

THE MUSIC ISSUE

CAL ANIMAGE ALPHA presents

konshuu

Volume XLVIII, Issue V



DAOKO GIRL
ME!ME!ME!

Art by Deborah Lim



THIS WEEK'S FEATURED SERIES

ANIME RECOMMENDATION

YOUR LIE IN APRIL

Kousei Arima is known as the "robotic" piano player. His mother ruthlessly trained him to play the piano methodically and emotionlessly, resulting in a traumatic loss of musical hearing. His life feels empty and colorless until Kaori Miyazono falls into his life. But Kaori holds a devastating secret: will her entrance into Kousei's life improve him or ruin him?



Fall 2014, A-1 Pictures
Directed by Kyohei Ishiguro



2007 - 2012
Written by Yuki Kodama

MANGA RECOMMENDATION

KIDS ON THE SLOPE

Kaoru Nishimi is your typical bookworm. As a star student, he steadfastly follows his family's wishes and aspirations for him. But once he moves to Kyushu and meets Sentaro Kawabuchi, Kaoru begins to learn the meaning of friendship and the thrill of playing jazz for the very first time.





PEOPLE ARE LAZY (MYSELF INCLUDED)

SHAMIN CHOWDHURY
3RD YEAR, PHYSICS AND MATH

STAFF WRITER

Just when I thought I was getting good...

If you haven't ever been in something like a marching band, it might be difficult to relate to all the stuff that goes on with the characters and how well the situations model what happens in real life. However, something I think *Hibike! Euphonium* does a good job at presenting in the first few episodes and something I think a lot of people could easily understand are the moments when people are lazy and don't end up practicing. In many high school clubs or groups, people don't get stuff done, and then oftentimes, the club just disbands. In one part of the show, we see this kind of laziness when all the sections (instrument groups) had to go practice their parts separately before coming back together in full ensemble.



French horns not practicing.

Kumiko, one of the main characters, is asked to call the French horns for full ensemble, and in the process, we see what the other sections are doing when she takes

a peek at their practice. Essentially, we find that none of them are properly practicing. In particular, I remember the French horns were playing sticks or something (some sort of game with their hands) even though French horn is one of the hardest instruments, so they of all people should have been practicing. The results of this are apparent when they come back together in ensemble, and their new director Taki-sensei tells the band that they sound terrible on what should have been an easy song. He tells them to practice for another week and that they shouldn't consider the Sunrise Festival (a festival the band traditionally goes to) if they can't even play well together as an ensemble. The section leaders then have a meeting. Some of them say this is stupid and that the director is trashing on their traditions. Others say he's totally right in doing this. The section leaders then agree to have the sections practice more, and if the director doesn't approve after a week, then they'll complain.

Having been in marching band in high school, I can confirm that this sort of thing does indeed happen. There are those who don't practice at all and those who maybe practice too much. The director complains all the time that people don't practice enough. However, unlike in the show, after the director roasts the band, we are not suddenly inspired to practice. While some people might end up practicing some more, a lot of people still end up almost never practicing. Even in my high school, most sections didn't do separate section practices. I tried to hold them weekly, but most other sections would only do them maybe once or twice throughout the whole season.

So basically, people are lazy, and the show does a good job illustrating that in the first few episodes. I mean, who would blame anyone? People have lives outside the clubs and what not that they're in. But also, while it's true that in real life a lot of people still don't end up practicing much, marching bands still hold lots of practices to meet a standard of quality, and we see this in the show as well.

BANG DREAM: GIRLS BAND PARTY: A GACHA IDOL RHYTHM MOBILE GAME

BOGEUN CHOI

STAFF WRITER

4TH YEAR, APPLIED MATH AND DATA SCIENCE

If anybody else plays this please talk to me.

When I was young, I would have called myself a gamer. Probably not a true #gamer, but more along the lines of somebody who says video games are a hobby. Growing up as a kid I didn't have very many friends. That's what happens when you grow up in a graduate student housing complex (as I did while my mom was getting her PhD). So to spend my time, I did a lot of activities by myself. That includes watching TV, going outside building sand structures in the playground, and playing video games. I had all the consoles, that is if a Nintendo DS, PlayStation 2, and Wii counted as all of the consoles (it does for me). I had a huge collection of games, most of which are still in my house to this day gathering dust.

Nowadays, though, I don't really consider myself to be a gamer. As I've started to get into other interests (AKA anime), my free time is used more for those newer interests over video games. That's not to say I abandoned video games completely: I have a Switch and am looking forward to the new Smash Bros and Animal Crossing games. But even with that I'm still hesitant to say video games are a hobby in fear of getting into a conversation with people who truly spend all their time with their consoles and/or PC. Instead of playing console/PC-based video games, I've shifted more towards mobile games.

