

Kojima&sorty

Joshua S. Mostow

The Creative Gene Hideo Kojima, 2021-10-19 Ever since he was a child, Metal Gear Solid and Death Stranding creator Hideo Kojima was a voracious consumer of movies, music, and books. They ignited his passion for stories and storytelling, and the results can be seen in his groundbreaking, iconic video games. Now the head of independent studio Kojima Productions, Kojima's enthusiasm for entertainment media has never waned. This collection of essays explores some of the inspirations behind one of the titans of the video game industry, and offers an exclusive insight into one of the brightest minds in pop culture. -- VIZ Media

Hideo Kojima Bryan Hikari Hartzheim, 2023-08-24 An exploration of the influential work of Hideo Kojima, creator of cinematic titles such as the blockbuster Metal Gear Solid franchise, which has moved over 50 million units globally, as well as Snatcher, Policenauts, and Death Stranding. As the architect of the Metal Gear Solid franchise, Kojima is synonymous with the "stealth game" genre, where tension and excitement is created from players avoiding enemies rather than confronting them. Through the franchise, Kojima also helped to bridge the gap between games and other forms of media, arguing that games could be deep experiences that unearthed complex emotions from players on the same level as films or novels. Drawing on archives of interviews in English and Japanese with Kojima and his team, as well as academic discourses of social/political games and cinematic narrative/world-building, this book examines Kojima's progressive game design as it applies to four key areas: socially-relevant narratives, cinematic aesthetics, thematically-connected systems, and reflexive spaces.

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Longing, Ruin, and Connection in Hideo Kojima's Death Stranding Amy M. Green, 2021-12-27 This volume provides an in-depth examination of the video game Death Stranding, focusing on the game's exploration of ruin, nostalgia, and atonement as its primary symbolic, narrative, and mechanical language. Offering the first close examination of Death Stranding's narrative, the book also incorporates a strong foundation in game studies, most especially related to the concepts of immersion and embodiment. The focus of the book lies in considering how Death Stranding expands on the themes of ruin, longing, and the need for connection, and whether a reconciliation—on a community level, national level, or even global level—might be possible. This book will appeal to scholars in a variety of disciplines in the Humanities and the Social Sciences, from video game studies and media studies to English, history, philosophy, and popular culture.

The Kojima Code Terry Wolfe, 2018-01-08 How far would you go to break the chains of destiny? In the case of HIDEO KOJIMA, way past the point of madness! What else would you call gambling your own multi-million dollar franchise on an elaborate secret scheme to prove you're smarter than your adoring fans? Or creating the biggest media sensation in modern history just so you could spike your own product into the ground and use it as proof that you shouldn't trust advertising? (Or promising to make up for that betrayal of consumer trust only to do it again with an even more venomous bite?) There's nothing else to call it but madness -- unless you understand THE KOJIMA CODE. A mind-blowing, huge budget, multi-layered

plot to create a jaw-dropping masterpiece secretly engineered to upset the world. Hey, maybe that's what it takes to make people question the lies we're told in the 21st Century's age of confirmation bias. This book tracks the lonely personal life, daring career, and radical game design philosophy of one of the most enigmatic, polarizing, and devious minds in entertainment. Only by understanding the man and the corporate world he struggled with can we illuminate the unbelievable story behind one of the greatest works of postmodern art ever made. It's a story that has never been detailed, despite an entire generation of gamers begging for answers! A must-read for anyone who has played the series or just wondered why so many people still love and hate HIDEO KOJIMA to this day! The answers await.

Long Belts and Thin Men Nobuo Kojima, 2016-04 Kojima Nobuo is best-known in English for his outstanding novella, *Amerikan sukuuru* (1954, *The American School*), which earned the Akutagawa Prize that year. Strongly affected by World War II and the postwar era, his style evolved into a powerful, often painfully honest satire depicting the Japanese male as a Milquetoast, under the thumbs of women and society in general. Influenced by Gogol and other giants of Russian literature, Kojima's style and technique immerse the reader in the doubts and dilemmas of his characters to powerful effect. Kojima's award-winning story, *The American School*, depicts the visit of a group of Japanese English-language teachers to an international school for the children of Americans and others living in Japan. The reactions of the educators as they walk eight miles to the school and come into contact with transplanted American culture for the first time are both touching and comical; the perfect satire. Many of his stories from this period deal with the irony, pain, and internal turmoil of men who have not come to grips with the society of post-War Japan, or their place within it. In addition to *The American School*, this volume contains a number of his other important works, illuminating the trials faced by the Japanese following World War II, individually and as a society, through the eyes of a succession of world-weary and ineffectual protagonists.

