



INTERDISCIPLINARY  
INSTITUTE FOR THE  
HUMANITIES

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e-Newsletter  
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Header photo by editor



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## Welcome Message

CJS ニュースレターへようこそ！

Welcome to the final June issue of the Centre for Japanese Studies e-Newsletter. This special issue brings you all the latest information on our new MA in Interdisciplinary Japanese Studies, keeping you updated on the course through our new promotional video. We also celebrate the launch of our new *Beyond Japan* podcast which looks at the interdisciplinary nature of Japanese Studies. Our first episode brings you discussion on the significance of Japanese archaeology for the global history of humanity. Nadine Willems rejoins us for in her last article in her series from lockdown Tokyo to say farewell to Japan after finally making her voyage back to the UK and we bring you a different take on our Piece of Japan section by exploring **games and recreation** to celebrate the 24<sup>th</sup> anniversary of influential console the Nintendo 64. You can find a message from CJS Director Professor Simon Kaner on the [Sainsbury Institute for the Study of Japanese Arts and Cultures website](#) and hear more from our SISJAC colleagues in their monthly e-bulletin.



Written by Oliver Moxham, CJS Project Coordinator and editor

*Editor's note:* Japanese names are given in the Japanese form of family name first i.e. Matsumoto Mariko

**Tokyo Days – Report by Nadine Willems****SAYONARA, TOKYO**

What was meant to be a three-week family visit to Tokyo turned into a three-month stay. Because confinement rules in Japan were not stringent and the mood was panic-free, my experience involved a relatively low level of stress. But now that the country has recovered a fair share of its pre-covid level of activity and my visa is about to expire, it is time to reconnect with European life.

International travel in the pandemic era, however, has its own quirks and challenges. Twice, our flight was cancelled, until we finally got a confirmed seat on a plane to Amsterdam, leaving from Narita. It had been a while since I had set foot there. Located far away from the centre, Narita airport is inconvenient, but it used to be the default travel hub until Haneda took over a few years ago. So, I felt somewhat nostalgic when I boarded the Narita Express on Tuesday evening.

While Tokyo is getting back to normal, global links are in emergency mode until further notice. For all its scale and capacity, Narita displays little of its former glory. Our flight is the only one scheduled that night and we walk through one empty corridor after the other. Apart from a couple of convenience stores, shops and restaurants are closed. Even the lighting is dimmed all around, giving the departure hall the allure of a large-scale funeral parlour.

Like almost everywhere else, tourism in Japan has taken a serious hit, and the ghostlike atmosphere at Narita simply makes the phenomenon visible. The country registered a fall of 99.9% in the number of foreign visitors in May. That month for example, a mere thirty people arrived from mainland China compared to 900,000 in January. With its rapidly ageing population, Japan has been staking a lot on its future as a tourist destination and Covid-19 represents a real blow to economic dynamism.

Indeed, last year more than 30 million foreign visitors crossed Japan's borders. The target for 2020 – the year of the now postponed Olympics – was 40 million, rising to 60 million in 2030. Whether the effect of the pandemic will be easily overcome is a question that hangs – literally – in the air. For the time being, flying around the world is limited to necessity, and certainly not an enticing proposition.

We were warned that there would be no alcohol provided on the plane, and that a hot meal, the same for everyone, would be available only on flights that last longer than nine hours. Handed over at arm's length by a masked and gloved stewardess after take-off, ours is a sad version of a TV dinner, which seems to taste little different from its plastic container. Upon waking up, we are faced with a banana, a sugary shortcake, and no hot beverage. We must have looked crestfallen. A member of the crew takes pity on us and sneaks us an illicit cup of coffee.

