

Plan

Here is the plan. After introducing different types of TV Game Shows, we shall compare them from one country to the other before analyzing them.

Introduction

France and Japan are two very different countries. Both are really **into television**; images and sound have grown to be the most paramount vectors of information.

What about TV Game Shows? How different are they from one country to the other? What do they reveal about French and Japanese people?

Part 1: Examples (Maïlis)

Part 2: Comparison

Sense of Limits

Prudishness

You can see this is **not a problem in Japan**. The **show where the man grabs all those women** to get to the end of the line is quite a good proof.

In France, such an attitude is **not likely to be seen**. If it is seen, it will always be something made to be laughed at.

Cruelty, sadism

This is **important in Japan**. In every show, the candidate is **not supposed to win**. He must be able to **entertain while losing**. And losing is what is entertaining, by the way. But there is often nothing to win. By instance, **the game where there is the slap machine**. You only can hope not to lose if you participate ... But winning is pointless in such a game.

In France, this is quite the opposite. Spectators would always **expect a candidate to win** at the end. No show should finish without a winner.

Noise, concentration

You might already have noticed how **noisy the Japanese shows are**. Ours are noisy as well, but still, they're better organized. In Japan, there will always be **several sources of sound**: candidate, anchorman's commentaries, other people's commentaries, public, guests ...

As surprising as it may seem, the French are **quite well organized**. Often, you'll find people talking one after the other, not so much of a noise in the audience (laughs excepted). Furthermore there is almost never someone else than the anchorman to comment the candidates, which he hardly does anyway.

Candidates

Anonymity

In France, we're used to see **unknown candidates in game shows**. They participate to win some kind of reward. When celebrities participate, this reward is given to a charity.

In Japan, we can hardly see casual candidates. It's all about **アイドル and タレント**, people whom job is to be famous, by acting, singing, dancing ... When they perform on a game show, the money they win, if there is a reward, is kept, not given. Maybe you may have noticed the

black man who appears in the treadmill game and the most sadistic game (slap machine). This is a good example of how TV is in every matter a job for the Japanese.

Teams

In France, there are two formats of opposition. Either it's **candidates against the game show** itself, either it's **candidates against candidates**. Lots of shows mix these up. There are often **teams** when a lot of candidates participate. When there are only solo candidates, they're **not really numerous**.

In Japan, it's almost always **candidates against the game show**. In addition to that, it is very common to see **lots of them**. It even gets **messy**. Though they do not always participate at the same time, you can hardly get attached to anyone of them. **Takeshi's Castle** is the best example.

What of similar shows?

We still have the **same characteristics**, in a less obvious way.

Sports

Takeshi's Castle is still messier than **Intervilles**. No team in Takeshi, whereas in Intervilles, there are **two teams facing each other**. Even when we're close to the Japanese, we're still quite French !

Quizzes

You can see that the Japanese candidates are **still not expected to win**, and the spectators want them to lose. The commentaries **make fun of the poor candidates**, who know why they're here anyway. In **がっこうへいとう**, candidates are even **chosen so they'll lose** !

Part 3: Analysis (Mailis)

Conclusion

Thus, France and Japan are **really different and we can resent it in their TV game shows**.

Nevertheless, the Japanese game shows begin to be **popular in France, and, more generally, in the Occident**. **Takeshi's Castle** has been broadcast by W9 and M6, while the game show "**Total Wipeout**" is highly inspired of it.

But our own games, and those of the American as well (which are quite similar by the way), can **hardly be exported to Japan**. There is a Japanese version of "Who wants to be a Millionaire", but it's an isolated case, and since Japanese don't care about casual people, our model of game show, or even our Real TV, can't get popular there.