Now I know what you're thinking: "so like Candy Crush or Clash of Clans?". Hell no. Besides, this is an article in an anime club's publication: obviously I'm gonna talk about something anime-related. And that's exactly what I'm talking about when I say mobile games. Because there's really only one genre of mobile game I play: gacha idol rhythm mobile games, which I'm abbreviating to GIRMG. That term is a lot to take in, so let's break it down starting from the right and working left.



It's lesson time boys and girls

First, "mobile game" -- simple enough, a game you play on your phone. Then rhythm: a fun word that has no vowels. Now rhythm mobile games are something I've been into long before I started watching anime, with *Deemo* and *Cytus* taking up gigabytes on my phone (worth). I also had experience with rhythm games before that, and even rhythm in general. Like any Asian growing up, I played piano and violin, so I had (still have) experience in playing instruments. Not to mention, whenever I visited my piano teacher, her daughter would have *Guitar Hero* in their basement. So when I was there for, say, a Thanksgiving dinner, I would go downstairs and play only one song. In short, rhythm's been in me for quite a long time.

Moving on, we have "idol". If you know me, you know I'm self-proclaimed "idol trash". Anything involving idols I will honestly give a fair chance no matter how trashy it looks. That generally means anime, but that also includes mobile games. Most idol games aren't necessarily rhythm games, but there are a few that are out there. These games usually share one common aspect, and it's that they are "gacha" games.

Gacha games get their name from gachapon machines, the machines that give you capsules which contain a selection of items. Gacha is similar to loot boxes: both allow a player to pay virtual currency in exchange for a chance to spin for a random character/item. In other words, it's virtual gambling. Since many of the idol rhythm games are free-to-play, the gacha aspect is

the main way companies make money through players buying virtual currency with real money. Some games make it impossible to progress without paying, basically making their free-to-play status null. Luckily for most idol rhythm mobile games, it's not necessary to "pay to play", so to speak. Though paying does give an advantage of better chances to get better cards, it's still possible to not pay a cent and have great cards because of ways to get virtual currency in-game. I would say just look at me for an example, but... let's just leave it at that.



A gacha machine, the origin of the hell that is gacha

Now that you know what a GIRMG is exactly, it's time for the exam. Please take out a pen and a paper.

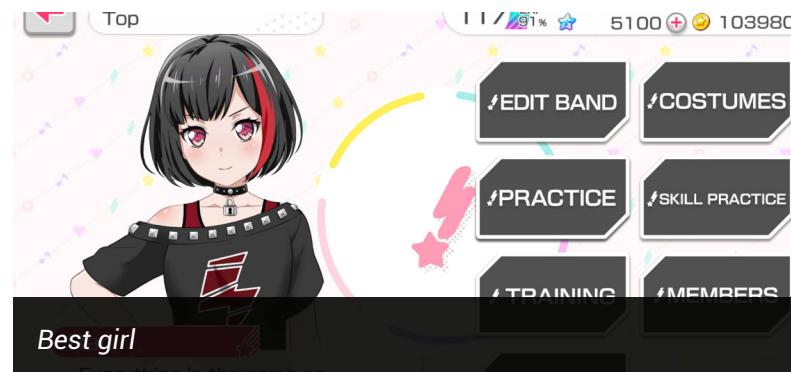
Just kidding, it's actually time for some examples, namely the one in the title of this article. *BanG Dream: Girls Band Party* is a GIRMG based around the *BanG Dream (Bandori)* franchise which similarly to the more popular *Love Live*, contains media such as music, live concerts, anime, manga, games, and so on. *Bandori* is a bit different from *Love Live* in that instead of full on idols, it's rock bands. There are 5 bands each with their own styles. There's Poppin' Party (the standard girls rock band), Afterglow (my favorite, the more punk rock band), Roselia (the edgier rock band), Pastel*Palettes (the idol rock band -- yes I'm not kidding), and Hello, Happy World (the... marching band rock band? I have no idea to be honest).

Now the mobile game *Girls Band Party* (GBP) is personally how I got into *Bandori*. I've talked before in Konshuu about how I got into *Love Live*, and it's honestly a similar story with *Bandori* -- by starting with the rhythm game. I was procrastinating (what else is new) and downloaded *Bandori* along with the *iDOLM@STER* rhythm game. At the time the English (EN) version of GBP wasn't out, so I downloaded the Japanese (JP) version. A month later, the EN version of GBP comes out and we come to today, where I'm playing both the JP and EN versions.

