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Hai-Ya!!! Manga: Secret Tool of Libraries

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Hai-Ya!!!

Manga: Secret Tool of Libraries



Rhonda McGinnis
Wayne State University Library System



Facts & Figures



- Graphic Novel Sales >\$330 Mil.
 - Rapid growth of manga
 - Increasing numbers of female readers
 - Greater acceptance of graphic novels
 - Growing TV/Movie exposure of graphic novel material
- Top US Manga Publishers expect to release 1461 volumes in 2007
- 16% increase over 2006
- Top selling volume in 2006 sold >100K copies in bookstores

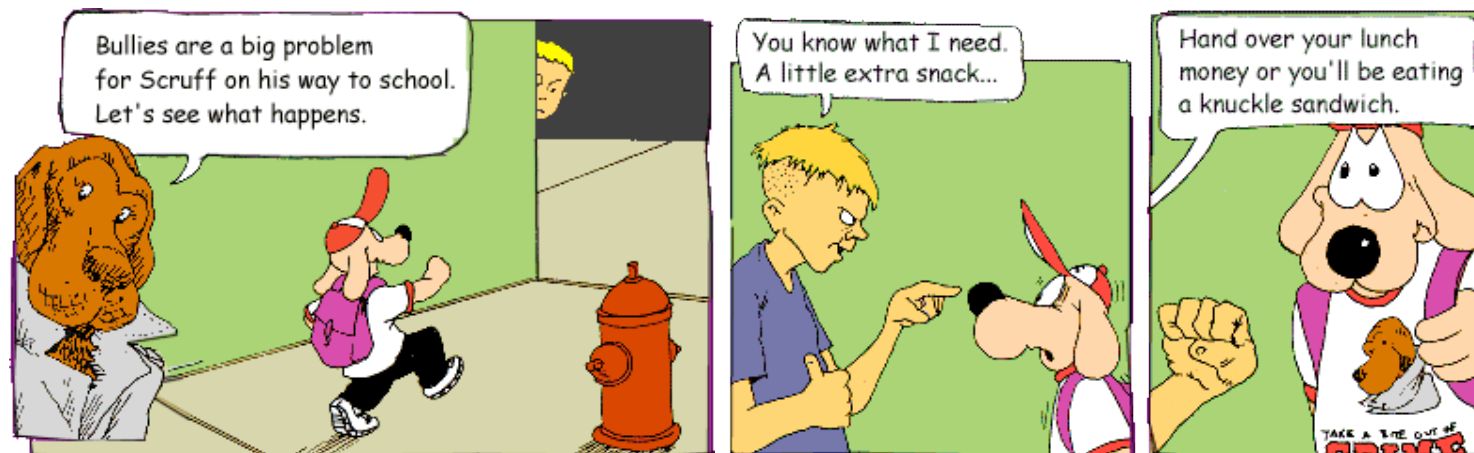


Manga as Format

- Japanese, Korean (Manwha), or Chinese (Manhua) in origin
- Images + Text
- Continuing Storyline
- Originally released in comics “magazines”
- (Re)Published in Book Length Volumes
- Wide Variety of Age/Reading Levels
- Wide Variety of Genres
 - Including: Mystery, Romance, Science Fiction, Horror, Historical Fiction

Manga's Roles in Libraries

- Attract Reluctant Readers
- Build Foreign Language Fluency
- Educational/Public Service Comics – especially useful for populations with low literacy



Use with Reluctant Readers

Traditional children's books especially
Readers

- Seek to Instill Behaviors
- Use Developmental Language
- Gender Neutral
- Lack of Visualization
- Seen as BORING!

Use with Reluctant Readers (cont.)

