming, The Platform Economy fills in neglected parts of the platform story. In narrating the rise and fall of Japanese platforms, and the enduring legacy of Japanese platform theory, this book sheds light on contemporary tech titans like Facebook, Google, Apple, and Netflix, and their platform-mediated transformation of contemporary life—it is essential reading for anyone wanting to understand what capitalism is today and where it is headed.

What's on the Internet

Producing and Consuming Chinese Web Romance

Accel World, Vol. 8 (manga)

Sport, Literature, Society

An Anthology of Global and Cultural Perspectives

'Japanese' Comics without Japan?

Outside Japan, the term 'manga' usually refers to comics originally published in Japan. Yet nowadays many publications labelled 'manga' are not translations of Japanese works but rather have been wholly conceived and created elsewhere. These comics, although often derided and dismissed as 'fake manga', represent an important but understudied global cultural phenomenon which, controversially, may even point to a future of 'Japanese' comics without Japan. This book takes seriously the political economy and cultural production of this so-called 'global manga' produced throughout the Americas, Europe, and Asia and explores the conditions under which it arises and flourishes; what counts as 'manga' and who gets to decide; the implications of global manga for contemporary economies of cultural and creative labour; the ways in which it is shaped by or mixes with local cultural forms and contexts; and, ultimately, what it means for manga to be 'authentically' Japanese in the first place. Presenting new empirical research on the production of global manga culture from scholars across the humanities and social sciences, as well as first person pieces and historical overviews written by global manga artists and industry insiders, Global Manga will appeal to scholars of cultural and media studies, Japanese studies, and popular and visual culture.

The media industries in the United States and Japan are similar in much the same way animals on earth share a similar DNA, but while a horse and a kangaroo maybe 95% related on a biological level, they are also very different - this is the way it is with manga/anime in Japan and Hollywood animation/movies/TV. Although sharing some key common origins, they developed mostly separately but influenced each other significantly along the way. That influence is now accelerating into new forms of hybridization that will drive much of future storytelling entertainment. Understanding these common and divergent "DNA" origins, the cross-influences and the independent trails is one of many reasons why this book is so important. Through original interviews with top creators in these fields and illuminating case studies including adaptations of Japanese mangas and animes for

Hollywood remakes, Manga and Anime go to Hollywood analyzes the specific dynamics of this confluence between Japanese manga/anime and American film,animation and television. In addition, it shows how to use this knowledge creatively to shape the future of global narrative storytelling, including through the educational system. It is a fascinating to any reader with an interest in the inter-related history of Japanese manga/anime and Hollywood since the Meiji period through WW2, what is happening on the cutting edge right now - and into the future.

Rust Jigsaw is a strange entrant to the Hermes Cord Race, but when he openly attempts to sabotage the event using the Incarnate System, how will Silver Crow and the rest of Nega Nebulous respond?!

This comprehensive handbook provides readers with a single-source reference to the theoretical fundamentals, physical mechanisms and principles of operation of all known microwave devices and various radars. The author discusses proven methods of computation and design development, process, schematic, schematic-technical and construction peculiarities of each breed of the microwave devices, as well as the most popular and original technical solutions for radars. Coverage also includes the history of creation of the most widely used radars, as well as guidelines for their potential upgrading. Offers readers a comprehensive, systematized view of all contemporary knowledge, acquired during the last 20 years, on radars and related disciplines; Provides a single-source reference on the physical mechanisms and principles of operation of the basic components of radio location devices, including theoretical aspects of designing the necessary, high-efficiency electronic devices and systems, as well as key, practical methods of computation and design; Presents complex topics using simple language, minimizing mathematics.

The World Book Encyclopedia

Chainsaw Man, Vol. 1

Handbook of Microwave and Radar Engineering

Cultural Historical Studies

ELF Users as Creative Writers

The Manga Guide to Physics

This book offers a rationale for and ways of reading popular culture for peace. It argues that we can improve peacebuilding theory and practice through examining popular culture's youth revolutionaries and their outcomes - from their digital and plastic renderings to their living embodiments in local struggles for justice. The study combines insights from post-structural, post-colonial, feminist, youth studies and peace and conflict studies theories to analyze the literary themes, political uses, and cultural impacts of two hit book series – Harry Potter and The Hunger Games – tracing how these works have been transformed into visible political practices, including social justice advocacy and government propaganda in the War on Terror. Pop culture production and consumption help maintain global hierarchies of inequality and structural violence but can also connect people across divisions through fandom participation. Including chapters on fan activism, fan fiction, Guantanamo Bay detention center, youth as a discursive construct in IR, and the merchandizing and tourism opportunities connected with The Hunger Games, the book argues that through taking youth-oriented pop culture seriously, we can better understand the local, global and transnational spaces, discourses, and the relations of power, within which meanings and practices of peace are known, negotiated, encoded and obstructed.

