

Glossary of anime and manga

The following is a **glossary of terms** that are specific to **anime and manga**. Anime includes animated series, films and videos, while manga includes graphic novels, drawings and related artwork.

Note: Japanese words that are used in general (e.g. oniisan, kawaii and senpai) are not included on this list, unless a description with a reference for notability can be provided that shows how they relate.

Contents

[Character traits](#)

[Demographics](#)

[Fandom](#)

[Genres](#)

[Other terms](#)

[See also](#)

[References](#)

[Further reading](#)

[External links](#)

Character traits

- ***ahoge*** (アホゲ, "idiot hair"): Refers to any noticeable strand of hair which sticks in a different direction from the rest of an anime/manga character's hair.^{[1][2][3][4]}
- ***bishōjo*** (美少女, "pretty girl"): Beautiful young woman.^{[5][6][7][8]}
- ***bishōnen*** (美少年, "beautiful boy", sometimes abbreviated *bishie*): Japanese aesthetic concept of the ideally beautiful young man: androgynous, effeminate or gender-ambiguous.^[9] In Japan, it refers to youth with such characteristics, while in Europe and the Americas, it has become a generic term for attractively androgynous males of all ages.
- ***chūnibyō*** (中二病, lit. "middle two disease"): typically used to describe early teens who have delusions of grandeur and have convinced themselves they have hidden knowledge or secret powers.
- ***dandere*** (ダンデレ): A stock love interest who is quiet and asocial. They are afraid to talk, fearing that what they say will get them in trouble. Their name is a portmanteau of *danmari* (黙り), meaning silence, and *dere*dere (でれでれ).^[10]
- ***dojikko*** (ドジっ子): A cute girl who tends to be clumsy. They may make mistakes that hurt themselves or others.^{[11][12]} *Dojikko* character traits are often used for stock characters in anime and manga series.^[13]

- ***goudere*** (豪デレ): A character who relentlessly pursues their own vision of their love interest's desires, which they typically misunderstand in some comically over-the-top fashion.^[14]
- ***kemonomimi*** (獣耳, けものミミ, ケモノミミ): Characters with animal features such as ears and a tail, but a human body. One of the most common types is the catgirl.^[15]
- ***kuudere*** (クーデレ, also *kūdere*): A stock love interest who is calm and collected on the outside, and never panics. They show little emotion, and in extreme cases are completely emotionless, but may be hiding their true emotions. They tend to be leaders who are always in charge of a situation. Their name is a portmanteau of the Japanese pronunciation of cool (クール), and *deredere* (でれでれ).^[10]
- ***otokonoko*** (男の娘, "male daughter" or "male girl"): a man who adopts a culturally feminine gender expression, usually through cross-dressing or crossplay.^[16]
- ***tsundere*** (ツンデレ): A stock love interest who is usually stern, cold or hostile to the person they like, while occasionally letting slip the warm and loving feelings hidden inside due to being shy, nervous, insecure or simply unable to help acting badly in front of the person they like. It is a portmanteau of the Japanese terms *tsuntsun* (ツンツン), meaning to be stern or hostile, and *deredere* (でれでれ), meaning to be "loveable".^[17]
- ***yandere*** (ヤンデレ): A term for a person who is initially loving and caring to someone they like a lot until their romantic love, admiration and devotion becomes feisty and mentally destructive in nature through either overprotectiveness, violence, brutality or all three combined. The term is a portmanteau of the words *yanderu* (病んでる), meaning (mentally or emotionally) ill, and *deredere* (でれでれ, "loveable"), meaning to show genuinely strong romantic affection. *Yandere* characters are mentally unstable, incredibly deranged and use extreme violence or brutality as an outlet for their emotions. *Yandere* are usually, but not always, female characters.^[17]

Demographics

- ***josei*** (女性, "woman"): Anime and manga intended for the adult female demographic.^[18]
- ***kodomo*** (子供) or *kodomomuke* (子供向け): Anime and manga for children.^[18]
- ***seinen*** (青年): Anime and manga intended for the adult male demographic.^{[18][19]}
- ***shōjo*** (少女, "young woman"): Anime and manga intended for the adolescent female demographic.^{[18][19]}
- ***shōnen*** (少年, "young man"): Anime and manga intended for the adolescent male demographic.^{[18][19]}

Fandom

- ***anipro*** (アニパロ): A slang term for the parodic use of anime characters by fans, a portmanteau of "anime" and "parody".^[20]
- ***Comiket*** (コミケット, *Komiketto*, "comics market"): One of the largest trade fairs for *dōjinshi* comics, held twice a year in Ariake, Tokyo.^[21]
- ***dōjinshi*** (同人誌): A fan-made or amateurly produced work such as a parody, fan fiction or manga.

