

21F.067 Cultural Performances of Asia
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Week 2: Anime and Japanese Culture

- 1) Clifford Geertz argues that we can learn about a culture by observing the stories people tell about themselves. How does he do this through the observation of a cockfight?
- 2) What does Geertz mean by “deep play”? In what ways is the social context necessary to understand in order to interpret the betting, especially the ways it is “irrational”?
- 3) Susan Napier identifies three major themes for analyzing anime. What are they?
- 4) In what way does Napier identify the importance of studying anime? Can you think of other reasons to study anime in addition to those that she gives?
- 5) *Paranoia Agent* explores the ways that reality is interpreted in a variety of ways depending on one’s location? What does this add to our understanding of performance? For example, does this mean that any given event is in fact many “events” because it is experienced in many different ways? Why or why not?