

Anime as an Art Form

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2013

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Anime as an Art Form Overview

In the Anime as an Art Form Program, we will broaden our knowledge and view of Japanese animation, social justice within the storytelling, and the creators themselves. The many views that our fellow students bring to the program will help us to include a wide range of different art forms and topics in our discussions. Many people know the titles of the anime they watch, but not the names of the actual creators, and we hope to cultivate a deeper knowledge of the inner workings behind the making of anime. We will host many different events to show people the ever changing style of Japanese animation, the culture behind the art, and the issues that will be brought up and be made known of beforehand. We hope that Program members will gain a better understanding of Japanese culture and artistic techniques, as well as the social commentaries found behind and inside each anime.

Every semester we organize a cafe event which is a great deal of fun for everybody involved, and we will show movies frequently to expose people to the art style and animation techniques. The cafe is great for building community and during these cafes we show a movie related to the seasons (and propose a social justice issue to discuss with attendees, though that would serve as a starting point into discussions of other issues) so people attending the cafe can learn more about anime and learn more about Japan and their culture.

This year a greater we plan to emphasize the creators of the anime, where they get their ideas, and the process of how anime is animated. Every week a different person will be responsible for showing an anime of their choice, performing a small amount of

research on the person who created the anime, giving a short presentation about the show, and, like our movie showings, will be expected to look at their anime through the lens of social justice. Members will gain extensive knowledge about the anime, their producers, and the underlying issues and motivations behind each anime.

Members will be more aware of the social justices and injustices in anime and how they affect the way we view the show or movie. We will focus on one issue per month, and the anime that we watch and discuss will have something to do with the issue that we are focusing on. We would also like to hold a movie night once a month that shows some of these issues so we can discuss them with the greater Living and Learning community. We want people to know that anime isn't just a cartoon, and that it can tell deep and sophisticated stories - and even have many of the problems that come with said stories.

Learning Objective I

Each member will be able to take a critical stance on art form or narrative of various anime pieces and give a verbal presentation about the creator of their chosen anime **as well as some of the social issues they think are present in the anime that they have chosen or some of the social justices they think that the anime portrays well. Sometimes anime does things right, and sometimes anime does things wrong, and we want to make sure our members can look at their favorite (or not so favorite) shows from both sides. It will be a learning experience to examine even the classic anime with a new perspective.**

Action Steps

a) One member at every weekly meeting will make a presentation and analyze a chosen piece of work by an artist, such as ways their works stand out in the profession of Japanese animation, **and what the anime says to us as a whole.**

The presentation may range from a viewing of the work to a powerpoint presentation.

b) Discussions will be conducted after each presentation to collect the views and opinions of the members of the program.

Learning Objective II

We hope to use our annual art gallery to learn about presenting our own work and introducing the anime style as a legitimate art form to the attendants. We hope to improve the ability of our resident artists and sharpen the critical eye of members who feel they are not artists. At the gallery we would like to give more people the opportunity to be able to draw their favorite anime character.

Action Steps

a) Before setting up the gallery we would contact local schools and see if any of their students would like to submit work to be showcased in the gallery.

b). During the gallery we would like to hold a contest and give prizes to the winning pieces. Prizes would include Japanese candy for third place, a figurine for second place, and a gift card for first place.

Learning Objective III

We also hope to explore Japanese pop culture by attending outside events such as Bakuretsu Con in Colchester and Matsuri Festival at St. Michael's College.

Action Steps

- a) At the meetings preceding the events we will take stock of who have available cars for traversing to both events as well as who is willing to volunteer to help work at Bakuretsu Con. If necessary we will submit a request for Car Share or gas reimbursing, but before either we will try to ferry ourselves.
- b) Having made contacts or interested in making contacts program members will meet with other Convention attendants and enthusiasts to exchange thoughts on works of anime.
- c) The meetings following both events we will discuss new thoughts on the demographic and style of popular anime works or popular Japanese culture. This discussion will cover panels program members attended at the events

Learning Objective IV

We would like to give members the opportunity to be able to get together in a set time out of a day to draw in a group.

Action Steps

- a) **This would happen either weekly or biweekly (or more, depending on schedule conflicts and how much members would want to meet) for an hour (or more, once again depending on the above), and we would meet in one of the suites. It would be a low-key setting, and one we feel will go a long way towards building**

camaraderie between members. All of our members will be encouraged to join regardless of perceived skill level - we want these meetings to be learning experiences and opportunities to grow.

b) We will provide art materials (Prismacolor markers and pencils, as well as a few other odds and ends) and friendly constructive criticism if desired.

c) We have an idea to get together with the art department and organize an anime workshop for interested UVM students - we would be willing to head the workshop.

Community Service

Through the popularity of the Anime Café and Game Day the programs involved have raised donations towards the local Food Shelf (Café) and a books-for-children's organization (Game Day). We hope to continue to encourage donations to these charities as well as step up efforts to contribute more to them. Additionally our Art Gallery encourages young artists from local schools to submit anime styled work.

Planning Timeline

A planning timeline is attached to the proposal containing a general idea of when we want to hold events with themes and innovations to be determined by the ideas of the program members.

Program Advisor

Our advisor will be Ann Barlow who has been our program advisor in the past.

Her email is ann.barlow@uvm.edu. She has shown a great interest and been a wonderful help in the cultural and community value of our events. She is also a valuable asset as an artistic expert during our Art Gallery.

Program Suites

From the interest shown by other students, most of the current program members, and a usual good influx of first years we believe a request of two six person and one five person co-ed suites is necessary.

Plans for Interactions With Other L/L Programs

We usually conduct Game Day with the Sci Fi program though recently more programs whose members attend this event have shown interest in contributing (Cakes for a Cause, Japanese House, Food for Thought, and Eco Cuisine.) This year Cakes for a Cause has also contributed to our café and we would like to work with them next year as well.

Program Member Recruitment

We have been speaking with several students interested in the program as well as some program members returning from semesters off. The some of these students are listed in the form attached to the proposal.