Comics, Manga, & Graphic Novels written
1st for entertainment value

- Capture & hold readers' attention
- Children willing to work to read & understand
- Use authentic language
- Character & universe development
- Visuals Support Comprehension





Boy's Manga (Shonen)

Younger

| | |
|-----------------------------------|--|
| Sports | Whistle, Prince of Tennis, Eyeshield, Harlem Beat |
| Tournaments | Pokemon, Dragon Ball, YuGi Oh, Yuu Yuu Hakusho |
| Quest for \$\$, Fame & Save World | One Piece, Naruto, InuYasha, Record of Lodoss War, Neon Genesis Evangelion |
| Life is out of Control | Ranma 1/2, Fruits Basket, Love Hina, Ai Yori Aoshi |
| Becoming an Adult | GetBackers, GTO, Chobits, A.I. Love You |

Older

Some Current Shonen Titles



Girl's Manga (Shoujo)



Younger

| | |
|------------------------------|--|
| Magical Girls | Sailor Moon, CardCaptor Sakura, Tokyo MewMew |
| Becoming a Star | B.B. Explosion, Kodocha, One, Forbidden Dance |
| Young Romance | Marmelade Boy, Kare Kano, Mars, Steady Beat |
| Willing to Go to Any Lengths | Kill Me, Kiss Me; Hana Kimi; Girl Got Game; Wild Act |
| Shonen Ai | Gravitation, Fake |

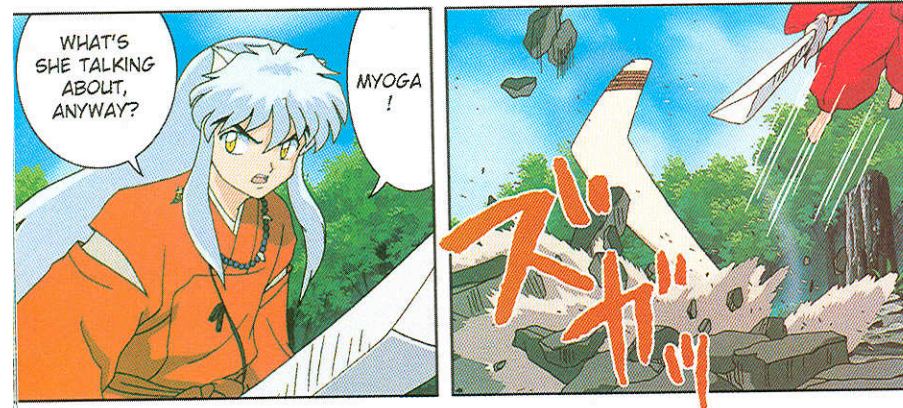
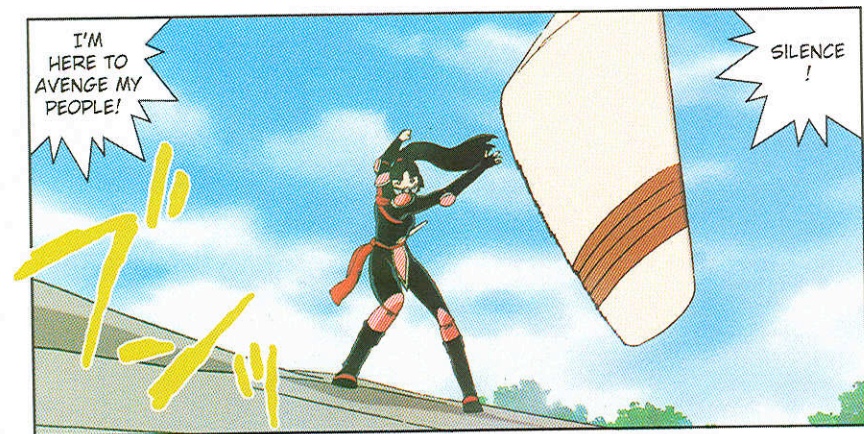
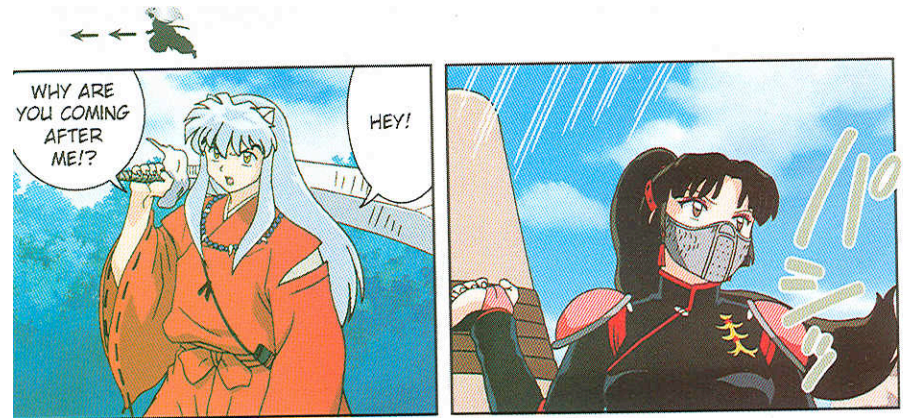
Older