Bodies of Memory Yoshikuni Igarashi, 2012-01-09 Japan and the United States became close political allies so quickly after the end of World War II, that it seemed as though the two countries had easily forgotten the war they had fought. Here Yoshikuni Igarashi offers a provocative look at how Japanese postwar society struggled to understand its war loss and the resulting national trauma, even as forces within the society sought to suppress these memories. Igarashi argues that Japan's nationhood survived the war's destruction in part through a popular culture that expressed memories of loss and devastation more readily than political discourse ever could. He shows how the desire to represent the past motivated Japan's cultural productions in the first twenty-five years of the postwar period. Japanese war experiences were often described through narrative devices that downplayed the war's disruptive effects on Japan's history. Rather than treat these narratives as obstacles to historical inquiry, Igarashi reads them along with counter-narratives that attempted to register the original impact of the war. He traces the tensions between remembering and forgetting by focusing on the body as the central site for Japan's production of the past. This approach leads to fascinating discussions of such diverse topics as the use of the atomic bomb, hygiene policies under the U.S. occupation, the monstrous body of Godzilla, the first Western professional wrestling matches in Japan, the transformation of Tokyo and the athletic body for the 1964 Tokyo Olympics, and the writer Yukio Mishima's dramatic suicide, while providing a fresh critical perspective on the war legacy of Japan.

Singing Shijimi Clams Naomi Kojima, 2006 An older, but kinder witch must decide what to do with some very determined clams.

Encyclopedia of Literary Translation Into English: A-L O. Classe, 2000

Story Mode Ph. D Strunk, 2021-11-15 Once considered niche, fringe, and the hobby of only outsiders or loners, video games have rapidly become one of the most popular and influential artistic forms of this century. Their imagery is near ubiquitous—children, adults, and even professional athletes know what a Fortnite dance is without having played the game, and every conversation about violence in media eventually turns toward Grand Theft Auto. We've reached a point where, through streaming platforms like Twitch, games don't even need to be played to be enjoyed, as whole robust

communities form around watching others play. Games have grown into more than just products; they're touchstones, meaning that they've become popular enough for something radical to have happened: even while culture shapes our games, games have simultaneously begun shaping our culture. In *Story Mode*, video games critic and host of the No Cartridge podcast Trevor Strunk traces how some of the most popular and influential game series have changed over years and even decades of their continued existence and growth. We see how the Call of Duty games—once historical simulators that valorized conflicts like World War II—went “modern,” complete with endless conflicts, false flag murders of civilians, and hyperadvanced technology. It can be said that Fortnite's runaway popularity hinges on a competition for finite resources in an era of horrific inequality. Strunk reveals how these shifts occurred as direct reflections of the culture in which games were produced, thus offering us a uniquely clear window into society's evolving morals on a mass scale. *Story Mode* asks the question, Why do video games have a uniquely powerful ability to impact culture? Strunk argues that the participatory nature of games themselves not only provides players with a sense of ownership of the narratives within, but also allows for the consumption of games to be a revelatory experience as the meaning of a game is oftentimes derived by the manner in which they are played. Combining sharp criticism of our most beloved and well-known video game series with a fascinating discussion of how our cultural values form, *Story Mode* is a truly original examination of the unique space games now occupy, from one of the sharpest games critics working today.

Orientations Kandice Chuh, Karen Shimakawa, 2001-09-03 Asian and Asian American studies emerged, respectively, from Cold War and social protest ideologies. Yet, in the context of contemporary globalization, can these ideological distinctions remain in place? Suggesting new directions for studies of the Asian diaspora, the prominent scholars who contribute to this volume raise important questions about the genealogies of these fields, their mutual imbrication, and their relationship to other disciplinary formations, including American and ethnic studies. With its recurrent themes of transnationalism, globalization, and postcoloniality, *Orientations* considers various embodiments of the Asian diaspora, including a rumination on minority discourses and performance studies, and a historical look at the journal *Amerasia*. Exploring the translation of knowledge from one community to another, other contributions consider such issues as Filipino immigrants' strategies for enacting Asian American subjectivity and the link between area studies and the journal *Subaltern Studies*. In a section that focuses on how disciplines—or borders—form, one essay discusses “orientalist melancholy,” while another focuses on the construction of the Asian American persona during the Cold War. Other topics in the volume include the role Asian immigrants play in U.S. racial politics, Japanese American identity in postwar Japan, Asian American theater, and the effects of Asian and Asian American studies on constructions of American identity. Contributors. Dipesh Chakrabarty, Kuan-Hsing Chen, Rey Chow, Kandice Chuh, Sharon Hom, Yoshikuni Igarashi, Dorinne Kondo, Russell Leong, George Lipsitz, Lisa Lowe, Martin F. Manalansan IV, David Palumbo-Liu, R. Radhakrishnan, Karen Shimakawa, Sau-ling C. Wong

