

THE NEGATIVE ISSUE

CAL ANIMAGE ALPHA presents

konshuu

Volume XLVII, Issue XI

TOMOKO KUROKI

*WataMote: No Matter How I Look at It,
It's You Guys' Fault I'm Not Popular!*

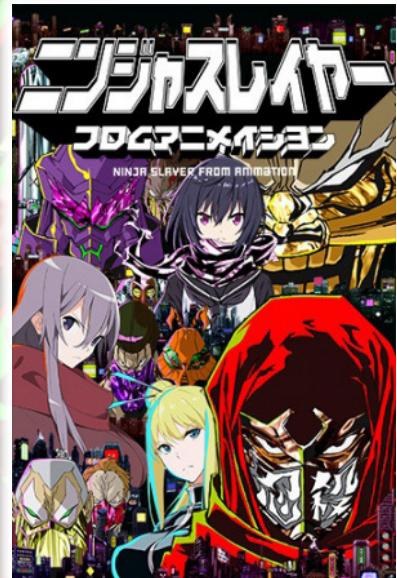
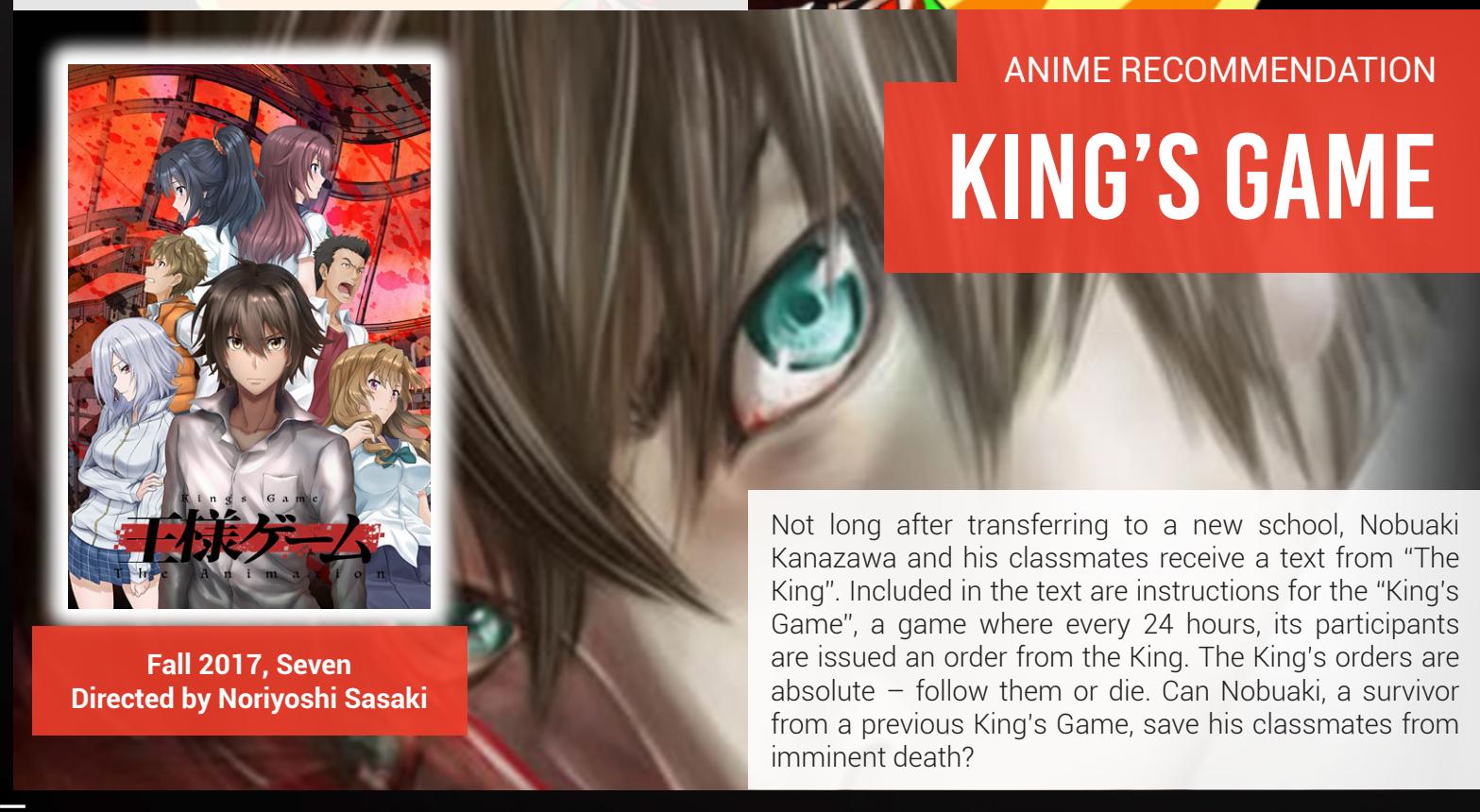
THIS WEEK'S FEATURED SERIES