- **fandub**: Short for fan-made dub, describing a film or video in which fans have voiced over the dialogue.^[22]
- **fansub**: Short for fan-made subtitles, describing a film or video in which fans have translated and subtitled the dialogue into another language.^[18]
- **fudanshi** (腐男子, "rotten boy"): A male fan of yaoi.^[23]
- **fujoshi** (腐女子, "rotten girl"): A female fan of yaoi.^[24]
- **nijikon** (二次コン, "2D complex"): Appeared in the early 1980s and describes the perception that two-dimensional anime, manga, and light novel characters are more attractive visually, physically or emotionally than people from the real world, or that a person is solely sexually aroused by 2D characters.^{[25][26]}
- **Odagiri effect**: A television phenomenon in which a program attracts a larger than expected number of women viewers because the program stars attractive male actors or characters.^{[27][28]}
- **otaku** (おたく, オタク, ヲタク): The literal translation of the word is another person's house or family (お宅, *otaku*). In Japanese slang, *otaku* is mostly equivalent to "geek" or "nerd", but in a more derogatory manner than used in the West.^[29] In 1989, the word "otaku" was shunned in relation to anime and manga after Tsutomu Miyazaki (dubbed "The Otaku Murderer") brutally killed underage girls.^[30] Since then, the word has become less negative in Japan with more people identifying themselves as some type of an *otaku*.^[31]
- **waifu / husbando**: A fictional character from non-live-action visual media (typically an anime, manga or video game) to whom one is attracted or whom one considers their significant other.^[32]
- **weeaboo** (also **weeb**): A derogatory slang term for an obnoxious fan of Japanese culture, originally a replacement word for "wapanese" (a contraction of "wannabe" Japanese or "white" Japanese)^{[33][34][35][36]}

Genres

- **bakunyū** (爆乳, "enormous breasts"):^[37] A genre of pornographic media focusing on the depiction of women with large breasts.^[38] With regards to bra size, *bakunyū* are said to be above a G75 bra size but below an M70.^[39]
- **bara** (薔薇, "rose"): A masculine gay men's culture and, in manga circles, a genre of manga about beefcakey gay men usually by gay men. Compare with the female-created Boys' Love. Also known as gay manga (ゲイ コミ, *geikomi*, "gay comics")
- **boys' love** (ボーイズラブ, *bōizu rabu*): Abbreviated "BL", male homosexual content aimed at women, currently in general use in Japan to cover yaoi and shōnen-ai.^[40]
- **harem**: A subgenre of anime and manga characterized by an ordinary guy surrounded by a group of women with some being potential love interests. An ordinary girl surrounded by guys is a **reverse harem**.^[41]
- **isekai** (異世界, "different world"): A subgenre of manga and anime in which characters are transported or reincarnated into an alternate world, often with a high fantasy setting.^{[42][43]}
- **lolicon** (ロリコン, *rorikon*): Portmanteau for "lolita complex". A genre of manga and anime in which childlike female characters are depicted in an erotic manner.^[18]
- **mecha**: anime and manga that feature robots (mecha) in battle. Series that feature mecha are divided into two subgenres: "super robots", where the mecha have unrealistic powers and the

focus is more on the fighting and robots themselves, and "real robots", where the mecha have more realistic powers and there is more drama and focus on the mecha's pilots.