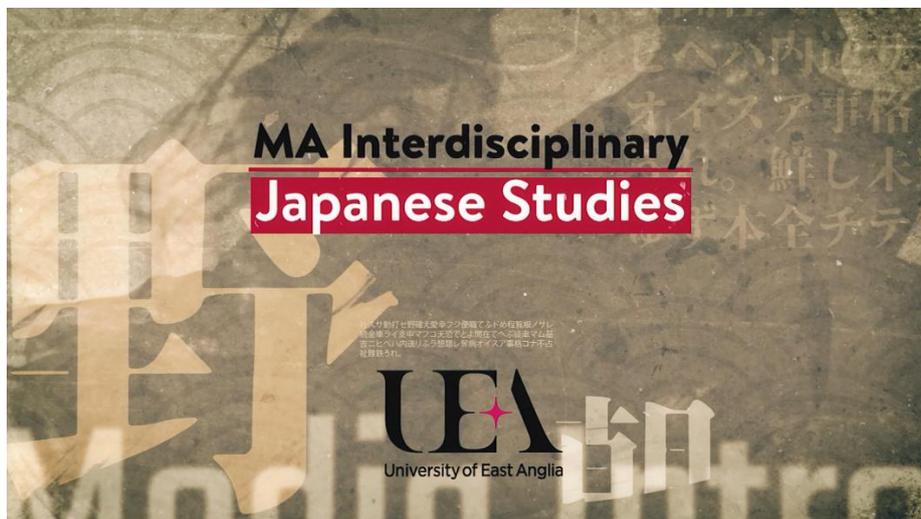
It is more of the same once in Holland. Schiphol Airport is deserted, and not only because it is 3:30am. At border control, the immigration official barely glances at our passports. Nobody bothers to ask for the health forms we were urged to complete before travelling. The baggage retrieval area is dimmed too and there is no one in sight. It takes us a good fifteen minutes to finally locate the only exit made accessible to travellers.

On the train ride to Brussels, I reflect that the border between Holland and Belgium is inexistent and that nobody bothers to check our tickets or health condition. We are free to go and indeed enjoy Brussels, where bars and restaurants are now open. Throngs of people occupy the pavements and drink at the extended sunshine, celebrating the end of confinement. But I am now off to the UK, where onerous and over-complicated restrictions are still in place – and, to cap it all, a 14-day quarantine awaits. I already miss Tokyo.



*Written by Nadine Willems, Lecturer of Japanese History at UEA.  
Photograph by editor Oliver Moxham.*

## MA in Interdisciplinary Japanese Studies



The University of East Anglia together with The Sainsbury Institute for the Study of Japanese Arts and Cultures are delighted to announce the launch of our new [MA programme in Interdisciplinary Japanese Studies](#). It's been an unsettling time for prospective students, but we've worked hard to adapt and bring you an exciting course for September 2020.

Administered through [UEA's Interdisciplinary Institute for the Humanities](#), home to the [Centre for Japanese Studies](#), this MA course is a collaboration of Japan specialists from both the University and the Sainsbury Institute for the Study of Japanese Arts and Cultures. Lecturers with academic focus on Japan from several

schools of study at UEA, as well as academic staff of the Sainsbury Institute together have developed an innovative interdisciplinary curriculum for students who want to know about Japan, its place in the world, and its transforming cultural identity. For a taste of who will be teaching you and their areas of speciality, [watch our new video](#) on YouTube or follow our new podcast series *Beyond Japan* for in-depth discussion with the teaching team.

We hope that this course will help create a new generation of versatile experts on Japan, who are well equipped to cross geographical, disciplinary, and institutional borders, ready to jump-start their careers in this exciting field.

Applicants can still apply for 2020 entry with an opportunity of scholarships for outstanding applicants. Arrival time is also flexible to allow for movement restrictions with students able to arrive as late as mid-October. To be considered for a scholarship, please apply to the course via the university admissions office by **July 10, 2020**. The final deadline for applications is **July 31, 2020**.

### Beyond Japan: An Interdisciplinary Podcast

## STONE CIRCLES OF AKITA AND WILTSHIRE WITH PROF. SIMON KANER



BEYOND  
JAPAN

Centre 日本学センター  
for Japanese Studies

UEA  
University of East Anglia  
INTERDISCIPLINARY  
INSTITUTE FOR THE  
HUMANITIES

The Centre for Japanese Studies is proud to announce *Beyond Japan*, a groundbreaking podcast series exploring the interdisciplinary nature of Japanese Studies and what insights the field provides in other areas of study. We will be presenting episodes on a weekly basis with initial episodes covering our research colleagues at CJS explaining their passion for their field of research and what a Japanese focus brings to the wider field. All interviewees in the initial recording series will be part of the teaching team of our new MA in Interdisciplinary Japanese Studies, so if any of our podcast episodes pique your interest, find out more about our course on the official UEA website or email us at [cjs@uea.ac.uk](mailto:cjs@uea.ac.uk) with enquiries.

In this episode, the Director of the Centre for Japanese Studies at the University of East Anglia, [Professor Simon Kaner](#), Executive Director of the Sainsbury Institute for the Study of Japanese Arts and Cultures, where he is also Head of the Centre for Archaeology and Heritage, talks about the significance of Japanese archaeology for the global history of humanity, and introduces some of the initiatives he leads setting Japanese archaeology and heritage in a comparative and interdisciplinary perspective, most recently launching the [Online Jōmon Matsuri](#).