ANIME RECOMMENDATION

NINJA SLAYER

In the dystopian underworld of Neo-Saitama, salaryman Fujikido Kenji and his family are attacked by ninja. After his wife and child are killed, Fujikido is brought to the brink of death, when he is possessed by an enigmatic ninja soul. Now a ninja himself, Fujikido takes on the moniker "Ninja Slayer" and sets out on a vengeful journey to kill evil ninja in Neo-Saitama.



Spring 2015, Trigger
Directed by Akira Amemiya



Fall 2017, Seven
Directed by Noriyoshi Sasaki

ANIME RECOMMENDATION

KING'S GAME

Not long after transferring to a new school, Nobuaki Kanazawa and his classmates receive a text from "The King". Included in the text are instructions for the "King's Game", a game where every 24 hours, its participants are issued an order from the King. The King's orders are absolute – follow them or die. Can Nobuaki, a survivor from a previous King's Game, save his classmates from imminent death?



You Won't Try Anime? You're a Child!

BY SHAMIN CHOWDHURY

"Anime? Sorry, I grew out of cartoons a LONG time ago."

I'm going to say it flat out: don't be this person. A bunch of people have already answered questions like "Why watch anime?" or "What is the appeal of anime?", but in this article, I'm going to directly address those individuals who are not willing to watch anime. I'd like to clarify that this is not directed towards the people who have seen anime and are disinterested on fair grounds. This is towards those people who would not try anime for stupid reasons, or think all anime is trash.

I hear many terrible insults thrown towards anime, but the most common one I hear is "Anime is for children." Sure, the content of many cartoons is meant to appeal to children. However, anime has a great deal of content that is not appropriate for children and is more appropriate for an older teen or adult audience.



Take for example *Welcome to the N.H.K.* This show deals with a NEET hikikomori college dropout who struggles with anxiety and paranoia. Over the course of the show, he tries to better his situation, and along the way, we're made aware of the traumatic experiences of his past. I don't think I need to explain why this is not for children.

To more generally address the worst two types of people in this regard: those who are not willing to try anime, and those who think all anime are trash. If you are not willing to try anime for some stupid reason like thinking it's only for children, I don't know what else to feel but sorry for you. You are missing out on some of the most rich, entertaining content out there, and frankly speaking, the real child here is you for thinking that way.



As for those who think all anime is trash, you are either mistaking your disinterest in anime for disgust, or you haven't seen enough anime. If you're into action or comedy, watch *One Punch Man*, a recent popular show about a guy who beats evildoers in one punch and ends up making fun of the whole heroes and villains concept.

If you are into drama, watch the film *A Silent Voice*, a well-directed, well written masterpiece on how a guy tries to atone and apologize to a deaf girl for having severely bullied her as a kid. I could name other great shows from other genres, but no matter what you have seen or know, I will not let you call all anime trash.



UMA MUSUME

and the Case for Guilty Pleasures

BY BOGEUN CHOI

"Why are we watching this?"

These were the words I heard while *Uma Musume: Pretty Derby* was playing during one of our game nights. Not by one person, but by pretty much everybody present. All wondering why we were watching the trashiest show of the season.

Now you may thinking, "Who's the schmuck that suggested that show if everybody hated it?" Well, you're reading his article right now.

About the show itself: *Uma Musume* is about the life of horse girls who compete in races. The show follows a certain horse girl named Special Week whose goal is to be the #1 horse girl in Japan. To do so, she transfers to Tracen Academy, a school that trains horse girls to race.

Did I mention that they're horse girls? Also they're idols too—the winner of the race gets a special concert because why not.

So you can see where the hatred for this show comes from—combining the trends of "animal girls" and "idols" into one anime. I admit that this show is somewhat pandering to the otaku out there, but you know what, it's working. At least for me, *Uma Musume* is one of my favorite shows this season for a number of reasons which I'll go into soon. This, my friends, is a classic example of what's known as a "guilty pleasure".

What exactly is a guilty pleasure, though? There's a range of definitions for the term: some of the more popular ones include a show you love that everybody hates, or a show you love that you acknowledge isn't that great. Let's explore both of these definitions as a starting point.



