

# konshuu

presented by: Cal Animage Alpha



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# THIS WEEK'S FEATURED SERIES

## ► ANIME SHOWING ROKKA NO YUUSHA

The Demon Lord has awoken! Only the might of six united Heroes can hope to best him. Adlet Mayer, who claims to be the strongest man in the world, is chosen by the Goddess of Fate to represent one of the "Heroes of the Six Flowers." However, things take a turn for the worse when he finds that not six, but seven Heroes have arrived to vanquish the Demon Lord. The Heroes must uncover the imposter among them in order to save the world. Can Adlet find the fake Hero and prove his innocence, or will his efforts end in tragedy?



Studio: Passione  
Original Creator: Ishio Yamagata

## MANGA SOCIAL ◀ MOTHER KEEPER

The world is divided into two groups: those within EDEN, and those outside of it. In EDEN, humans live in prosperity and total bliss. The outside, however, is another story. Dreary and impoverished, the lands outside of EDEN were made worse for the sake of EDEN's prosperity. Because of this, many groups were formed for the purpose of resisting EDEN. In an attempt to overthrow EDEN and put an end to poverty, Ricalna Forde joins COSMOS, a resistance group that plans to infiltrate and destroy EDEN from the inside out. Against all odds, COSMOS wishes to abolish the dystopian lifestyle that EDEN imposes on them.



Story and Art by: Sorano Kairi





*Thou art I...*

*and*

*I am thou...*

GUEST SUBMISSION:

**ANDRES GONZALEZ**

Freshman, Computer Science





The shoujo genre can be summed up fairly easily. A shoujo series usually revolves around an introverted girl who isolates herself and the handsome, popular boy who brings her out of her shell. Pretty early on in the series, they'll fall in love, and the rest of the show will focus on their relationship and some major challenges they face as it develops. Predictability aside, shoujo is still one of my favorite genres. This being said, while I could go on about why I like the genre so much, I would rather talk about one specific anime that I particularly like: Say "I Love You," or Suki-tte li Na Yo.

Say "I Love You" is about Mei Tachibana, a girl who gave up on making friends early on in life, after she was harassed and bullied by those she considered to be her friends. In high school, she meets Yamato Kurosawa, the most handsome and popular boy in the school. They meet in an unconventional way, and through Kurosawa's persistence, end up together. However, the show doesn't only focus on romance and your typical shoujo storyline; it also has various other overarching themes that make the story realistic and interesting to watch.

The main characters of the anime are unique, and despite how short the series is, most of them still receive sufficient character development. Each has a different story to tell, mainly about neglect, bullying, and trying to find acceptance. The focus on these themes makes the show stand out; because it addresses them instead of making them a small part of the plot used only for development, they become significant and strengthen the many friendships that develop in the series. Also, it's refreshing to see a show use such serious topics and not normalize them or undermine them; as a viewer, you come to understand the difficulty each character faces as you see each of their struggles in detail.



The art and animation also fit the show perfectly. I find that they give the show a special feel, one that is warm and gentle, but still cute and shoujo-esque. As for the overall story, it is straightforward and a little fast-paced, which makes it an easy and light show to watch. It might not be action-packed or suspenseful, but it still manages to capture your attention and draw you into its story. Overall, even if the show hits some pretty serious topics, I find it to be a praiseworthy, lighthearted anime that's very much worth watching.



More often than not, one can find pearls of wisdom in anime and manga (in spite of the more noteworthy quotes that aren't really pertinent to anything). One such pearl can be found in the manga series *Denki-gai no Honya-san*, which happens when the characters go shopping for manga. When one of the characters asks if one can judge the quality of a manga by its cover, she receives this answer: "No, I can't. But if I end up passing over a great comic, it would be such a waste, right?" Unfortunately, the rest of this article is not about said manga series. However, we will be discussing the idea that arises from it: that all manga/anime series deserve to be started and finished, particularly in regard to seasonal anime.