- **shōjo-ai** (少女愛, "girls love"): Manga or anime that focus on romances between women.^[44]
- **shōnen-ai** (少年愛, "boys love"): A term denoting male homosexual content in women's media, although this usage is obsolete in Japan. English-speakers frequently use it for material without explicit sex, in anime, manga and related fan fiction. In Japan, it denotes ephebophilia.
- **shotacon** (ショタコン, *shotakon*): A genre of manga and anime wherein childlike male characters are depicted in an erotic manner.
- **yaoi** (やおい): Anime or manga with a focus on homosexual male relationships. Also known as Boys Love. Japanese acronym for "*yama nashi, ochi nashi, imi nashi*" (no climax, no point, no meaning).^[45] Male-on-male sexual content; usually created by women for women.^[18]
- **yuri** (百合): Anime or manga with a focus on lesbian relationships. In Japan, the term denotes a broad spectrum of attraction between women. It is also used for sexually explicit content outside Japan,^[18] and is more explicit than *shojo-ai*.^[44]

Other terms

- **anime music video (AMV)**: Video clips from at least one anime series arranged to fit a musical piece playing in the background.^[18]
- **CV**: Character Voice, see Seiyu.^[46]
- **dub**: When the voices in an anime are translated into another language.
- **eyecatch** (アイキャッチ, *aikyatchi*): A scene or illustration used to begin and end a commercial break in a Japanese TV program, similar to commercial bumpers in the United States.
- **eroge** (エロゲー, *erogē*): An eroge, a portmanteau of erotic game (エロチックゲーム, *erochikku gēmu*), is a Japanese video or computer game that features erotic content, usually in the form of anime-style artwork. *Eroge* originated from *galge* that added adult content rated 18+.
- **fan service** (ファンサービス, *fan sābisu*): Elements specifically included to sexually amuse (such as scantily-clad or naked males or females, or *ecchi* content) or titillate the audience, which may or may not be necessary to plot development.^[47]
- **galge** (ギャルゲー, *gyarugē*): This is a type of Japanese video game centered around interactions with attractive anime-style girls. These games are a subgenre of dating sims targeted towards a male audience.
- **gekiga** (劇画, "dramatic pictures"): A term adopted by more serious Japanese cartoonists, who did not want their work to be associated with manga.^[48] It is akin to English speakers who prefer the term "graphic novel", as opposed to "comic book".^[49]
- **gensakusha** (原作者, "original author"): A term used by derivative works to credit the original creator of a series.^[50] It is also used to refer to the writer of a manga, as opposed to its illustrator.
- **guro**: A type of anime, manga or game which includes violence, torture and sometimes death of the character. The purpose of the violence is to increase pleasure of the audience, reader or player who likes that kind of genre. Sometimes it's also synonymous with the *hentai* phrase, ero guro.
- **hentai** (変態, "pervert"): A term used outside of Japan to describe erotic or pornographic manga and anime. In Japan, terms such as "ero manga" and "ero anime" are used to describe the genre.^[51]

- **juné** (ジュネ): A manga or text story with male homosexual themes written for women in an aesthetic (耽美, *tanbi*) style, named so because of the Juné magazine.
- **kabedon** (壁ドン): When a person slaps or leans against the wall and the other person has nowhere to go. This has become popular as a "clever move of confession"^{[52][53][54]}
- **lemon** (レモン, *remon*): Derived from the hentai anthology series Cream Lemon (くりいむレモン, *Kurīmu Remon*), the term is used to refer to material with explicit sexual content.^[55]
- **mangaka** (漫画家, マンガ家): Manga artist. A creator of manga; this can refer to both the writer and illustrator of the work.^[19]
- **mihiraki** (見開き): A manga scene, usually one single image, spread to cover two opposing pages.
- **name** (ネーム, *Nēmu*): A rough draft of a proposed manga.^[56] Also known as a manga storyboard.^[19]
- **omake** (おまけ, オマケ, "extra"): An add-on bonus to anime and manga,^[19] like a regular "extra" on western DVDs; or a bonus strip at the end of a manga chapter or volume.
- **original net animation (ONA)**: An anime production intended to be distributed through the internet via streaming or direct download, as opposed to on TV or cinemas.
- **otome game** (乙女ゲーム, *otome gēmu*, lit. "maiden game"): A video game that is targeted towards a female market, where one of the main goals, besides the plot goal, is to develop a romantic relationship between the player character (a female) and one of several male characters.
- **original video animation (OVA)**: A type of anime which is intended to be distributed on VHS tapes or DVDs and not shown in movies or on television. It is also less frequently referred to as **original animated video (OAV)**.^[18] DVDs are sometimes known as Original Animated DVD (OAD).^{[57][58]}
- **raw**: Anime episode or manga scans in its original language without editing or subtitles.
- **ryona** (リョナ), portmanteau: "ryōki" (猟奇, "seeking the bizarre"); "onani" (オナニー, "masturbation"): a Japanese term for a sexual complex. This fetish revolves around a victim, almost exclusively a female, being physically assaulted or psychologically abused by an offender. It differs from sadism in that it is a voyeuristic fantasy fetish with focus towards fictional characters from video games, anime, manga, television and movies that include battering, abusing or otherwise killing women. In case the victim is male it is often labeled as **gyaku-ryona** (逆リョナ).^[59]
- **scanlation** (also **scanslation**): The scanning, translation and editing of comics from one language into another.^{[60][19]}
- **seiyū** (声優): A Japanese voice actor. As well as voicing characters in anime, *seiyū* do voicing for video games, radio shows, drama CDs, and other media.
- **tobirae** (扉絵, "door page"): Refers to the full-page illustration that marks the beginning of most manga chapters.^[61] Designed to capture the reader's attention, they sometimes spread to cover two opposing pages, and typically contain the series' title and the chapter's title. The equivalent in American comics is the splash page.^[61]
- **yonkoma** (4コマ漫画, "four cell manga"): Refers to manga drawn in a four-panel comic strip format.
- **zettai ryōiki** (絶対領域, "absolute territory"): Refers to the area of exposed thigh when a girl is wearing a short skirt and thigh-high socks. The ideal skirt:thigh:sock-above-knee ratio is often