The former is an interesting point to consider because it relies on the opinions of other people. In other words, it depends on the group you're looking at. In regards to the real-world example at the start of this article, those people generally don't like the more cutesy, slice-of-life stuff. So it makes sense they don't like *Uma Musume*, a show that incorporates those elements. However, if I looked at, say, a forum for idol stuff, the opinions on *Uma Musume* would probably be more positive and it wouldn't be looked at as a guilty pleasure.

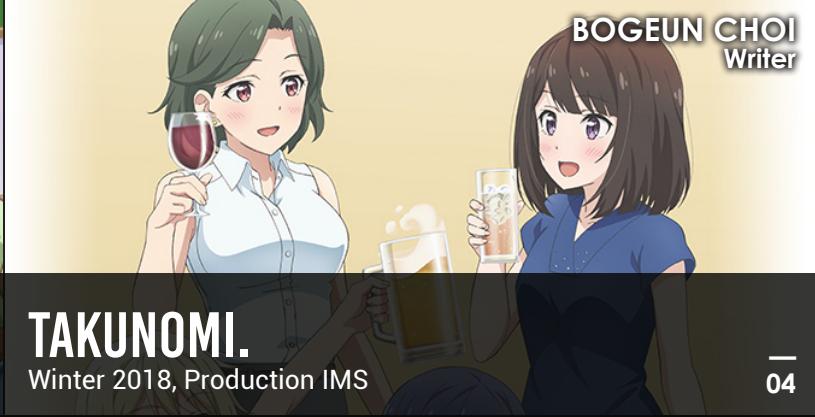
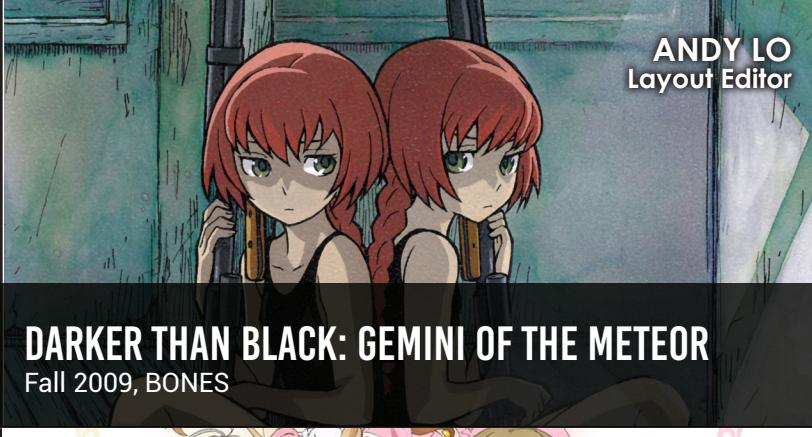
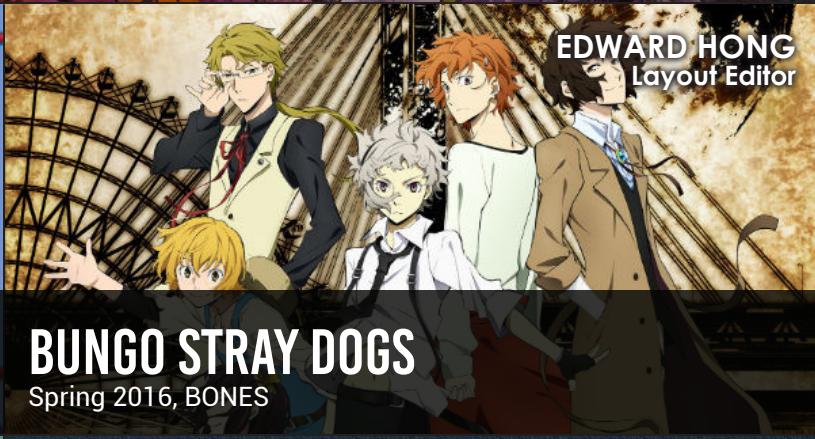
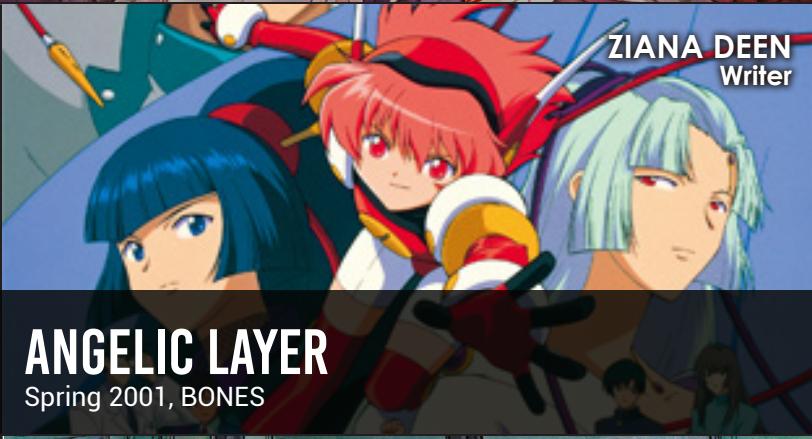
Now let's look at the latter point, that a guilty pleasure means a show you love that you acknowledge isn't that great. In an objective viewpoint (something I don't think actually exists), you know the show is bad, but something in you still likes the show anyway. For the example of *Uma Musume*, I admit the show isn't a masterpiece. It's pretty pandering to those who like moe girls and idol stuff, both of which I'm a sucker for. Not to mention the anime is one big advertisement for the mobile game which is coming out soon (I say I'm not going to get it, but let's be honest I'll be first in line for it).