As I am writing this, the current season, Summer 2015, is all but done, and it is clear that there were winners and losers (though mostly losers, as there was actually no decisive "One Anime to Rule Them All"). Notably, PA's *Charlotte* had the most popularity and subsequently the most disappointment, while series like *A-1's Gate: Jieitai Kanochi nite, Kaku Tatakaeri* and *Gakkou Gurashi* stayed particularly strong from the beginning to the end. And then there was the metaphorical game of Twister known as *Classroom Crisis*, which was surprisingly divisive, and is thus the primary subject of this article, although the other aforementioned series and some extras will be mentioned as well. Naturally, there will be some number of spoilers, so be mindful as you read.

*Classroom Crisis's* title is both accurate and misleading; this anime original by newbie studio Lay-duce takes

place in a future where space travel is commonplace and mankind has colonized a great majority of the habitable solar system. If you put aside that fact and imagine that the story does not take place on Mars/New Japan, the setting appears relatively normal, normal being that high schools and school uniforms exist. And then we make everything weird again by throwing in the fact that the whole district of the story is owned by the Kirishina Corporation, a massive business conglomerate that had its origins in the rocket industry before moving on to all sorts of markets. Naturally, because the school is owned by the Kirishina Corporation, all of the students there are technically employees of the organization. Fortunately, this is not nearly as complicated as it sounds, as you may learn should you choose to watch it.



The story revolves around an elite group of students in ATEC (short for the Advanced Technological Development Department, Educational Development Class), and how they deal with the various repercussions that trickle down



as a result of executive decision making at the higher levels of the Kirishina Corporation. The most prevalent issue that they have to deal with is their imminent shutdown, which is the result of the extravagant funding that they had received historically being channeled to different sectors of the company; what makes this even more confounding is that the person responsible for this is a transfer student who just literally became their boss in the Kirishina Corporation. As complicated as it sounds, watching the series gives off more of a classroom drama vibe with some amount of bureaucratic involvement, which ultimately was not what most watchers wanted; most dropped the series by the third episode due to the 3-episode rule.

The 3-episode rule has many variants, but in its most basic form, it is a method that many anime watchers use to determine whether or not they will drop a series: watching the first 3 episodes and making a judgment based off of that. Completionists aside, most people have many shows to watch and little time to watch all of them meaningfully, so naturally, they will have to drop some series. As logically sound and effective as this is, however, we must recall the starting statement of this article—that to judge without reading through may cause you to miss out. I, like many others, believe that the quality of a show is most evident at its end; this is so because it not only shows the ultimate result of what the show was building up, it is also the last thing that we usually remember about it. Regardless of how excellent a show was doing, a bad end will often hurt more than a bad show through and through, due to the fact that our expectations of what could have been are thrown out the window and replaced with a rather displeasing taste that we cannot even dispel; after all, the show is over, and there is no more content that can amend the resulting mess.

In the case of *Classroom Crisis*, in spite of all of the slice-of-life-esque moments it goes through, it definitely picks up in the drama department in the latter half without completely discarding its earlier lax attitude. Revelations are made episode after episode that actually remind us that there is in fact a story; they flesh it out, and all of a sudden, these characters that were somewhat boring become individuals that the audience can actually sympathize with (to an extent). However, this does not excuse the writing's poor pacing, which can be seen in how the series ends. *Classroom Crisis* has an ending that resolves two of the most immediate

crises taking place (the closure of ATEC and the second rescue), but fails to address the looming root cause of both (the introduction of Kirishina Corporation into arms manufacturing); additionally, an icky love triangle emerges at the last second, and although some watchers anticipated it, because of its timing, we never get any real resolution. Ultimately, the writers included enough content such that the series has an acceptable ending, but is open enough for there to be a second season.