Some Current Shoujo Titles



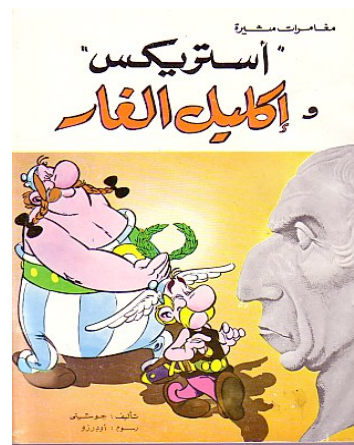
Ani-Manga Further Captures Reluctant Readers

- Tied to a TV Show or Movie
 - Built In Interest
 - Compare w/ Episode
- High Quality Artwork
 - Use Cels from Anime
 - Extremely Colorful
 - Heavy Glossy Paper
- Frames--More TV-like
 - More Sequential
 - Less Freeform



Second Language Literacy

- Comics are especially useful to students in later transitional stages of language acquisition
 - Typically learn grammar rules early
 - Speaking, Reading, & Closure skills slower to develop
 - Heavy reliance on dictionary slows development of “sense making”
 - In comics the visuals support comprehension



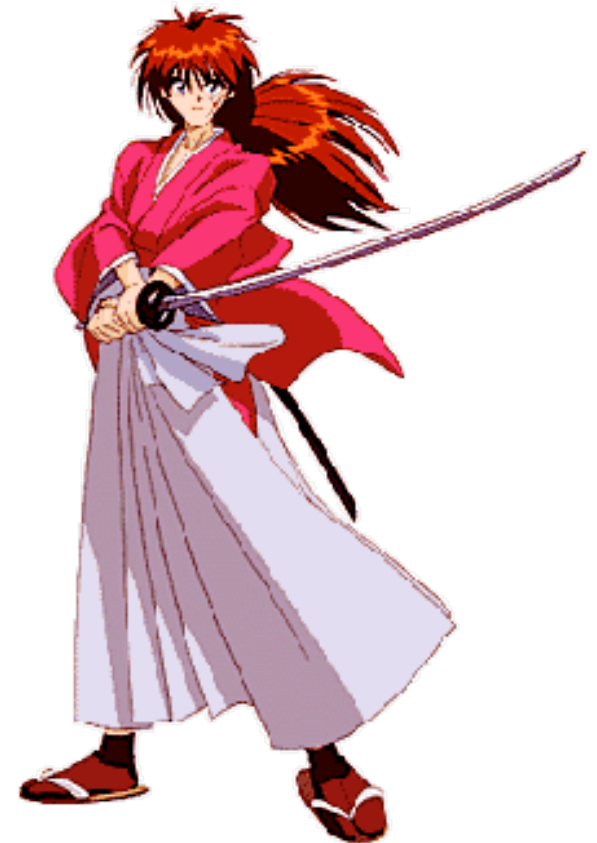
Benefits of Graphic Novels

- Uses authentic language + conversation
- Characters give same nonverbal cues as “real people”
- Permanent visual component
- One author so consistent vocabulary & idiom usage
- Cultural currency
- Realistic use of “non-words”
- Inclusion of humor



