

Department of East Asian Studies Japanese Studies

Transcultural Potentials of *dōjinshi* Culture

A virtual u: japan lecture by Katharina Hülsmann

Thursday 2021-03-25 18:30~20:00 online

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flicts with outsiders, such as media right holders,

and within their own

community. For my field

study, I focussed on Jap-

anese dojinshi artists who

produce fan works based

on western entertainment

media franchises, such

as the Marvel Cinematic

Universe. One of the focus

points of my study was to trace the potentials for

In this talk I will present findings of an ethnographic study of *dōjinshi* (amateur comics) culture that I conducted for my PhD thesis. *Dōjinshi* is a term that is used to describe subcultural publications in Japan that are usually self-published and exchanged at specialised events. Most of the works exchanged at these gatherings make use of scenarthey are mainly being exchanged in printed form and not digitally over the internet. The fan artists thus utilise a robust infrastructure to produce and exchange their works with like-minded fans.

I will illustrate how Japanese *dojinshi* artists produce cultural capital and social capital within their communities and how they navigate con-



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ios and characters from commercially published media, such as manga, anime, games, movies or television series and can be classified as fan works, poaching from media franchises and offering a vehicle for creative expression. What sets these works apart from fannish forms of expression, like fan fiction, in the anglophone sphere, is, that transcultural spreading of Japanese fan works and fannish exchange within local and global fan communities. The talk thus aims to give a brief overview of how *dōjinshi* exchange and the local community functions, and then delves deeper into the examination of *dōjinshi* culture as a potentially transcultural phenomenon.

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