

## CHAPTER 1 STUDY GUIDE: FORMS AND THEMES

### VOCABULARY

Be sure that you understand these key terms from Chapter 1. Provide a brief definition or use in a sentence that reflects its context in the reading.

anime	karaoke	ramen noodles	kabuki theater
bunraku	<i>ukiyo-e</i>	Japonisme	<i>sukiyaki</i>
<i>kamishibai</i>	sumō	manga	sushi
J-pop	<i>yōkai</i>	<i>kawaii</i>	mecha

Table 1 Vocabulary

### COMPREHENSION QUESTIONS

1. What are some examples of the “long history of Japanese cultural ingenuity” (page 5) that led to the development of Japanese popular culture?
2. What are some examples of transnational interchanges made between Japan and the West as presented by the author?
3. What are some of the major forms of Japanese mass entertainment?
4. Provide specific examples of some of the literary, theatrical, and artistic developments of Tokugawa Japan.
5. Describe at least one example of how Western traditions or terms were reinvented in Japan. What event led to this push towards rebranding?
6. In what ways did pop culture offer “an escape from the challenges of everyday life” (page 10) in post-war Japan?
7. What are some examples of the hardware developed in post-war Japan? How did these technological innovations help promote Japanese “soft” power?

### KEY FIGURES

shōgun	merchant class	samurai	GIs	Tōhō Studios
<i>Gojira</i>	Tezuka Osamu	Hello Kitty	Nintendō	<i>Pokémon</i>

Table 2 Key Figures

### KEY EVENTS

Meiji Restoration of 1868	Movie release of <i>Gojira</i> in 1954	<i>Spirited Away</i> wins an Academy Award in 2001	Coining of phrase “Japan as number one” by Ezra Vogel in 1979
---------------------------	--	--	---

Table 3 Key Events

## ACTIVITY CHOICE BOARD

<p><b>FAMILY TREE</b></p> <p>Examine the effects of the 1954 release of <i>Gojira</i> by creating a “family tree” of related films also released by Japanese studios. Include a picture, title, and date for each “family” member.</p>	
<p><b>MAJOR IMPACT</b></p> <p>Investigate the ways in which the events of the nuclear age have impacted the development of some of the themes, characters, and ideas seen in Japanese pop culture. Create a comic strip panel to visualize and describe your findings.</p>	
<p><b>MONSTER, ANYTONE?</b></p> <p>Select one of the monster movies or comic book characters mentioned in Chapter 1 and create a trading card for your chosen character. Make sure to include a graphic, its name, and importance stats for your featured fictional character.</p>	<p><b>MUSEUM WORTHY</b></p> <p>Find three examples of Japanese creations from the Tokugawa period that have ended up in American museums. Write a brief description for each object, including the name, date, and medium for each object and some information on the object’s history.</p>
<p><b>MAP IT OUT</b></p> <p>Using examples from the chapter, create a visual map or timeline of the evolution of Japanese pop culture.</p>	<p><b>MATH IN MOTION</b></p> <p>Research and chart the increase in manga sales in the United States from the year 2000 to the present day.</p>
<p><b>TO BE OR NOT TO BE</b></p> <p>Considering the evidence and arguments made by the author in Chapter 1, write a persuasive essay to support the claim that Japan’s “Gross National Cool” (page 17) has (or has not) made a significant impact on cultures around the globe.</p>	
<p><b>GREAT THEMES</b></p> <p>Create a graphic to organize the four themes of Japanese pop presented by the author on pages 18-21. Make sure to use specific examples and pictures in your graphic organizer.</p>	

Table 4 Activity Choice Board

## ADDITIONAL RESOURCES

Please visit the EASC website [Japanese Popular Culture and Globalization Resource page](#) for the updated list of:

- Books & Articles
- Videos
- Museums

This guide is available online for classroom use worldwide and can be accessed at [EASC's Resource page](#).

Source: Tsutsui, William M. (2010). *Japanese Popular Culture and Globalization* (Ser. Key Issues in Asian Studies). Association for Asian Studies.