Posttraumatic Stress Disorder, Trauma, and History in Metal Gear Solid V Amy M. Green, 2017-08-22 This book explores the video game *Metal Gear Solid V*'s exploration of trauma and posttraumatic stress disorder (PTSD) through a careful analysis of its thematic elements and characters. It also considers the game's complex take on post-9/11 history. *Metal Gear Solid V* consists of two interrelated titles, *Ground Zeroes* and *The Phantom Pain*. *Ground Zeroes* is examined as a post-9/11 narrative exploring America's use of Guantanamo Bay and the extraordinary rendition program as tools in the War on Terror. *The Phantom Pain* is examined as a work exploring post-9/11 in trauma, especially in returning soldiers. The characters appearing in both games are given substantial consideration and analysis as embodiments of different forms of PTSD and trauma. This book appeals especially to those interested in video game study, to those who are enthusiasts of video games, and those interested in post-9/11 narratives.

Rashomon and Other Stories Ryunosuke Akutagawa, 2011-04-11 Clear-eyed glimpses of human behavior in the extremities of poverty, stupidity, greed, vanity... Story-telling of an unconventional sort, with most of the substance beneath the shining, enameled surface. --The New York Times Book

Review Widely acknowledged as the father of the Japanese short story, Ryunosuke Akutagawa remains one of the most influential Japanese writers of all time. *Rashomon and Other Stories*, a collection of his most celebrated work, resonates as strongly today as when it first published a century ago. This volume includes: *In a Grove*: An iconic, contradictory tale of the murder of a samurai in a forest near Kyoto told through three varying accounts *Rashomon*: A masterless samurai contemplates following a life of crime as he encounters an old woman at the old Rashomon gate outside Kyoto *Yam Gruel*: A low-ranking court official laments his position all the while yearning for his favorite, yet humble, dish *The Martyr*: Set in Japan's Christian missionary era, a young boy is excommunicated for fathering an illegitimate child, but not all is as it seems *Kesa and Morito*: An adulterous couple plots to kill the woman's husband as the situation threatens to spin out of control *The Dragon*: A priest concocts a prank involving a dragon, but the tall tale begins to take on a life of its own With a new foreword by noted Akutagawa scholar Seiji Lippit, this updated version of a classic collection is an excellent, readable introduction to Japanese literature.

Modern Japanese Short Stories Ivan Morris, 2019-07-16 *Modern Japanese Short Stories* is a remarkable collection of Japanese stories from the pioneers of contemporary Japanese literature. This volume's twenty-five stories by as many authors display a wide range of style and subject matter--offering a revealing picture of modern Japanese culture and society. The stories in this anthology include: *Tattoo* by Junichiro Tanizaki--a large spider tattooed on the back of a young woman results in unexpected changes *Autumn Mountain* by Ryunosuke Akutagawa--vivid memories of a beautiful painting leads a man to wonder if it ever actually existed *The Priest and His Love* by Yukio Mishima--a Buddhist priest finds his path to enlightenment challenged after falling in love *The Moon on the Water* by Nobel Prize winner Yasunari Kawabata--a young woman who cared for her ailing first husband through most of their marriage regrets remarrying after his death Featuring a new foreword by Japanese literary scholar Seiji Lippit and striking woodcut illustrations by Masakazu Kuwata, the stories are translated by the editor, Ivan Morris, and Edward Seidensticker, George Saito, and Geoffery Sargent. This collection of short stories shows why Japanese literature is so highly valued today--it teaches not only about Japan, but about the human condition and the possibilities of art.