Megumi is an all-star athlete, but she's a failure when it comes to physics class. And she can't concentrate on her tennis matches when she's worried about the questions she missed on the big test! Luckily for her, she befriends Ryota, a patient physics geek who uses real-world examples to help her understand classical mechanics—and improve her tennis game in the process! In The Manga Guide to Physics, you'll follow alongside Megumi as she learns about the physics of everyday objects like roller skates, slingshots, braking cars, and tennis serves. In no time, you'll master tough concepts like momentum and impulse, parabolic motion, and the relationship between force, mass, and acceleration. You'll also learn how to: –Apply Newton's three laws of motion to real-life problems –Determine how objects will move after a collision –Draw vector diagrams and simplify complex problems using trigonometry –Calculate how an object's kinetic energy changes as its potential energy increases If you're mystified by the basics of physics or you just need a refresher, The Manga Guide to Physics will get you up to speed in a lively, quirky, and practical way.

The classic work on the evaluation of city form. What does the city's form actually mean to the people who live there? What can the city planner do to make the city's image more vivid and memorable to the city dweller? To answer these questions, Mr. Lynch, supported by studies of Los Angeles, Boston, and Jersey City, formulates a new criterion—imageability—and shows its potential value as a guide for the building and rebuilding of cities. The wide scope of this study leads to an original and vital method for the evaluation of city form. The architect, the planner, and certainly the city dweller will all want to read this book.

Once upon a time, one had to read Japanese in order to enjoy manga. Today manga has become a global phenomenon, attracting audiences in North America, Europe, Africa, and Australia. The style has become so popular, in fact, that in the US and UK publishers are appropriating the manga style in a variety of print material, resulting in the birth of harlequin mangas which combine popular fiction with manga aesthetics. Comic publishers such as Dark Horse and DC Comics are translating Japanese "classics", like Akira, into English. And of course it wasn't long before Shakespeare received the manga treatment. So what is manga? Manga roughly translates as "whimsical pictures" and its long history can be traced all the way back to picture books of eighteenth century Japan. Today, it comes in two basic forms: anthology magazines (such as Shukan Shonen Jumpu) that contain several serials and manga "books" (tankoben) that collect long-running serials from the anthologies and reprint them in one volume. The anthologies contain several serials, generally appear weekly and are so thick, up to 800 pages, that they are colloquially known as phone books. Sold at newspaper stands and in convenience stores, they often attract crowds of people who gather to read their favorite magazine. Containing sections addressing the manga industry on an international scale, the different genres, formats and artists, as well the fans themselves, Manga: An Anthology of Global and Cultural Perspectives is an important collection of essays by an international cast of scholars, experts, and fans, and provides a one-stop resource for all those who want to learn more about manga, as well as for anybody teaching a course on the subject.

The Image of the City

Reading the Politics of Peacebuilding from Harry Potter to The Hunger Games

Boruto: Naruto Next Generations, Vol. 1

Anime Clubs for Public Libraries

Mekeel's Weekly Stamp News

Global Manga

In order to achieve the greatest goal in human history—to touch a boob—Denji will risk everything in a fight against the dangerous Bat Devil. But will getting what he wants actually make him happy...? -- VIZ Media

Sex has shaped the Internet from the very beginning. In the process, the Internet has also brought about a plethora of new sexual possibilities, opened new markets for the entrepreneurs of pornography, challenged the boundaries of social institutions, exposed precarious moral dynamics, and created a novel arena for asking important questions about the people who may or may not be grounded in this emerging matrix of computer-mediated meaning. This book takes stock of these changes. Drawing from some of the most notable works written on the subject and original contributions from experts in the field, Net.seXXX explores the dynamics of Internet sex, entertains implications and consequences, critically examines key conclusions, and raises new questions.