Promotes Cultural Literacy

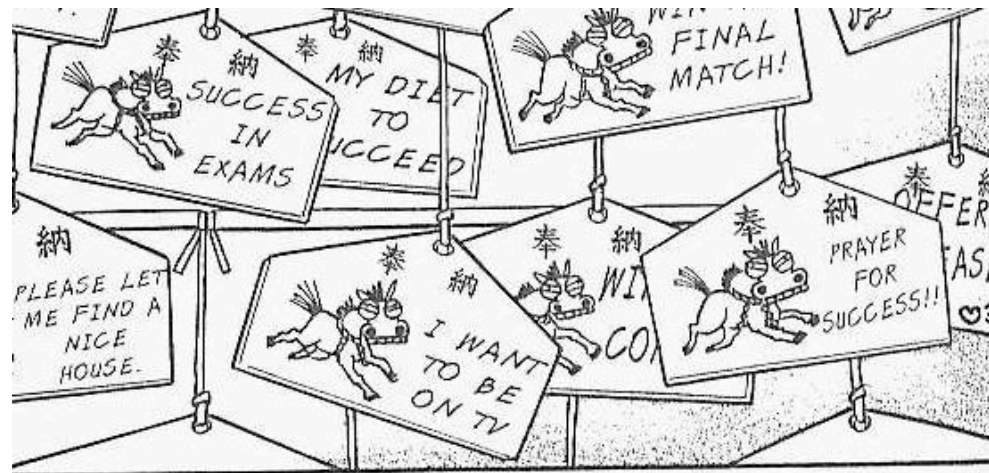
- Japanese Daily Life
 - Home & Family
 - School & Friends
 - Dress for various Activities
- Holidays & Festivals
- Religion & Mythology
- History



Typical Family Room



New Year's Day Traditions



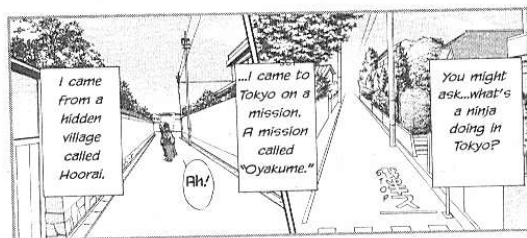
Translation/Background Notes

Translation Notes

Japanese is a tricky language for most Westerners, and translation is often more art than science. For your edification and reading pleasure, here are notes on some of the places where we could have gone in a different direction in our translation of the work, or where a Japanese cultural reference is used.

Page 13, *Oyakume*

Oyakume translates as “a duty.”



Page 15, *Hime*

Literal translation of the word “*hime*” is a princess in Japanese. *Hime* can also be used as an honorific for a daughter of a high-class family. In this story, Kagetora refers to Yuki as a *hime*, as she’s the daughter of a respected master of the martial arts and from an honorable family.

GLOSSARY of the RESTORATION

A brief guide to select Japanese terms used in *Rurouni Kenshin*. Note that, both here and within the story itself, all names are Japanese style—i.e., last or “family” name first, with personal or “given” name following. This is both because *Kenshin* is a “period” story, as well as to decrease confusion—if we were to take the example of *Kenshin*’s sakabatô and “reverse” the format of the historically established assassin-name “Hitokiri Battô sai,” for example, it would make little sense to then call him “Battô sai Himura.”

Ishin Shishi

Loyalist or pro-Imperialist *patriots* who fought to restore the Emperor to his ancient seat of power

katana

Traditional Japanese longsword (curved, single-edge, worn cutting-edge up) of the samurai. Used primarily for slashing; can be wielded either one- or two-handed.