reported to be 4:1:2.5. *Zettai ryōiki* are often referred to by letter grades, where grade A is the ideal.^{[62][63][64]}

See also

- Japanese fashion
- Japanese honorifics
- Japanese subcultures
- Manga iconography
- List of English words of Japanese origin

References

1. Toole, Michael (February 22, 2015). "The Mike Toole Show - The Anime Alphabet" (<https://www.animenewsnetwork.com/the-mike-toole-show/2015-02-22/85278>). *Anime News Network*. Retrieved November 9, 2017.
2. Ruide, Koh (July 15, 2017). "Japanese Twitter reveals the secret to making the perfect "ahoge" for your cosplay wig. 【Video】" (<https://en.rocketnews24.com/2017/07/16/japanese-cosplayer-reveals-the-secret-to-making-the-perfect-ahoge-for-your-wig-【video】/>). *SoraNews24*. Retrieved November 9, 2017.
3. Annett, S. (2014). *Anime Fan Communities: Transcultural Flows and Frictions* (<https://books.google.com/books?id=bgS4BgAAQBAJ&pg=PT177>). Springer. p. 177. ISBN 9781137476104. Retrieved November 9, 2017.
4. Lada, Jenni (February 27, 2015). "Dynasty Warriors 8 Empires is great for building harems" (<http://www.technologytell.com/gaming/143431/dynasty-warriors-8-empires-great-building-harem-s/>). *TechnologyTell*. Retrieved November 9, 2017.
5. Hedvat, Omar (September 12, 2016). "Bishojo and Design – Evolution of the Cute Girl in Manga & Anime" (<http://www.gurashii.com/bishojo-and-design-evolution-of-the-cute-girl-in-manga-anime/>). *Gurashii*. Retrieved November 9, 2017.
6. Peraja, Christy (2017). *How To Draw Shojo Manga VOLUME 1: Your Step By Step Guide To Drawing Shojo Manga* (<https://books.google.com/books?id=05o6DwAAQBAJ&pg=PA126>). HowExpert. p. 126. ISBN 9781641860215. Retrieved November 9, 2017.
7. Toku 2015, p. 112
8. Galbraith, Patrick W. (2014). *Moe Manifesto: An Insider's Look at the Worlds of Manga, Anime, and Gaming* (<https://books.google.com/books?id=-C8dBAAAQBAJ&pg=PT255>). Tuttle Publishing. p. 225. ISBN 9781462914135. Retrieved November 9, 2017.
9. Pflugfelder, Gregory M. (1999). *Cartographies of Desire: Male-male Sexuality in Japanese Discourse, 1600–1950* (1st ed.). Berkeley, California: University of California Press. pp. 221–234. ISBN 0520209095.
10. Eisenbeis, Richard. "How to Identify Popular Japanese Character Types" (<https://kotaku.com/how-to-identify-popular-japanese-character-types-1169085239>). *Kotaku*. Retrieved July 28, 2019.
11. Kyōsuke, Kagami; Kajima, Kawana (2007). *Shōjo manga kara manabu ren'aigaku : Kanzen ren'ai hisshō manyuaru*. Tokyo: Shinkō Myūjikkū Entateimento. p. 67. ISBN 978-4401630905.
12. Kenkyūkai, Otaku Bunka (2006). *Otaku yōgo no kiso chishiki = Basic knowledge of otaku term* (Shohan ed.). Tokyo: Magajin Faibu. p. 87. ISBN 4434073966.
13. Kazuma, Shinjō (2006). *Light Novel "Chō" Nyūmon* (Chuban ed.). Tokyo: Soft Bank Creative. p. 150. ISBN 4797333383.
14. "Gou-dere Sora Nagihara GN 1" (<https://www.animenewsnetwork.com/review/gou-dere-sora-nagihara/gn-1/82761>). *Anime News Network*. Retrieved December 13, 2019.