This book explores English as a Lingua Franca (ELF) use in online interaction within virtual communities constituted by fans of popular culture texts who engage in creative writing inspired by such texts. Emerging from globalization processes, ELF, computer-mediated-communication, and fandom

are here conceptualized as postmodern phenomena, characterized by fluidity, hybridity, and translocal practices, which include the exploitation of plurilingual resources on the part of non-native users communicating in English. This study adopts and applies the notions of linguistic heteroglossia and super-diversity to the qualitative analysis of a fan fiction corpus constituted of online-published stories inspired by Japanese media texts, in which fan writers bring their sociocultural and linguistic repertoires to bear on their stories, interspersing narration and

dialogue with non-English language elements to fulfil social, narrative, and pragmatic functions. Most people believe that using the Internet is impossibly complicated and requires special tools. This book shows how a new generation of Windows software lets you access the full power of the Internet using easy-to-use techniques you already know from other Windows programs.

Local and Global Perceptions of Japanese Comics

New Statesman

Peace and Resistance in Youth Cultures

Accel World, Vol. 5 (manga)

Accel World, Vol. 6 (manga)

Children and the Paradoxes of Modern Militarism in Japan

An encyclopedia designed especially to meet the needs of elementary, junior high, and senior high school students.

This is the first book to analyse the different applications and uses of the Internet in Japan, the online dynamics of Japanese language use, and Net use by specific subcultures.

Anime (or "Japanese Animation") has seen a continuing rise in popularity over the past decade of North American pop culture. Drones of die-hard, dedicated fans can be found all over comic shops, conventions, and social media at large, discussing or debating the merits of their favorite Anime fandoms. Public libraries have been quick to catch on, and have long been an excellent gathering place for this community of passionate consumers – be it for movie screenings or anime and manga collection offerings. With the recent widespread adoption of English dubbed content and the explosion of Anime merchandise sales outside of Japan, Anime and Manga are more accessible to North Americans than ever before. In addition to providing a long list of programming examples and ideas, this practical guide will teach librarians how to capture the interest of this fandom community, why the library is the perfect place to do so, and how to expand this thematic programming into further learning and socialization opportunities. Special Features include: Real examples of current and successful Anime Club programs created by librarians. Anime: It's Not Just "Cartoons!" Discovering opportunities for youth engagement, STEH learning, and vital youth socialization within Japanese Animation. Clear, concise instructions for incorporating one off or series Anime events for all budget ranges and age groups. How to avoid cultural appropriation by engaging your community to make the most out of possible partnerships and resources. Anime Club party plans for a wide range of different holidays. How to obtain public performance rights for anime screenings. Where to find inclusive anime representations of diverse communities.

In Playing War, Sabine Frühstück makes a bold proposition: that for over a century throughout Japan and beyond, children and concepts of childhood have been appropriated as tools for decidedly unchildlike purposes: to validate, moralize, humanize, and naturalize war, and to sentimentalize peace. She argues that modern conceptions of war insist on and exploit a specific and static notion of the child: that the child, though the embodiment of vulnerability and innocence, nonetheless possesses an inherent will to war, and that this seemingly contradictory creature demonstrates what it means to be human. In examining the intersection of children/childhood with war/military, Frühstück identifies the insidious factors perpetuating this alliance, thus rethinking the very foundations of modern militarism. She interrogates how essentialist notions of both childhood and war have been productively intertwined; how assumptions about childhood and war have converged; and how children and childhood have worked as symbolic constructions and powerful rhetorical tools, particularly in the decades between the nation- and empire-building efforts of the late-nineteenth and early twentieth centuries up to the uneven manifestations of globalization at the beginning of the twenty-first.

Manga

Environmental Impact Statement

Chainsaw Man, Vol. 2

Mangatopia

Accel World, Vol. 2 (manga)

How Japan Transformed the Consumer Internet

A man dies alone after living a stagnant and fruitless life—but that’s not where his story ends, as a boy named William is born into a land of fantasy and magic. Raised in a city of the dead by his new family—a mummy, a skeleton, and a ghost—he can remember glimpses of his past life, enough to know his time on Earth was wasted, and he vows not to let that happen again.

Japanese Cybercultures

Dog And Chainsaw

A Practical Guide for Librarians

Minerals Yearbook

Essays on Manga and Anime in the Modern World

The Faraway Paladin (Manga) Volume 1