

Mapping Japanese Visual Media

Collaborating with enthusiast communities to open
new research paths

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Outline of the presentation

1. Introducing the **JVMG project**
2. Working with **enthusiast communities**
3. **Data** integration
4. **Legal** integration
5. **Frontend** and data endpoint
6. The **Tiny Use Case** methodology
7. **Future plans** and works in progress

Introducing the JVMG project

Introducing the JVMG project

- Databases by enthusiast communities are the **go to resource for checking information**



- **Japanese Visual Media Graph (JVMG) project**
- Project aim: Make these databases available for **large-scale quantitative research**
- Funded by the **German Research Foundation's** (Deutsche Forschungsgemeinschaft) e-Research Technologies program

Working with enthusiast communities

Working with enthusiast communities

- Aim is to **work together** with the communities
 - Learn from community practices
 - Attribution
 - Provide feedback on data quality
 - Provide an RDF repository of their data

Working with enthusiast communities

- **Positive response** from several communities
 - **VNDB, ACDB, AnimeClick, Wikidata**
- Some communities are not interested or reluctant to collaborate
 - We hope to convince them with the progress of the project

Example enthusiast communities & statistics

Visual Novel Database					
Visual Novel Works	Unique Releases	Characters	Descriptive Work Tags	Descriptive Character Tags	Agents
28,000	73,000	91,000	2600	2800	31,000
AnimeClick					
Anime	Manga	Characters	Related Works	Authors	Other Staff
9400	11,000	102,000	15,000	28,000	39,000
Anime Characters Database					
Characters	Works	Character Relations	Descriptive Character Tags	Descriptive Work Tags	Voice Actors
101,000	11,000	17,000	3800	1100	4900

Data and legal integration

Data integration

- Data is **cleaned and preprocessed**
- All data transformed into **RDF** form
- **Unified JVMG ontology** integrating the individual ontologies
- **Connections** (e.g. matching) between the databases
- **Can be connected** to other linked data sources

Legal integration

- **Various licencing** solutions for the community data
- Project aim: create **legal integration to facilitate reuse**
- Aim for **CC BY-NC-SA 4.0** as lowest common denominator
- Possibilities for **dual licencing** of data

Goku

Property Value

label acdb **Goku**

type acdb **Character** en

ACDB Link en acdb <https://www.animecharactersdatabase.com/characters.php?id=15533>

Age en acdb **Adult** en

Animal Ears en acdb **No** en

Appears In en acdb
15

- [Dragon Ball \(Series\)](#)
- [Dragon Ball GT](#)
- [Dragon Ball Super](#)
- [Dragon Ball Z](#)
- [Dragon Ball Z: Battle of Gods](#)
- [Dragon Ball Z: Bojack Unbound](#)
- [Dragon Ball Z: Broly - The Legendary Super Saiyan](#)
- [Dragon Ball Z: Cooler's Revenge](#)
- [Dragon Ball Z: Dead Zone](#)
- [Dragon Ball Z: Lord Slug](#)
- [Dragon Ball Z: Revival of 'F'](#)
- [Dragon Ball Z: Super Android 13!](#)
- [Dragon Ball Z: The Tree of Might](#)
- [Dragon Ball Z: The World's Strongest](#)
- [Dragon Ball Z: Wrath of the Dragon](#)

Author en acdb **1**

Character Role en acdb **Protagonist** en

Character Tag en acdb

- [arm guards](#)
- [karate](#)
- [spiky hair](#)

The Tiny Use Case (TUC) methodology

General idea for the TUC

- Pioneered by the **diggr** (Databased Infrastructure for Global Games Culture Research) research project team
- Inspiration from **agile** software development principles
 - Cycle of continuous incremental innovations and assessments
- Each TUC **3-4 months** long

Learning from TUCs

- Exploration of the **data's usability for research**
 - Limits of the data
 - **Data quality** issues
- Needs of the researchers in relation to the **frontend**
- **Bridging disciplinary boundaries**
 - between library and computer science on the one hand, and humanities and social science on the other

Examples of Tiny Use Cases

1. Investigating Japanese **Visual Novel Characters**
2. Testing one of the points from Hiroki Azuma's "**Otaku: Japan's Database Animals**"
3. **Exploring recurring patterns in character creation** in visual novel games
4. **Examining the concept of media mix** by looking at networks of co-appearing characters
5. **Census of characters** in Japanese visual media

It's all in the eyes: a quantitative approach to visual novel game characters (Luca Bruno)

Outline

- Research question: are characters eyes a marker for character personality?
- Do the eyes of vngc refer to patterns of character personality, which shape the intimate relationship to the player?
- Examination of existing traits employed on VNDB for descriptive entries on characters
- Examination of co-occurrence of eye shape traits and personality traits.



Tsurime

Tareme

Results (female characters)

Trait co-occurring with Tareme (female characters)	Count	Trait co-occurring with Tsurime (female characters)	Count
Kind	1378	Serious	246
Energic	726	Kind	189
Refined	428	Stoic	155
Hard worker	405	Refined	153
Deredere (super-sweet demeanor)	395	Arrogant	151

Please check out our blog for a more detailed analysis of these trait co-occurrences

Future plans and work in progress

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- **Opening up the database** to external researchers
 - **Please get in touch** with us, if interested!
- Creating further tools for **simple data analysis**
- Integrating **further databases**
 - Japanese language databases
 - Databases on non-Japanese visual media
 - Databases of fan productions
 - Databases on business and geographical data

Project dimensions

- **Japanese and media studies research** (Martin Roth, Luca Bruno, Zoltan Kacsuk)
- **Data integration** (Magnus Pfeffer, Senan Kiryakos)
- **Ontology development** (Senan Kiryakos)
- **Frontend development** (Magnus Pfeffer, Tobias Malmsheimer)
- **Server side infrastructure** (Leander Seige, Tobias Malmsheimer)

Thank you for your attention!

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Visit our project website:
**[https://jvmg.iuk.hdm-
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