Bakumatsu

Final, chaotic days of the Tokugawa regime

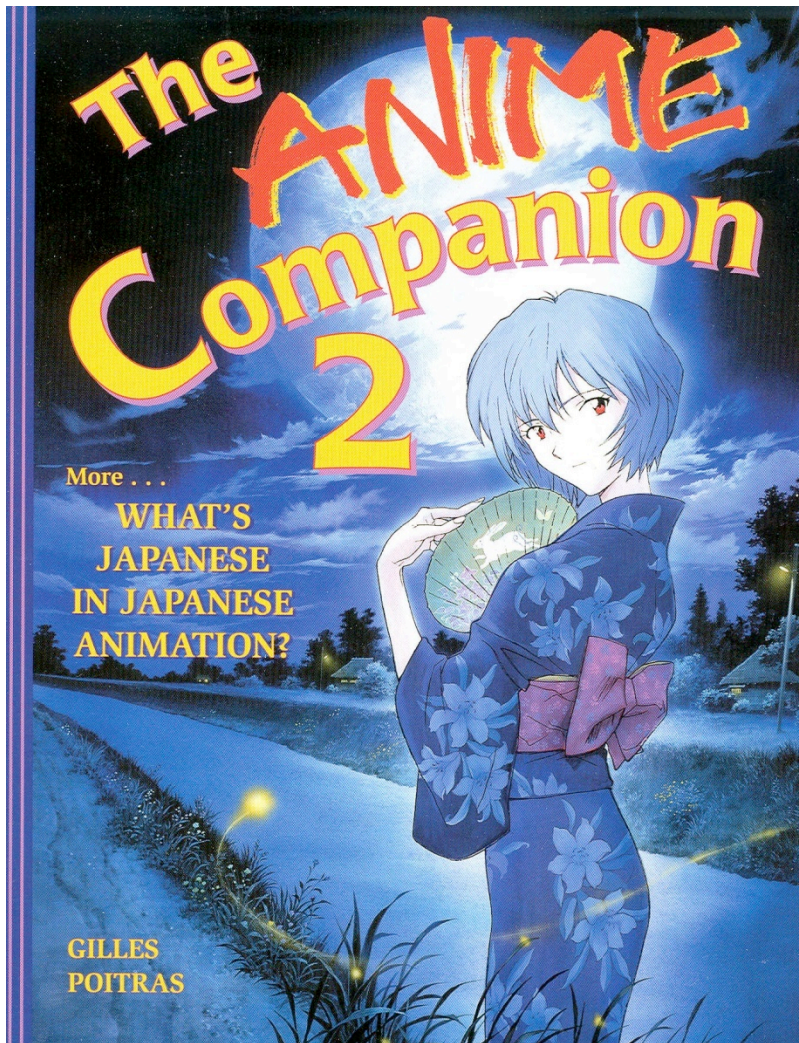
dojo

Martial arts training hall

Edo

Capital city of the *Tokugawa Bakufu*; renamed *Tokyo* (“Eastern Capital”) after the Meiji Restoration

The Anime Companion

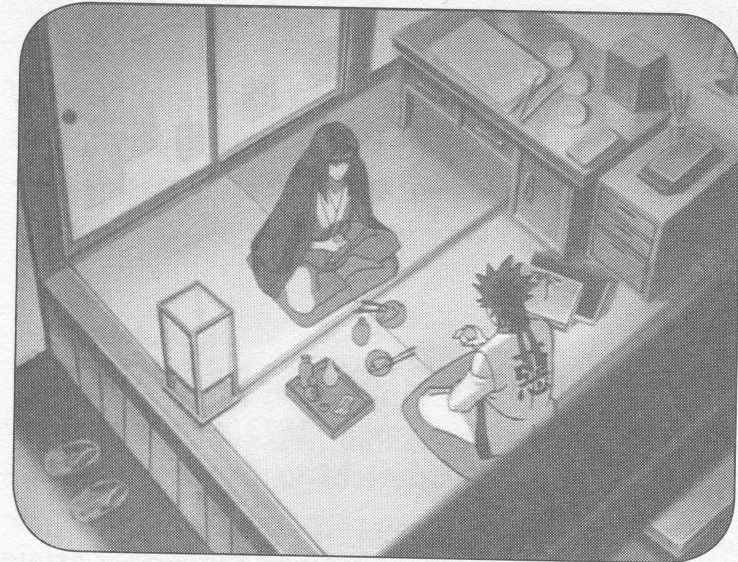


長屋

NAGAYA (ROW HOUSE)



One-story wooden apartment buildings often with ten to twenty rooms. These were usually organized in blocks with a

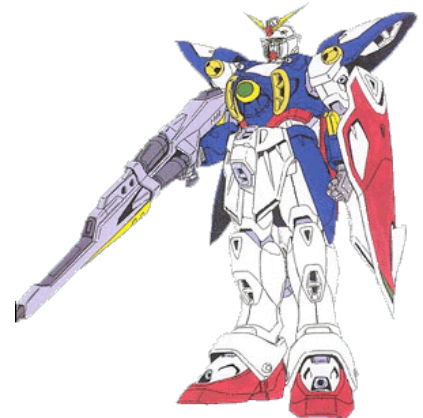


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*There's not much room in the **nagaya** seen here in **RURONI KENSHIN**, but those who lived in them didn't have much to clutter them up.*