Death Stranding - Death Stranding: The Official Novelization - Volume 1 Hitori Nojima, 2021-02-16 The first volume of the official novelization of *Death Stranding*, the new franchise from legendary game-creator Hideo Kojima. Mysterious explosions have rocked the planet, setting off a series of supernatural phenomena known as the *Death Stranding*. Spectral creatures that devour the living have pushed humanity to the brink of extinction, causing countries to fall and survivors to scatter and live in pockets of isolation. Sam Porter Bridges, the legendary porter with the ability to return from the world of the dead, has been entrusted with a critical mission by the President of the United Cities of America. He must journey across this ravaged landscape crawling with otherworldly threats to reconnect cities and people and rebuild America one step at a time.

Exploration of Space, Technology, and Spatiality: Interdisciplinary Perspectives Turner, Phil, Turner, Susan, Davenport, Elisabeth, 2008-09-30 For researchers and scholars working at the intersection of physical, social, and technological space, this book provides critical research from leading experts in the space technology domain--Provided by the publisher.

The Classic Short Story, 1870-1925 Florence Goyet, 2014-01-13 The ability to construct a nuanced narrative or complex character in the constrained form of the short story has sometimes been seen as the ultimate test of an author's creativity. Yet during the time when the short story was at its most popular - the late nineteenth and early twentieth centuries - even the greatest writers followed strict generic conventions that were far from subtle. This expanded and updated translation of Florence Goyet's influential *La Nouvelle, 1870-1925: Description d'un genre à son apogée* (Paris, 1993) is the only study to focus exclusively on this classic period across different continents. Ranging through French, English, Italian, Russian and Japanese writing - particularly the stories of Guy de Maupassant, Henry James, Giovanni Verga, Anton Chekhov and Akutagawa Ryunosuke - Goyet shows that these

authors were able to create brilliant and successful short stories using the very simple 'tools of brevity' of that period. In this challenging and far-reaching study, Goyet looks at classic short stories in the context in which they were read at the time: cheap newspapers and higher-end periodicals. She demonstrates that, despite the apparent intention of these stories to question bourgeois ideals, they mostly affirmed the prejudices of their readers. In doing so, her book forces us to re-think our preconceptions about this 'forgotten' genre.

Japan's Political Marketplace J. Mark Ramseyer, Frances McCall Rosenbluth, 2009-06-01 Mark Ramseyer and Frances McCall Rosenbluth show how rational-choice theory can be applied to Japanese politics. Using the concept of principal and agent, Ramseyer

The Hiro Matsuda Stories Hiro Matsuda, Stephanie Kojima, 2019-01-06 Hiro Matsuda tells his life stories, from growing up in Japan, struggling to become a professional wrestler and travel to America, rising to the top and ongoing career, to battling colon cancer in his final months. It is not only a story about professional wrestling, but also a human story about fulfilling a dream and enjoying life. It is the story about a man creating his life with unwavering determination.

The Columbia Companion to Modern East Asian Literature Joshua S. Mostow, 2003 This extraordinary one-volume guide to the modern literatures of China, Japan, and Korea is the definitive reference work on the subject in the English language. With more than one hundred articles that show how a host of authors and literary movements have contributed to the general literary development of their respective countries, this companion is an essential starting point for the study of East Asian literatures. Comprehensive thematic essays introduce each geographical section with historical overviews and surveys of persistent themes in the literature examined, including nationalism, gender, family relations, and sexuality. Following the thematic essays are the individual entries: over forty for China, over fifty for Japan, and almost thirty for Korea, featuring everything from detailed analyses of the works of Tanizaki Jun'ichiro and Murakami Haruki, to far-ranging explorations of avant-garde fiction in China and postwar novels in Korea. Arrayed chronologically, each entry is self-contained, though extensive cross-referencing affords readers the opportunity to gain a more synoptic view of the work, author, or movement. The unrivaled opportunities for comparative analysis alone make this unique companion an indispensable reference for anyone interested in the burgeoning field of Asian literature. Although the literatures of China, Japan, and Korea are each allotted separate sections, the editors constantly kept an eye open to those writers, works, and movements that transcend national boundaries. This includes, for example, Chinese authors who lived and wrote in Japan; Japanese authors who wrote in classical Chinese; and Korean authors who write in Japanese, whether under the colonial occupation or because they are resident in Japan. The waves of modernization can be seen as reaching each of these countries in a staggered fashion, with eddies and back-flows between them then complicating the picture further. This volume provides a vivid sense of this dynamic interplay.

Uncover the mysteries within Explore with is enigmatic creation, **Kojima&sorty** . This downloadable ebook, shrouded in suspense, is available in a PDF format (PDF Size: *). Dive into a world of uncertainty and anticipation. Download now to unravel the secrets hidden within the pages.

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Kojima&sorty Introduction

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