**For more information on Simon's research:**

Work at the Sainsbury Institute  
The Online Resource for Japanese Archaeology and Cultural Heritage  
Global Perspectives on British Archaeology

You can see works written and edited by Simon [here](#).

## Piece of Japan

日本のかげら

Each week, we will bring to you some fresh recommendations from CJS members to help bring a piece of Japan to you at home through film, books, anime, manga and more. Today we bring you cultural artefacts on the theme of **games and recreation** to commemorate the 24<sup>th</sup> birthday of revolutionary games console the Nintendo 64 which shipped nearly 33 million units worldwide and widely hailed as one of the most influential consoles of all time. Its two most popular titles, *Super Mario 64* and *The Legend of Zelda: Ocarina of Time*, similarly claim critical consensus as two of the most influential games made to date and certainly impacted the childhood of millions around the world. In recognition of this, we will be sharing film that has influenced games as well as some Japan-related games for those with an interest of Japan's representation in virtual reality.



If you have any suggestions for themes or other recommendations, send us an email at [cjs@uea.ac.uk](mailto:cjs@uea.ac.uk).

*Editor's note:* English e-books and Japanese e-books on Amazon can largely only be purchased on [amazon.co.uk](https://www.amazon.co.uk) and [amazon.co.jp](https://www.amazon.co.jp) respectively, meaning that **English and Japanese e-books cannot be purchased on the same Amazon account**. You can read in both languages on your computer, but it is necessary to have two accounts. Furthermore, if you wish to read on a Kindle you must log in with **either** an English or Japanese account. Switching accounts on a Kindle will delete any content already stored on the device, so choose wisely!

### Japanese archaeology games

*CJS Director Professor Simon Kaner*

While archaeology features in many manga and anime ([the father in My Neighbour Totoro](#) reputedly being based on the distinguished Meiji University prehistorian Tozawa Mitsunori), its impact on games remains to be investigated. Not quite sure how useful this introduction to archaeology in Japanese video games by [Internet Archaeology Online](#) is, but should not be confused with the highly-rated academic journal of the same name, [Internet Archaeology](#). [Minecraft allegedly employs obsidian](#) as a medium of exchange, the black gold we promoted in [Global Perspectives in British Archaeology](#) – and explains why so many teenagers already knew about this amazing material (sharpest edges in the natural world). While preparing our dogu exhibitions a decade ago, we were impressed to encounter dogu avatars in [Second Life](#) (is that still a thing?) and knew it was one of many trails we were unable to follow. And the indefatigable Lara Croft finds her way to Japan in [Tomb Raider \(2013\)](#) on the legendary island of is set on [Yamatai](#), a mythical island in the Dragon's Triangle. For those of a more traditional gaming bent, how about [Archaeology: The Card Game](#), while the very serious minded might enjoy this foray into [Game Theory and state formation](#).

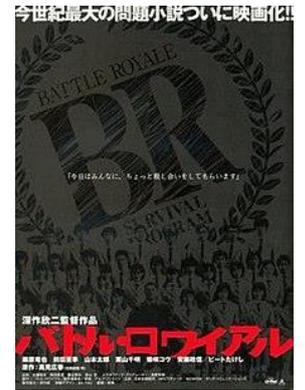


**Film** 映画のおすすめ*Recommendations by editor Oliver Moxham***Battle Royale (2000)** by Fukasaku Kinji

バトル・ロワイアル

監督：深作 欣二

Perhaps appropriately credited as one of Quentin Tarantino's favourite film, this ultra-violent cult classic explores a dystopic Japan where the most delinquent schools are annually enrolled in the 'Battle Royale Survival Program', in this case Nanahara Shuya's Class 3-B. Under the ruse of a field trip, Nanahara's class is gassed and taken to a remote island – the iconic, desolate landscape of Hashima, or 'Battleship Island' – where they are fitted with explosive collars and given three days to fight to the death until a single survivor remains. Influenced by Fukasaku's childhood wartime experience of hiding under fellow child munitions workers during bombing runs to survive, the film has been a major influence on global culture through its creation of the 'battle royale' genre in books, films and video games alike. The tense, chaotic violence of the 'last man standing' mechanic has shocked and thrilled many in equal parts and enshrines this film and the book which inspired it in the grisly underbelly of world culture.



Available to stream in [Japanese with English subtitles](#) on Amazon.