Media Literacy

- Graphic Novels **are not** simplified text stories with pictures added to make them easier to understand
- May require more complex cognitive skills than reading text alone
- Need to study the medium as well as the message

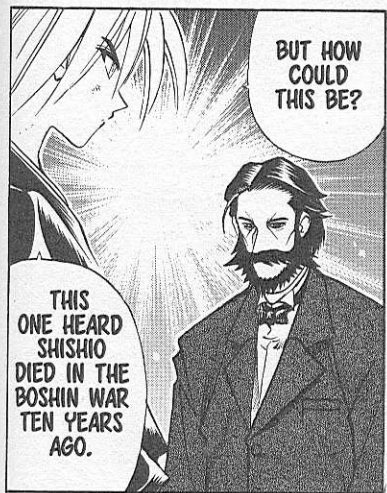


Multimodality

- Graphic Novels have been described as “Complex multimodal textual environments”
- Numerous design elements contributing to meaning
 - Linguistic
 - Audio
 - Visual
 - Spatial





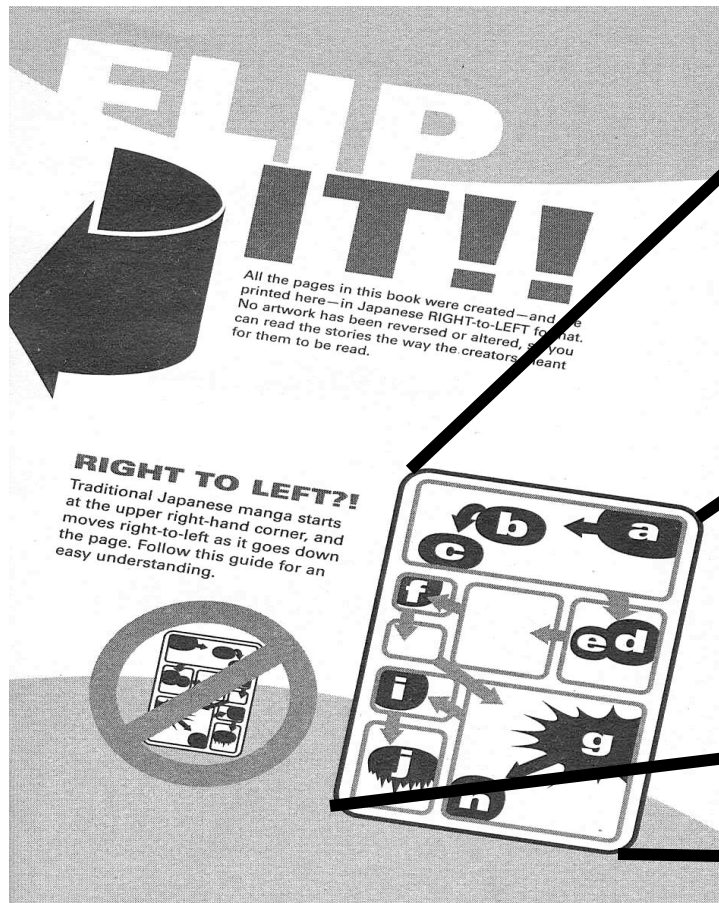


Contribution to Media Literacy

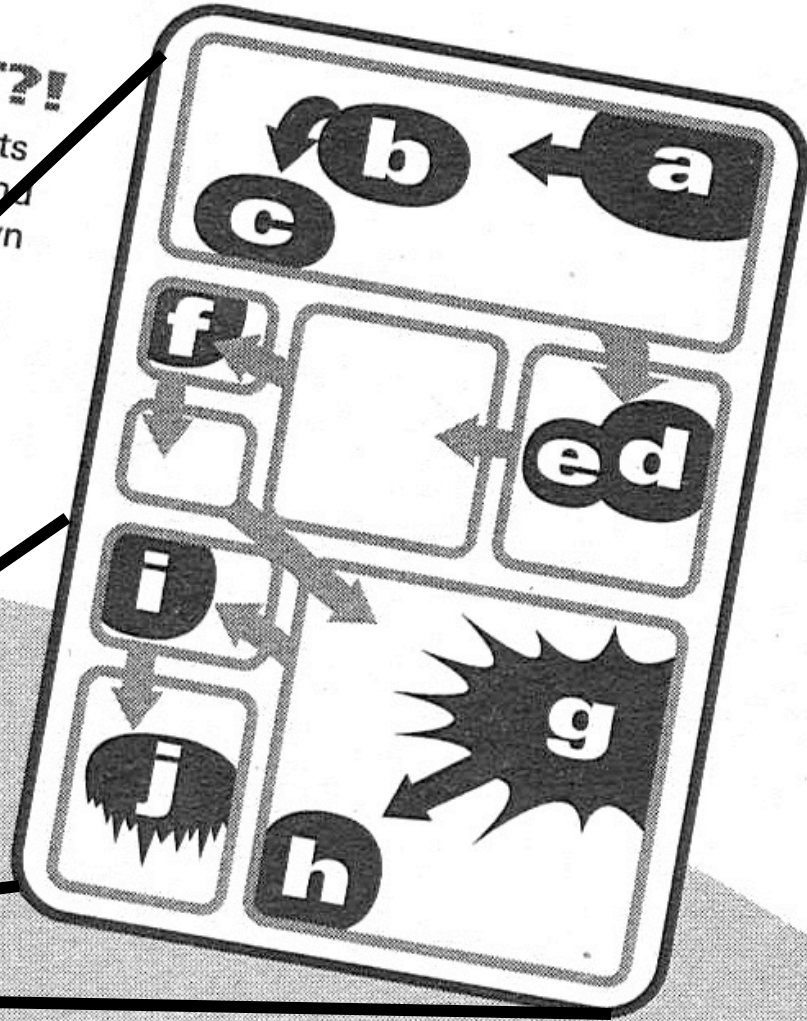
- Can use Graphic Novels to help students learn to decode such visual elements as:
 - Color's effect on emotions
 - Representations of stereotypes
 - Viewing angle's effect on perception
 - Realism in reception of the messages
- Important skill that's transferable to:
 - Television & Films
 - Websites
 - Advertisements



Reading Directions



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and
own
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Reading Font Variations

A WORD ABOUT HIKARU NO GO

MANGA PRINT TYPES

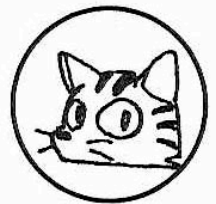