But you know what, I still like it. The show is filled with colorful characters and surprising amounts of depth both in the world building and real-life references: the horses in the anime are based off real racing horses, and the actions done during the race scenes in the anime are also based off actions done in races in real life. That's honestly a lot of work put into it. Even if the show bombs later during the season, it's something that I appreciate.

So, final thoughts: Guilty pleasures are determined by the person defining them. Love what you love and don't let anybody tell you otherwise.

STAFF PICKS

GUILTY PLEASURE ANIME





INTERVIEW WITH

Intermission Orchestra

We sat down with Director **Daniel Lee** to talk about *Intermission Orchestra*, a new group on campus dedicated to anime and video game musical performances at UC Berkeley.

Intermission Orchestra was created in Fall 2017. What was your vision for the club when you decided to create it?

We wanted to spread music from subgenres like anime, video game, and film music to a wider audience in a live setting. We also want to create a music and social club that members have fun playing in while being flexible to fit their class schedules.

What has been your favorite Intermission Orchestra event so far?

It was our Mid-Spring Concert. Not only were we playing very exciting pieces, this time with a full brass section and choir, but we were performing in Hertz Hall, which has great acoustics. On top of that, we had a full house and got a standing ovation. This made all the hard work preparing for the concert worth it.

What are some musical inspirations from your individual members?

Playing music in a group setting means that we have to emote as a group. Through conveying how we'd like the music sound, we discover more musical ideas.

What is your music selection process like?

A lot of our music takes a lot of effort to arrange and transcribe, members who

want to arrange a piece would suggest it to the Music Director. It then gets evaluated in various ways: Is it fun to play? Is it musically interesting? Is the source material well-known (it doesn't have to be; we encourage introducing our audience to lesser-known music as well)? What sets it apart from other pieces we are playing?

What are your favorite OSTs for either anime or video games?

Anime: *Madoka Magica*, *Claymore*, *Haiku!!*, *Death Parade*, *Food Wars*.

Video games: *Okami*, *Warcraft*.

Anime and video game music often has many more barriers. What drives you to push past these and do anime and video game-related music? How did you find your passion for it?

Anime and video game music not being mainstream is EXACTLY the reason why we started the Intermission Orchestra. A lot of us grew up with and still watch anime or play video games, and we know that a lot of the music are what brought those series to life. A big portion of the music is orchestral, and with orchestral

music, one simply cannot play alone or with a small group; that's where the entire orchestra comes in.

We know that hearing a piece of music performed live, especially by a full orchestra, provides shock and awe that simply listening to a YouTube video does not provide. Thus we do our best to deliver this to our audience.

How do you go about introducing each piece to members who haven't watched or played the source material? Do you show them anime or gameplay clips to get them in the mood?

We have anime viewing social events where we watch some of the anime together. Other times we kind of explain the context of the piece without spoiling the story.

What types of events can students look forward to this year and beyond?

More concerts! We will also be holding fundraising on Sproul to raise money so that we can continue providing free concerts. We will also be playing music when we table on Sproul!



Intermission Orchestra's next event will be held in Berkeley. Come check them out and show your support!



**THE
INTERMISSION
ORCHESTRA**

May Concert 2018
May 2nd, Wednesday 7:30-10 pm
@First Congregational Church

Doors Open 7 pm

Free Admission



ASUC Sponsored | ADA Accessible

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Konshuu accepts guest submissions from club members! If you'd like to have content featured, please visit:
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CLUB EVENTS

Follow us on social media or visit **cal.moe** for updates!
Weekly Showings: Weds, 8pm - 9pm, Barrows 166
Game Nights: Thurs, 8pm - 10pm, Wheeler 222

**KISS-SHOT ACEROLA-ORION
HEART-UNDER-BLADE**
Kizumonogatari

Art by Rika Sato