**Games** ゲームのおすすめ*Recommendations by editor Oliver Moxham***Sid Meier's Civilization V (2014)** by Firaxis Games

Sid Meier's Civilization series, one of the most senior and acclaimed strategy games, allows players to assume the role of historical figures from around the world to lead their respective civilisations to global prominence, either culturally, diplomatically, scientifically or militarily. In the fifth installation of the game, you can assume the role of Oda Nobunaga, one of the three "Great Unifiers" of Japan leading your samurai to victory on the world stage. Naturally, the game is fraught with historical inaccuracies – obviously, the nation of Japan did not exist in 3,600 BC



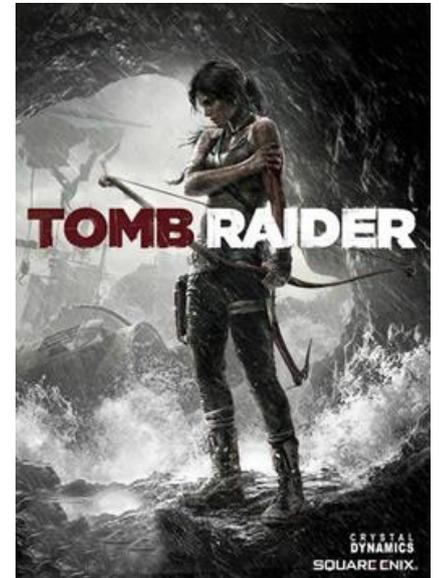
and Oda Nobunaga was not its undisputed ruler from then until the modern day – but the game's mechanics allow for an articulation of the attributes of nations impossible to experience in any other form. However, it does provide an excellent means for considering how nations and the ideas of nations take shape over centuries and millenia, something particularly prominent in the formation of Japan and its history. It also raises new ethical questions around how we engage with history – the game states at the start that it doesn't attempt to portray history and all characters are pure fiction, yet what are the implications of turning the samurai invasions of Joseon Korea in the Imjin War into a points-based game? Should we be able to virtually re-enact the attack on Pearl Harbour and is it morally wrong to enjoy the thrill of progressing in a game while replicating wartime atrocities? Civilization V provokes all these thoughts and educates its players on major

historical figures and civilisations that almost certainly get overlooked in school history lessons through the relatively novel format of a strategy game. While chewing over the problems of a teleological representation of history, will you employ diplomacy with Genghis Khan and Wu Zeitan of China or ‘pound the mochi’ of the world through an army of samurai backed by Mitsubishi Zeros? The choice is yours.

Available to download on [Steam](#). Can be played on most computers through reduced graphics.

### Tomb Raider (2013) by Square Enix

As mentioned above by Simon, the iconic archaeologist-explorer Lara Croft has her origin story explored in the 2013 *Tomb Raider* game. Here she explores the mythical island of Yamatai, the actual location of which is currently disputed by historians. After becoming shipwrecked on the island, she must fight and craft to survive after being hunted by a mysterious private army. In her exploration of the environment, she discovers ancient Japanese artefacts to help develop her knowledge and history of the island from Noh masks to calligraphy to *tantō* blades. Following the growth of Lara Croft from desk-bound archaeologist to the Tomb Raider of legend creates combination of action, survival and history to be enjoyed by a wide audience.



Available to download on [Steam](#) and on various consoles.

## Upcoming Events & Opportunitites

催し物

### The Lion & the Sun: New perspectives on Late 19th and Early 20th Century Anglo-Japanese Military Relations

After a long hiatus from our CJS Research Seminar series, we are proud to present our first online seminar ‘the Lion & the Sun’. This symposium forms the first event hosted as part of the UEA supported Japan Society for the Promotion of Science ‘Kakenhi’ project: “Old Friends, New Partners: New Perspectives on Anglo Japanese Military Relations in the Modern Era” led by Thomas French (Ritsumeikan University). The project examines contemporary and historical peacetime military ties between Japan and the United Kingdom and their various political, technical, strategic, cultural, and social influences and legacies. Combining UEA and external faculty, this symposium covers topics spanning from the Bakumatsu era to the early years of the twentieth century.