THE ABOVE PANEL SHOWS THREE DIFFERENT KINDS OF PRINT TYPES (OR FONTS).

THE EDITOR OF A GIVEN TITLE DECIDES ON THE STYLE AND SIZE OF THE FONTS. THEY MUST CHOOSE FROM OVER 2,000 DIFFERENT STYLES.

THE FONT IS A PART OF THE MANGA.

HIKARU'S LINE, "THIS IS GETTING TO BE A PAIN!" IS SET IN AN EXASPERATED STYLE. SAI'S LINES ARE ALWAYS DONE IN A SLIGHTLY GHOSTLY (?) TYPE. IT'S FUN TO COMPARE THE DIFFERENT FONT STYLES.



Japanese Sound Effects



- 53.4 ZAH: GRAB
- 53.5 BAH: MOVE
- 53.5 KICHU: SCREACH

NIKO! (OR JUST NI)

IT TAKES 26 MUSCLES TO SMILE, OR JUST TWO KATAKANA! "NIKO," REPEATED AS MUCH AS YOU WANT FOR EMPHASIS, GIVES THE READER AN INDICATION OF JUST HOW BIG A SMILE IS.

- 56.1 ZAKU...: WHOOSH
- 56.2 KOPOPO: GLUB GLUB
- 56.5 ZU: SLURP
- 56.6 ZUZUZU: SLURP SLURP SLURP
- 59.3 GOTSUN GOTSUN: NOD NOD
- 60.1 UHAA: WOO-HOO!
- 60.2 GYAA GYAA: RANT RANT
- 60.3 GUGIGI: SQUEEZE
(HEADLOCK)
- 64.1 GATA: CLATTER
- 65.2 ZURU...: SLIDE
- 65.6 GOSO: RUSTLE
- 66.1 JARA...: CRACK
- 66.5 GOH: WHOOSH
- 67.1 DOGOH!: SLAM
- 67.2 DOSA: THUD
- 67.3 JARI: SCRAPE
- 68.2 DOKUN: THADUMP
- 70.1 GIRI: SCUFF
- 70.3 KOTOH: CLULNK
- 74.4 JII: STARE