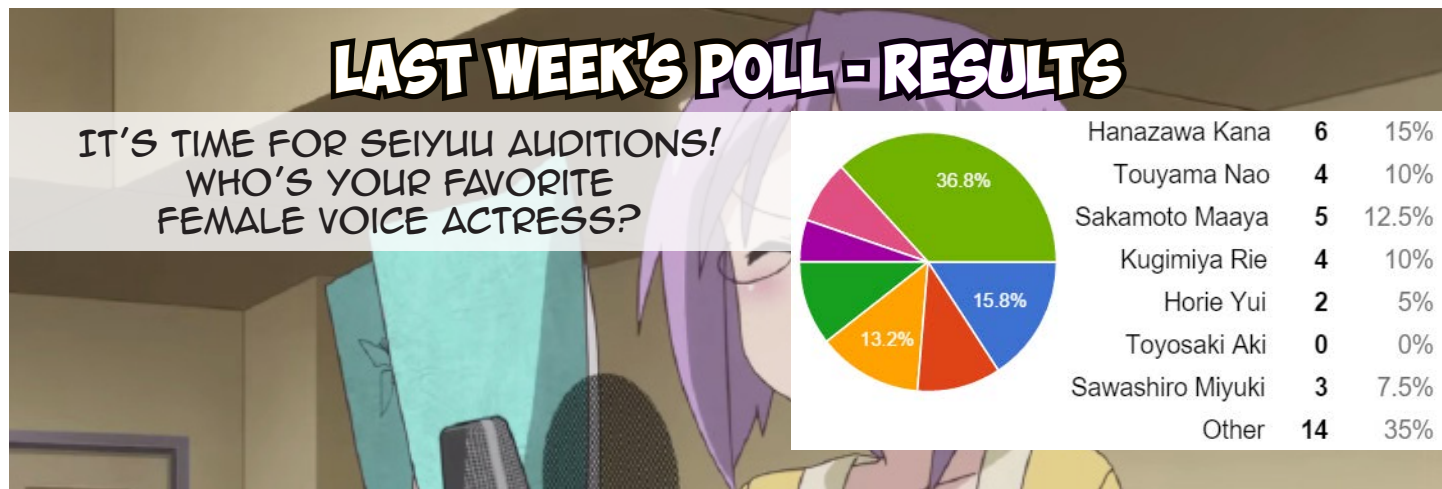
As frustrating as many moments are in the series, I myself prefer having watched *Classroom Crisis* to having missed it. People had few expectations of a vague anime that came from a new production studio, so it was only natural that many would pass it up without a second thought. From a non-critical perspective, it was a very cute show to watch with a fair amount of drama and romance to keep the story interesting. The characters definitely develop over the course of the story from somewhat lazy and unlikeable to “the crew” that can deal with the challenges they are confronted with. The story started out slow, but it was able to make up for the slack by the end, albeit not perfectly.

On the other hand, I feel slightly bad for the all of us who had to put up with Charlotte's messy pacing; as one user on MyAnimeList put it, “Charlotte is *Angel Beats 2.0*, doing everything that it got wrong while keeping nothing it did right.” Charlotte was highly anticipated, as Key/VA is a titan in the storytelling and feels department, but the series failed to deliver on its many promises, one of them being that the characters would be more fleshed out. I can confidently say that by the end of the series, the audience knows little to nothing more than what they initially learned about the main characters, aside from the protagonist himself. Additionally, the change in pace is too sudden, and the story becomes far too rushed to the point that at the end of the series, I was more happy to have finished the series than to have watched it.



impact. If people dropped Madoka because they found the first two episodes boring, they would be missing out on a series that has been acclaimed by a great majority without realizing that the story does not follow the pace set in the very beginning. Conversely, a watcher who heaps praise on Da Capo 2 S.S. (if such a person exists) before completing the series will find themselves highly disappointed when they realize that the main character is resurrected by a poorly written deus ex machina.

What am I trying to get at here? Ultimately, my message is that what anybody writes about a series before it is completed is usually unreliable, especially if it is not something that they have continued to watch. The ending is what is most impactful in the telling of a story, and its quality is determined by how well it is prepared, so because you yourself are the most reliable judge, watch your anime, finish your anime, and only then share with everyone else.





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## PUBLICATION STAFF

**Managing Editor:** Tina Nguyen

**Layout Editors:** Edward Hong, Nimsi Garcia

**Writers:** Aaron Chon, Andrew Oeung,  
Andy Chen, Austin Tai, Josh Roque

**Illustrator:** Rika Sato

## REGULAR WEEKLY EVENTS

### Anime Showings and Socials

243/247 Dwinelle

Mondays, 7:00 - 10:00pm

### Manga Socials

Wheeler Steps (facing Sather Gate)

Thursdays, 5:30 - 6:30pm

### Game Nights

85/87 Evans

Thursdays, 7:30 - 10:00pm

## WEEKLY SHOWINGS

Gangsta.

Gakkou Gurashi!

NEXT WEEK'S SHOWING: CONCRETE REVOLUTION

