

Adding data on anime intermediate production materials in the collections of archive centers and libraries to the Japanese Visual Media Graph

Research funded by:



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Doing things with anime materials: Approaching Japanese animation
away from the screen
Durham University, 21 November 2023

Introducing the JVMG project

- Databases by enthusiast communities are often the **most up-to-date online resource for checking information**



- Project aim: Make these databases available for **large-scale quantitative research, in collaboration with the communities**
 - Funding: German research foundation, 6 years duration

Key characteristics of the JVMG project



COLLABORATION WITH COMMUNITIES

We work with diverse fan and enthusiast communities to make their data available to researchers. We respect their wishes and conditions for the use of the data.



SUITABILITY FOR RESEARCH

The needs of researchers drive all aspects of the development of the graph database, from the choice of data sources and the data model to specific representation details.



OPEN DEVELOPMENT

We document the process of data integration and the associated research in an open manner. You will find regular updates on the [project blog](#).

Source databases

Fan/enthusiast community databases:

- **AnimeClick:** Wide interest in Japanese visual media and culture
- **The Visual Novel Database (VNDB):** Focused on visual novel games only
- **Anime Characters Database (ACDB):** Focus on one aspect of the domain

Other databases:

- **Wikidata:** Not focused on Japanese visual media
- **Media-Arts Database:** Collects information on manga, animation, games and media art from institutions, creators and publishers in Japan

Adding data on anime intermediate production materials in the collections of archive centers and libraries

- First steps: **Archive Centre for Anime Studies** in Niigata
- Future possibilities: adding information on further archive collections
 - this could enable the easier browsing of not just **what materials exist**, but also **where they are located**

Potential uses and benefits

- Helps **capture the larger vertical context of anime** by connecting elements from production to the wider media mix and beyond
- Potential for lateral **contextualization and background** information
- Allows for **stratification and sampling**
- Potential for **combining** the analysis of **large scale changes** (e.g. career research in anime) with their day-to-day, **production-to-production realities**
- Helps create a **fuller and more varied picture of anime** (cf. Lolli 2020; and Pfeffer et al. 2023: *The impossible quest for the complete list of all anime*)

Thank you for your attention!

Get in touch at: kacsuk@hdm-stuttgart.de

Visit our project website:

<https://jvmg.iuk.hdm-stuttgart.de/>

Visit the JVMG database:

<https://mediagraph.link/>