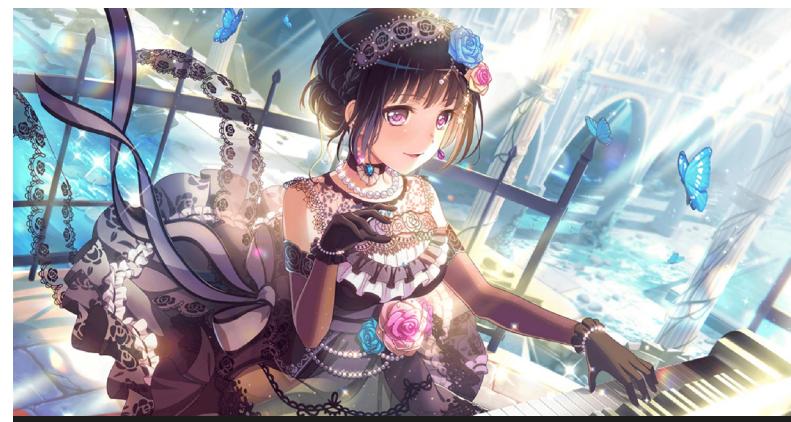
One of the biggest reasons I stuck with *Bandori* over the other games was the cover songs. Unlike *Love Live*, *Bandori* has covers of some pretty famous anime songs. Examples include *Guren no Yumiya* (*Attack on Titan*

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OP), *Hikaru Nara* (*Your Lie in April* OP), *Senbonzakura* (Vocaloid song), and so on. When I started, I didn't care at all about the original songs and only played cover songs. As I started to get into the game, that's when I started playing the original songs and realized they were as good as (if not better) than the cover songs. Now they're a part of my rotation of songs I listen to. In short, they got me.

Well, what actually got me was everything else involving the game besides the songs. The most noticeable thing is the graphics. GBP uses Live2D, which basically means 3D-animated models similar to what you see with virtual YouTubers. That means when you see the characters, they're 3D and moving, which honestly looks pretty dang good.



The card art is also very good -- one might say good enough to put some dinero into. Not me, though. Obviously.



Yes I have this card. Yes it's beautiful.

Another great aspect of GBP are the stories, both main and event. The main band stories each cover one band and their origins (except Poppin' Party, whose story was covered in the anime). It's nice to read about how they started and get a sense of the characters from that. The event stories also develop characters pretty well: there were cases where I changed my opinion of a character after reading an event story.

So yeah, play *BanG Dream: Girls Band Party* if you haven't: it's a fun gacha idol rhythm mobile game in all aspects.



THE REMEDYING POWER OF ANIME MUSIC



ZIANA DEEN
3RD YEAR, ARCHITECTURE

STAFF WRTIER

There aren't any shortcuts to any place worth going.

At the end of *Gundam Seed Destiny* episode one, as Athrun and Kira set eyes upon each other, *Anna Ni Issho Datta No Ni* made my heart bleed. For a good month after I finished the second season of *Code Geass, Continued Story* could set off the waterworks in me. And every single time I ice skate, I'm pretty much always singing *History Maker*.

Everyone can think of that anime song that transports them to a different time. It may be that song that takes you back to your cringey emo days in high school where you listened to *Guren no Yumiya* on repeat. Or it might remind you of an ex who would was obsessed with Ghibli soundtracks, so now even the sight of *My Neighbor Totoro* makes you super melodramatic. Whatever it is, anime songs play a role in our lives that no other genre of songs can play.

Anime music is precious to me because of how cathartic it is. During my last year of high school, I threw myself into college apps and standardized tests, all the while watching my social and academic life dramatically plummet. And in the background of what I call the worst year of my life, there was anime music.

Some might take this to mean I don't listen to anime music anymore, especially if it was the soundtrack to the worst year of my life. But in fact, it's actually

the opposite. I credit anime songs for getting me through literally everything now in college. Be it essays, paper models, or translating homework, nothing can get me working faster than a good old anime song. For me, anime songs are what I listened to when I needed to focus and get a move on the things I really don't want to do.



I don't know what makes anime music so comforting. Maybe it's because I don't actually understand what's being said. Maybe it's the fact it reminds us of better, different times. Whatever the reason, I think it's an important genre of music in our lives.

Dear Konshuu-sensei

Got a question about school? Need some advice?

Don't worry, Konshuu-sensei is here for you! This advice column features answers to questions that our readers posted last week.

Anonymous: What's a popular iOS game now?

Konshuu Sensei: So you haven't played Fortnite yet? And you call yourself an anime fan? I have ten year olds telling me they play the game. It's a strategic battle royale where you can trash others. Which means it's fun. Play it.

ALMM: What American movie do you think should be made into an anime and why?

Konshuu Sensei: My friend says Pulp Fiction, but that's because he perpetually lives in the 80's. I, clearly a supreme being, and a bit of a romantic, would choose The Princess Bride. It's a classical movie, with elements of action, wit, and love. In fact, I'd say it fulfills more anime genres than American.

Anonymous: What's your favorite quote?

Konshuu Sensei: "Give your friends your money and your blood, but don't justify yourself. Your enemies won't believe it and your friends won't need it!" It embodies how I feel about friendship. You don't need to explain yourself among true friends! They already understand you (as anime as that sounds).

Ask a question at tinyurl.com/konshuusensei and it might be answered by Konshuu-sensei in the next issue!

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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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Art by David Chang

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