

Literature list for Media Culture in Asia, JK0700, spring 2022,

7,5 hp

Course literature, in alphabetical order:

- Barmé, Geremie (2002), *An Artistic Exile: A Life of Feng Zikai*, California UP, chapters 2 & 3 (pp. 47–97) [SUB: e-book].
- Berndt, Jaqueline (2016), “‘Comfort Women’ Comics, Multi-faceted: Revisiting the 2014 Manhwa Exhibit in Angoulême from the Perspective of Manga Studies,” *ORIENTALISKA STUDIER* 147, 143–169; open access: https://orientaliskastudier.se/wp-content/uploads/2017/02/07_Berndt_with_Appendix.compressed.pdf
- Berndt, Jaqueline (2020), “Mangaesque,” in *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. <https://jmpc-utokyo.com/keyword/mangaesque/>
- Cho, Heeyoung (2016), “The Webtoon: A New Form for Graphic Narrative,” *The Comics Journal*, <http://www.tcj.com/the-webtoon-a-new-form-for-graphic-narrative/>
- Choo, Kukhee (2014), “Hyperbolic Nationalism: South Korea’s Shadow Animation Industry,” *Mechademia* 9, 144–162 [SUB: e-article].
- Crespi, John A. (2020), *Manhua Modernity: Chinese Culture and the Pictorial Turn*, University of California Press, Introduction, and chapter 3 “Zhang Guangyu and the Pictorial Imagination of Manhua Journey to the West”; open access: <https://luminosoa.org/site/books/m/10.1525/luminos.97/>
- Du, Daisy Yan (2019), *Animated Encounters: Transnational Movements of Chinese Animation, 1940s–1970s*, University of Hawai’i Press, ch. 1, 28–67 [SUB: e-book].
- Hansen, Mark B.N. (2006), “Media Theory,” *Theory, Culture & Society* 23(2–3), 297–306 [SUB: e-article].
- Hori, Hikari (2018), *Promiscuous Media: Film and Visual Culture in Imperial Japan 1926–1945*, Ithaca: Cornell University Press, Chapter 4, esp. pp. 184–218. [SUB: e-book]
- Iwabuchi, Kōichi (2019), Trans-Asia as Method: A Collaborative and Dialogic Project in a Globalized World, in *Trans-Asia as Method: Theory and Practices*, ed. by Jeroen de Kloet, Yui Fai Chow, and Gladys Pak Lei Chong, London/NY: Rowman & Littlefield Intern., 25–42 [SUB: e-book].
- Jensen, Klaus Bruhn (2016), “Culture,” in *The International Encyclopedia of Communication Theory and Philosophy*, ed. by Klaus Bruhn Jensen et al. [SUB: e-book]
- Kim, Joon Yang (2015), “South Korea and the Sub-Empire of Anime: Kinesthetics of Subcontracted Animation Production,” *Mechademia* 9, 90–103. [SUB: e-article].
- Kim, Young-chul (2019), “Popular Culture in South Korea,” in *Encyclopedia of East Asian Design*, ed. by Haruhiko Fujita and Christine Guth, London: Bloomsbury, 444–447. [SUB: book; Athena]
- Lamarre, Thomas (2017), “Platformivity: Media Studies, Area Studies,” *Asiascape: Digital Asia* 4, 285–305 [Athena].

- Lee, I Yun (2019), “The Development of Taiwan Manhwa,” in *Encyclopedia of East Asian Design*, ed. by Haruhiko Fujita and Christine Guth, London: Bloomsbury, 538–541. [SUB: book; Athena]
- Liu, Kang (2019), “China and Popular Culture,” in *Encyclopedia of East Asian Design*, ed. by Haruhiko Fujita and Christine Guth, London: Bloomsbury, 111–114. [SUB: book; Athena]
- Maitra, Ani, and Rey Chow (2015), “What’s ‘in’? Disaggregating Asia through new media actants,” in Hjorth, Larissa, and Khoo, Olivia, eds, *Routledge Handbook of New Media in Asia*, Routledge, pp. 17–27 [SUB: e-book].
- Saito, Ayako P. (2021), “China: History, Piracy, Resistance, and Subcultural Communities,” in *Japanese Animation in Asia: Transnational Industry, Audiences, and Success*, ed. by Marco Pellitteri and Heung-wah Wong, London: Routledge, 142–162. [SUB: e-book]
- Silvio, Teri (2019), “Localizing the Japanese manga system and making folk religion mangaesque: Wei Tsung-chen’s *Ming Zhang-lu*: Finale Destiny of the Formosan Gods,” in Chang, Bi-yu, and Pei-yin Lin, eds, *Positioning Taiwan in a Global Context: Being and Becoming*, Abingdon: Routledge, pp. 181–195 [SUB: e-book].
- Suan, Stevie (2019), Repeating Anime’s Creativity across Asia, in *Trans-Asia as Method: Theory and Practices*, ed. by Jeroen de Kloet, Yui Fai Chow, and Gladys Pak Lei Chong, London/NY: Rowman & Littlefield Intern., 141–160 [SUB: e-book].
- Wagner, Keith B. (2021), “South Korea: Successes and Controversies of Recombined Japanese Animation,” in *Japanese Animation in Asia: Transnational Industry, Audiences, and Success*, ed. by Marco Pellitteri and Heung-wah Wong, London: Routledge, 121–141. [SUB: e-book]
- Yamanaka, Chie (2013), “Manhwa in Korea: (Re-)Nationalizing Comics Culture,” in Jaqueline Berndt & Bettina Kümmerling-Meibauer, eds, *Manga’s Cultural Crossroads*, Routledge, 85–99. [SUB: book; Athena]
- Yecies, Brian, and Ae-Gyung Shim (2021), *South Korea’s Webtooniverse and the Digital Comic Revolution*, Rowman and Littlefield [SUB: book]
- Xu, Jun (2019), “Chinese Comics, Animation, and Digital Game Design,” in *Encyclopedia of East Asian Design*, ed. by Haruhiko Fujita and Christine Guth, London: Bloomsbury, 106–110. [SUB: book; Athena]
- Zahlten, Alexander (2019), *Doraemon and Your Name in China: the complicated business of mediatized memory in East Asia*, *Screen* 60:2 (summer), 311–321. [SUB: e-article]
- Zemanek, Adina (2020), “National History and Generational Memory: Taiwanese Comic Books as Lieux de Mémoire,” *positions: asia critique*, 28:2 (May), 389-420 [SUB: e-resource].