- 44.4 GAH: GRAB
- 45.1 BAKU: PUNCH
- 45.2 ZAZAH: WHOOSH
- 45.3 GUH: WIPE
- 46.5 GAUN: BANG
- 46.6 HIKU: TWITCH
- 47.1 GACHA: LATCH
- 47.3 BAH: MOVE
- 47.4 HYU: WHOOSH
- 47.5 PASHI: KICK
- 47.6 KASHA: CLUNK
- 48.1 GO: LIFT...
- 48.2 ZUSHA: SLAM
- 48.3 GIRI: GRIT
- 49.3 DAH: DASH
- 49.5 TAAN: THUD
- 50.3 ZAH: RUSH
- 50.4 GAH: KICK
- 50.6 BAH: SHOVE
- 51.1 JAH...: THUD
- 51.4 KURU: TURN
- 51.4 WAKU WAKU: GIDDY
- 52.1 GOPAA: WHACK
- 52-53 DOSA: THUD
- 53.3 DAH: DASH

SHIN!

THE SOUND OF SILENCE. THE PERFECT "SOUND" EFFECT TO PUNCTUATE THOSE UNCOMFORTABLE MOMENTS WHERE THE LACK OF ANY ACTUAL SOUNDS JUST ISN'T SUFFICIENT. FOR EMPHASIS, YOU'LL USUALLY SEE A LONG LINE IN BETWEEN THE "SHI" AND THE "N," INDICATING PROLONGED SILENCE.

SOUND EFFECT CHART

THE FOLLOWING IS A LIST OF THE SOUND EFFECTS USED IN SAIYUKI. EACH SOUND IS LABELED BY PAGE AND PANEL NUMBER, SEPARATED BY A PERIOD. THE FIRST DESCRIPTION (IN BOLD) IS THE PHONETIC READING OF THE JAPANESE, AND IS FOLLOWED BY THE EQUIVALENT ENGLISH SOUND OR A DESCRIPTION.

GIRI!

THIS USEFUL SOUND EFFECT HAS A COUPLE OF FUNCTIONS: IT CAN BE EITHER THE SOUND OF GRINDING TEETH OR TWO COMBATANTS STRUGGLING AGAINST EACH OTHER.

- 26.5 UGAA: GRR
- 27.4 SU: (MOVING SILENTLY)
- 30.7 ZAWA ZAWA: CHATTER
- 32.2 GATAN: CLATTER
- 33.2 KII: CREAK
- 33.4 BASA: FLUTTER
- 37.4 GATA: CLATTER
- 37.5 GACHA: LATCH
- 38.4 KII: CREAK
- 38.5 PATAN: SHUT
- 43.3 ZAH: DODGE
- 43.4 PASHI: GRAB
- 44.1 DOGOH: SLAM
- 44.2 GAKU: DROOP
- 44.3 KEBA, GOHO: COUGH

- 9.2 GOHOH: GLUB
- 13.4 GATA: CLATTER
- 13.7 ZAA: (FALLING RAIN)
- 15.2 ZAA: (FALLING RAIN)
- 15.3 GUH: NUDGE
- 16.3 ZAA (FALLING RAIN)
- 18.2 ZUKI: THROB
- 18.3 PUHAA: PUFF
- 21.1 DORO: MUDDY
- 21.3 PAN!: FWAP!
- 22.2 BOSO BOSO: WHISPER
- 22.5 BIKU: SURPRISE
- 22.6 ZAH: STEP



DOKUN!

IN MOST MANGA, A PLEASANT LITTLE "DOKI DOKI" IS THE PREFERRED SOUND FOR HEARTBEATS, BUT IN SAIYUKI, THEY NEEDED TO KICK IT UP A NOTCH. "DOKUN" IS THE SOUND OF A PARTICULARLY STRONG HEARTBEAT, USUALLY RESERVED FOR MOMENTS OF EXTREME SHOCK OR DEMONIC TRANSFORMATION.