15. de Lavigne, Guillaume (February 16, 2015). *LES CHIENS CELEBRES, Réels et Fictifs, dans l'Art, la Culture et l'Histoire* (<https://books.google.com/books?id=NcimCQAAQBAJ&pg=PA124>) (in French). Lulu.com. p. 124. ISBN 9781326035655.
16. Ashcraft, Brian (May 26, 2011). "What Is Japan's Fetish This Week? Male Daughters" (<https://kotaku.com/5804979/what-is-japans-fetish-this-week-male-daughters>). *Kotaku*. Retrieved January 5, 2014.
17. Galbraith, Patrick W. (2009). *The Otaku Encyclopedia: An Insider's Guide to the Subculture of Cool Japan* (1st ed.). Tokyo: Kodansha International. pp. 226–227. ISBN 9784770031013.
18. Steiff, Josef; Tamplin, Tristan D. (2010). *Anime and Philosophy: Wide Eyed Wonder* (<https://books.google.com/books?id=5x2xu6veHDoC&q=AMV>). New York: Open Court. pp. 313–317. ISBN 9780812697131. Retrieved June 11, 2015.
19. Toku 2015, p. 241
20. Levi, Antonia; McHarry, Mark; Pagliassotti, Dru (2008). *Boys' Love Manga: Essays on the Sexual Ambiguity and Cross-cultural Fandom of the Genre*. Jefferson, North Carolina: McFarland & Company. p. 257. ISBN 9780786441952.
21. McCarthy, Helen (2006). "Manga: A Brief History". *500 Manga Heroes & Villains* (1st ed.). Hauppauge, New York: Barrons. p. 14. ISBN 9780764132018.
22. Kroon, Richard W. (2010). *A/V A to Z: An Encyclopedic Dictionary of Media, Entertainment and Other Audiovisual Terms* (<https://books.google.com/books?id=HjmNAAQBAJ&pg=PA264>). Jefferson: McFarland & Company. p. 246. ISBN 9780786457403. Retrieved October 23, 2017.
23. NAGAIKE, KAZUMI (2015). *Boys Love Manga and Beyond: History, Culture, and Community in Japan*. DO HETEROSEXUAL MEN DREAM OF HOMOSEXUAL MEN?: BL Fudanshi and Discourse on Male Feminization: University Press of Mississippi. pp. 189–209. JSTOR j.ctt13x1spg (<https://www.jstor.org/stable/j.ctt13x1spg>).
24. Galbraith, Patrick W. (October 31, 2009). "Moe and the Potential of Fantasy in Post-Millennial Japan" (<http://www.japanesestudies.org.uk/articles/2009/Galbraith.html>). *Electronic Journal of Contemporary Japanese Studies*. Retrieved December 26, 2012.
25. Steven Poole (2007). *Trigger Happy: Videogames and the Entertainment Revolution*. Skyhorse Publishing Inc. ISBN 978-1611454550.
26. Lucy Bennett, Paul Booth (2016). *Seeing Fans: Representations of Fandom in Media and Popular Culture*. Bloomsbury Publishing USA. ISBN 9781501318450.
27. Clements, Jonathan; Tamamuro, Motoko (2003). *The Dorama Encyclopedia: A Guide to Japanese TV Drama Since 1953*. Berkeley, California: Stone Bridge Press. p. 182. ISBN 1880656817.
28. Clements, Jonathan (2013). *Anime: A History*. London: British Film Institute. p. 142. ISBN 9781844573905.
29. Morikawa, Kaichirō (April 20, 2012). "おたく / Otaku / Geek" (<http://www.escholarship.org/uc/item/5zb9r8cr#>). Center for Japanese Studies UC Berkeley. Retrieved August 13, 2013.
30. Oliviera, James (January 3, 2010). "The Otaku Killer: Miyazaki Tsutomu" (<http://scaredyet.net/the-otaku-killer-miyazaki-tsutomu/>). Retrieved January 7, 2015.
31. "自分のことを「オタク」と認識してる人10代は62%、70代は23% | キャリア" (<https://web.archive.org/web/20130703184904/http://news.mynavi.jp/news/2013/04/27/076>). Mynavi News. April 27, 2013. Archived from the original (<http://news.mynavi.jp/news/2013/04/27/076>) on July 3, 2013. Retrieved February 16, 2016.

