**Sociology 25 Final Paper proposal**

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For my paper, I propose to do a research into the influences that Japanese Animation, also known as Anime, has on both American pop culture production, and within fan culture within different countries. The reason that I want to study both areas, the influences that Anime has on American pop culture production, and fan production, is because they’re both in a way poaching ideas from Anime into their production of new material. Poaching, which is the act of taking something pleasurable or appealing from a form of entertainment, and making it your own, is related to Anime in the sense that fans in both the larger corporate sense of cartoon production, and in fan made production take something that they are interested in from Anime, and incorporate it into their own culture.

Animated movies, Art books, Cartoons, Comic books (Manga), Light Novels, Music, and Video games are all different forms of media in which a fan of Anime could immerse themselves in to enjoy the culture of the medium. Each one has their own subtle differences, and could all influence people in different ways. These influences could help shape the growth of someone who enjoys anime, and have different effects on their life. In “Growing as a Person” by Eriko Yamato, a study is done in Malaysia, on how Anime has on adolescences in that country, and how their influence from Anime has pushed them to pursue their own production of culture and cultural artifacts. This would go together with how I want to talk about how Anime has an influence on people of other culture, and how they react to it. Fan production for Anime ranges from Fanart, Fan Fiction, and Cosplay (Cosplay is the act of dressing up as a favorite character from an Anime series, coined at a Worldcon 1984). Each form of fan production draws from the source material, to create new meanings and cultural impact on their own culture. From one of the interviews I have found, Anime is a form of entertainment which has also spawned an online culture, with memes and online fanart. It has become a cultural site of entertainment to create new images of cultural artifacts that the fans could enjoy and draw from for more cultural impact.

Another influence from Anime is American Cartoons and Animation production. In the Article, “Consuming Anime”, it focuses on how Anime has a potential to generate cultural influences, and on influencing the fans understanding of the Japanese culture. The importance that Anime having a potential to generate cultural influence has is on how it has the potential in the recent years of influencing the production of American Animation in the recent years. There are constant homages to Anime in American Animation, ranging from mock openings of Anime in “The Regular Show”, clear references to Anime in American Video games, to large productions in America for Anime movies such as ghost in the shell. Anime has become a huge cornerstone of inspiration, and a point of reference for American culture, and in a way, a site for large scale poaching in the recent years.

In conclusion. I would like to study on how Anime has influenced the creation of culture and media within America and other countries, and on the cultural poaching that fans use to create new cultural artifacts.

References

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Interviews

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