

Symposium

The Present and the Future of the Chinese Entertainment Market: Views from Japan

Thursday, March 7, 2024
14:00-15:30 (JST)

Speakers

Daichi Nakagawa (Critic, Editor; Deputy Editor, *PLANETS*)

Takashi Endo (CEO, Anichina)

Seio Nakajima (Professor, Graduate School of Asia-Pacific Studies, Waseda University)

Atsuo Nakayama (CEO, Re entertainment; Ph.D. Candidate, GSAPS, Waseda University)

Yuji Osato (COO, ZENY)

Leona Takahashi (CEO, Xiamen Leona Software Co., Ltd.)

Hybrid Meeting (Pre-registration required)

In person: Room 711, 7th Floor, Building 19 (Nishi-Waseda Bldg.)

Waseda University, Tokyo, Japan

(Directions: <http://www.waseda.jp/gsaps/en/access/>)

Online: You will receive the necessary information after registration.



Registration: https://www.spf.org/en/seminar/list/20240307_2.html

※ Talks will be in Japanese, but Japanese-English simultaneous interpretation will be provided.

About the Symposium

The Sasakawa Peace Foundation (SPF) and Japan China Entertainment Economic Forums (JCEE) are set to host a public symposium focusing on the entertainment and creative industries in China. Since the normalization of Sino-Japanese relations, Japan's films, animations, games, and intellectual properties (IPs) have consistently been popular in China. Traditionally, there has been a significant flow of cultural products from Japan to China in the entertainment sector, with relatively limited influence in the opposite direction. However, in recent years, Chinese animations, games, and IPs have gained increasing popularity in Japan.

The COVID-19 pandemic has led to a pause in exchanges between Japan and China, and rising security concerns have heightened tensions in Sino-Japanese relations, resulting in a downturn in economic interactions. Despite these challenges, cultural exchanges, especially in the entertainment industry, have seen a resurgence between the two countries. This symposium seeks to evaluate the current landscape of cultural exchanges between Japan and China in the entertainment sector and explore potential future directions.

The symposium will cover a range of topics, including the cultural history of ACG (Anime, Comic, and Game) in China, licensing agreements, investment trends, trading card games, live entertainment, gaming, and cinema.

We hope the symposium will offer valuable insights into the evolving dynamics of Japan-China relations through the lens of the entertainment and creative industries.

Organizers: Japan China Entertainment Economic Forum (JCEE)/The Sasakawa Peace Foundation (SPF)

Co-Organizers: Waseda Institute of Asia-Pacific Studies (WIAPS), Research Group on Contemporary Chinese Independent Film/Graduate School of Asia-Pacific Studies (GSAPS)