32. Orsini, Lauren (June 12, 2015). "Why Adults Fall In Love With (And Spend Big Money On) Cartoon Characters" (<https://www.forbes.com/sites/laurenorsini/2015/06/12/why-adults-fall-in-love-and-spend-big-money-on-cartoon-characters/>). *Forbes*. Archived (<https://web.archive.org/web/20150621191945/https://www.forbes.com/sites/laurenorsini/2015/06/12/why-adults-fall-in-love-and-spend-big-money-on-cartoon-characters/>) from the original on June 21, 2015. Retrieved August 9, 2017. Full copy also at Orsini, Lauren (June 12, 2015). "Why Adults Fall In Love With (And Spend Big Money On) Cartoon Characters" (<https://web.archive.org/web/20170810013550/http://www.themoneystreet.com/why-adults-fall-in-love-with-and-spend-big-money-on-cartoon-characters/>). *The Money Street*. Archived from the original (<http://www.themoneystreet.com/why-adults-fall-in-love-with-and-spend-big-money-on-cartoon-characters/>) on August 10, 2017. Retrieved May 3, 2019.
33. "Am I a Weeaboo? What does Weeaboo Mean Anyway?" (<https://www.japanpowered.com/otaku-culture/am-i-a-weeaboo-what-does-weeaboo-mean-anyway>). *japanpowered.com*. August 30, 2015. Retrieved July 1, 2018.
34. Chris Kincaid (August 30, 2015). "Am I a Weeaboo? What does Weeaboo Mean Anyway?" (<http://www.japanpowered.com/otaku-culture/am-i-a-weeaboo-what-does-weeaboo-mean-anyway>). Japan Powered. Retrieved February 21, 2016.
35. Davis, Jesse Christian. "Japanese animation in America and its fans" (<http://ir.library.oregonstate.edu/xmlui/bitstream/handle/1957/8736/thesis.pdf>) (PDF). Retrieved December 12, 2015.
36. Justin Sevakis (August 22, 2014). "Nobody Loves the Weeaboo" (<http://www.animenewsnetwork.com/answerman/2014-08-22/77818>). *Anime News Network*. Retrieved March 10, 2016.
37. "Word Display" (<https://web.archive.org/web/20130115080124/http://www.csse.monash.edu.au/~jwb/cgi-bin/wwwjdic.cgi?1MUJ>). WWWJDIC. Archived from the original (<http://nihongo.monash.edu/cgi-bin/wwwjdic?1E>) on January 15, 2013. Retrieved March 12, 2020.
38. Moore, Lucy (August 29, 2008). "Internet of hentai" (<http://www.studlife.com/scene/2008/08/29/internet-of-hentai/>). *Student Life*. Retrieved February 10, 2010.
39. Koya (February 8, 2006). "Nihon Josei no Heikin Size Wa?" 日本女性のブラジャーの平均サイズは？ (<http://www.excite.co.jp/News/bit/00091139306492.html>) (in Japanese). Excite Bit. Archived (<https://web.archive.org/web/20130314002718/http://www.excite.co.jp/News/bit/00091139306492.html>) from the original on March 14, 2013. Retrieved March 9, 2013. Alt URL (<http://megalodon.jp/2013-0309-1829-16/www.excite.co.jp/News/bit/00091139306492.html>)
40. McLelland, Mark (2016). *The End of Cool Japan: Ethical, Legal, and Cultural Challenges to Japanese Popular Culture*. Routledge. p. 14. ISBN 9781317269366. "yaoi [an eroitic genre of BL manga]"
41. Brenner 2007, p. 89
42. "The World of Isekai Continues to Grow with New Manga Contest" (<https://www.animenewsnetwork.com/interest/2018-01-16/the-world-of-isekai-continues-to-grow-with-new-manga-contest/>). *Anime News Network*. Retrieved March 23, 2018.
43. "Hacking the Isekai: Make Your Parallel World Work for You" (<http://www.crunchyroll.com/anime-feature/2018/01/17/hacking-the-isekai-make-your-parallel-world-work-for-you>). *CrunchyRoll*. Retrieved March 23, 2018.
44. Brenner 2007, p. 304
45. Anime, Japanese with. "yaoi やおい" (<https://www.japanesewithanime.com/2017/09/yaoi.html>). *Japanese with Anime*. Retrieved January 2, 2021.
46. "CV とは | 声優 業界用語集" (https://www.esp.ac.jp/epv/glossary/03_08.html). *www.esp.ac.jp*. Retrieved July 1, 2018.
47. Barrett, Grant (2006). *The Official Dictionary of Unofficial English: A Crunk Omnibus for Thrillionaires and Bampots for the Ecozoic Age*. New York: McGraw-Hill. p. 112. ISBN 9780071458047.