The participating researchers include:

CENTRE FOR  
JAPANESE STUDIES

THE LION & THE SUN: NEW  
PERSPECTIVES ON ANGL-  
JAPANESE MILITARY RELATIONS

THURS 25 JUNE

ONLINE SEMINAR

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FIND OUT MORE AT:  
[uea.ac.uk/cjs](http://uea.ac.uk/cjs)

"Oh, East is East, and West is West,  
But there is neither East nor West, nor Heath,  
Nor any stirring sense about Asia, for they come from the north of the north."  
— Rudyard Kipling, (October 4, 1902)

**Dr. Ra Mason [UEA] Chair**

**Prof. Thomas French [Ritsumeikan University] [Silent Sentries - Writing the British Garrison of Yokohama \(1864-1875\) back into the History of the Bakumatsu and Early Meiji Eras](#)**

**Dr. Cees Heere [Leiden University] ["Another England at our doors": The British Empire, Japan, and the coming of the 'Pacific Age', 1895-1905](#)**

**Prof. Oleg Benesch [York University] [Military Maneuvers as Public Spectacle in Imperial Japan and the UK](#)**

**Dr. Sherzod Muminov [UEA] Discussant**

**Dr. Nadine Willems [UEA] Discussant**

The presentations and ensuing discussion will all be available **today** on the [CJS YouTube channel](#) with the presentations available until **Thursday 2 July**.

### **Manga with Kubo Kiriko: Online Masterclasses**

[Japan House](#)

15 July – 12 August

[Livestreams available on Facebook](#)



Due to the high demand following the recent series of drawing demonstrations held in May and June 2020, Japan House London continues to look deeper into the art of manga and is delighted to welcome internationally renowned *manga-ka* Kubo Kiriko to lead a special series of free online masterclasses.



Tokyo-born Kubo Kiriko has published widely and successfully in Japan, including *'Buckets de gohan'* (animated for television in 1996) and *'Dobutsu uranai'* (1999-2007). She has been living in London for the past twenty years. Two of her best-known manga, *'Cynical Hysterie Hour'* and *'Imadoki no kodomo'* (Children Nowadays), are now available as e-books translated into English and her characters adorn the walls of the Evalina London Children's Hospital.

This series of three live lecture-demonstrations presents a unique opportunity for participants to take a deeper look at manga, from diving into the creative process of an experienced *manga-ka* to enhancing their techniques and learning how to develop a storyboard for their own characters.

Each date looks at a particular aspect of creating manga:

Wednesday 15 July: How to Develop a Manga Storyboard with Kubo Kiriko

Wednesday 29 July: Inking Patterns in Manga: Online Session with Kubo Kiriko

Wednesday 12 August: Manga Techniques: Applying Screen-tones with Kubo Kiriko

Booking links will be available soon.

## News from Japan

## 日本に関する記事

For a running number of reported COVID19 infections, victims and recoveries in Japan, see the [Asahi Shimbun homepage \[JP\]](#).



For non-Japanese speakers, the numbers indicate:

**Nationwide infections: Yesterday (total) Deaths: Yesterday (total) Recoveries: Yesterday (total)**

国内の感染者：+前日（総数） 死者：+前日（総数） 退院者：+前日（総数）

For a Japanese government public service video on coronavirus (Japanese only):

[3つの密を避けよう！](#)

For Japanese speakers, here are two articles in English from the Japan Times laying out vocabulary coming out of the crisis:

- [The Japanese words used to encourage self-restraint](#)
- [Cancellations, postponements, suspensions — words that define the times](#)

Click here for a comprehensive online document on [Japanese universities adopting distance learning](#).

For more information on Japanese universities see this [twitter thread by Rochelle Kopp](#), professor at Kitakyushu University, for resources.

## General Links

## お役立ちリンク

[Orientations Magazine](#)  
[Embassy of Japan](#)  
[Japan Foundation](#)  
[JSPS](#)  
[British Association for Japanese Studies](#)  
[Daiwa Anglo-Japanese Foundation](#)  
[Great Britain Sasakawa Foundation](#)  
[Japan Society](#)  
[EU-Japan Centre](#)  
[Canon Foundation](#)  
[Applications for JET Programme](#)  
[Japanese Language Proficiency Exam](#)  
[UEA Japan Society: ueajapansociety@gmail.com](#)  
[Taiko Centre East](#)  
[Career Forums](#)

## Contact Us

## お問い合わせ

If you have any contributions for the next week's e-newsletter, please send them to us by **12:00 Wednesday** to make the next issue.



The CJS office is located in the Sainsbury Centre for the Visual Arts (the mezzanine floor), although the office is temporarily closed as per university guidelines. You can always email us at [cjs@uea.ac.uk](mailto:cjs@uea.ac.uk).

To keep up with goings-on at CJS, follow us on social media:



Or visit our website: [uea.ac.uk/cjs](http://uea.ac.uk/cjs)



*Left: CJS Director Professor Simon Kaner  
Right: Editor and CJS Project Coordinator Oliver Moxham*

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