48. Lent, John A., ed. (1999). *Themes and Issues in Asian Cartooning: Cute, Cheap, Mad, and Sexy* (<https://books.google.com/books?id=b0EJmrszhyQC&pg=PA114>). Popular Press. p. 114. ISBN 9780879727796.
49. <https://www.thedailybeast.com/the-working-mans-graphic-novel>
50. "Answerman - Back to the Grind" (<http://www.animenewsnetwork.com/answerman/2014-01-03>). *Anime News Network*. January 3, 2014. Retrieved October 22, 2017.
51. Brenner 2007, pp. 38, 297
52. Ashcraft, Brian (April 7, 2014). "Manga Trope Appears in Noodle Commercial, Confuses Some People" (<https://kotaku.com/manga-trope-appears-in-noodle-commercial-confuses-some-1600201827>). *Kotaku*. Retrieved June 17, 2015.
53. Ayava (November 9, 2014). "Feeling Exhilaration, Even Through a Mistake: Experiencing the "Kabe-Don" Japanese Girls Love So Much" (<http://tokyogirlsupdate.com/kabe-don-cafe-experience-20141130159.html>). *Tokyo Girls Update*. Retrieved June 17, 2015.
54. Miller, KK (March 13, 2015). "Would kabe-don work outside of Japan? [Video]" (<https://en.rock.etsnews24.com/2015/03/13/would-kabe-don-work-outside-of-japan%E3%80%90video%E3%80%91>). *SoraNews24*. Retrieved June 17, 2015.
55. Houck, Janet. (March 8, 2007). "Scratching Your H-Itch" (<https://www.webcitation.org/60qkwwM> Uo?url=http://www.mania.com/scratching-your-hitch_article_53858.html). Mania.com. Archived from the original (http://www.mania.com/scratching-your-hitch_article_53858.html) on August 11, 2011. Retrieved February 13, 2010.
56. "All of Rumiko Takahashi's Manga Works Go Digital" (<http://www.crunchyroll.com/anime-news/2017/03/22-1/all-of-rumiko-takahashis-manga-works-go-digital>). *Crunchyroll*. March 22, 2017. Retrieved October 22, 2017.
57. "魔法先生ネギま!～もうひとつの世界～公式HP" (<https://web.archive.org/web/20110430130252/http://negima.kc.kodansha.co.jp/>) [Negima! Magister Negi Magi!: Another World Official HP] (in Japanese). Kodansha. Archived from the original (<http://negima.kc.kodansha.co.jp/>) on April 30, 2011. Retrieved April 8, 2011.
58. 今日の5の2 初回限定版コミック ～公式サイト～ (<http://kc.kodansha.co.jp/gononi/>) [Kyō no Go no Ni Limited Edition Comic Official Site] (in Japanese). Kodansha. Retrieved April 8, 2011.
59. <http://thejgamers.blogspot.com/2013/04/is-ryona-real-thing.html>
60. Hollingworth, William (March 10, 2009). "'Scanlators' freely translating 'manga,' 'anime'" (<http://www.japantimes.co.jp/news/2009/03/10/national/scanlators-freely-translating-manga-anime/>). *The Japan Times*. Retrieved May 15, 2016.
61. Mashima, Hiro (2008) [2007]. *Fairy Tail*. 4. Del Rey Manga. p. 197. ISBN 978-0-345-50557-6.
62. Ogas, Ogi; Gaddam, Sai (2012). *A Billion Wicked Thoughts: What the Internet Tells Us about Sexual Relationships* (https://books.google.com/books?id=xr_MAgAAQBAJ&pg=PA32) (in Japanese). New York: Plume. p. 32. ISBN 9780452297876. Retrieved March 16, 2013.
63. iinkai, Nettogo kenkyū (2009). *Hinshutsu nettogo techō: jisho niwa notte inai atarashii nihongo*. Tōkyō: Shin'yūsha. p. 47. ISBN 9784883809165.
64. ひなメイドな生活：第26回 絶対領域とニーソ (<https://web.archive.org/web/20070514030407/http://mainichi.jp/enta/mantan/column/pina/archive/news/2007/20070202org00m200036000c.html>). *Mainichi Shimbun* (in Japanese). February 2, 2007. Archived from the original on May 14, 2007. Retrieved March 16, 2014.

Further reading

- Brenner, Robin E. (2007). *Understanding Manga and Anime* (https://books.google.com/books?id=uY8700WJy_gC). Westport, Conn.: Libraries Unlimited. ISBN 9780313094484. OCLC 230776264 (<https://www.worldcat.org/oclc/230776264>).
- Clements, Jonathan; McCarthy, Helen (2015). "Argot and Jargon" (<https://books.google.com/books?id=E03KBgAAQBAJ&pg=PT175>). *The Anime Encyclopedia* (3rd Revised ed.). Berkeley,

Calif.: Stone Bridge Press. pp. 37–40. ISBN 978-1-611720-18-1. OCLC 897946457 (<https://www.worldcat.org/oclc/897946457>).

- Ferreira, Mike (December 16, 2010). "Anime: A Beginner's Guide Chapter 4: A Brief Dictionary of Jargon and Fan Terms" (<http://www.animeherald.com/2010/12/16/anime-a-beginner's-guide-chapter-4-a-brief-dictionary-of-jargon-and-fan-terms/>). Anime Herald.
- Martin, Theron. "Anime/Manga Glossary" (<http://www.usaanime.us/References/Glossary.htm>). USA Anime.
- Thompson, Jason (2007). "Glossary" (<https://books.google.com/books?id=GvEFDD4rdWMC&pg=PT1570>). *Manga: The Complete Guide*. New York: Del Rey Books. pp. 495–502. ISBN 978-0-345-48590-8. OCLC 300394478 (<https://www.worldcat.org/oclc/300394478>).
- Toku, Masami, ed. (2015). *International Perspectives on Shojo and Shojo Manga: The Influence of Girl Culture* (<https://books.google.com/books?id=j1LLCQAAQBAJ>). Routledge Research in Cultural and Media Studies. New York: Routledge. pp. 239–242. ISBN 9781317610762. OCLC 911000913 (<https://www.worldcat.org/oclc/911000913>).

External links

- Anime Terminology Lexicon (<https://web.archive.org/web/20171109052209/http://www.animeph.com/anime-terminology-vocabulary-term>) at Animeph.com – a large list of English and Japanese terms
 - Anime News Network's Lexicon (<http://www.animenewsnetwork.com/encyclopedia/lexicon.php>)
 - pixiv Encyclopedia - The Dictionary of Doujin/Manga/Illustration/Derivative Works (<http://en.dic.pixiv.net/>) (in English) at pixiv
-

Retrieved from "https://en.wikipedia.org/w/index.php?title=Glossary_of_anime_and_manga&oldid=1012468839"

This page was last edited on 16 March 2021, at 15:05 (UTC).

This version of the page has been revised. Besides normal editing, the reason for revision may have been that this version contains factual inaccuracies, vandalism, or material not compatible with the Creative Commons Attribution-ShareAlike License.