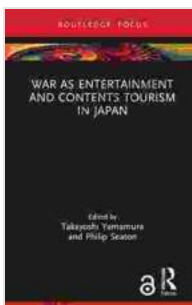


War as Entertainment and Content Tourism in Japan: Exploring the Commodification of Conflict

War has long been a subject of fascination and curiosity, its horrors and tragedies often overshadowed by its allure as a spectacle of violence and bloodshed. In recent times, this fascination has taken a new turn, with war becoming a source of entertainment and content tourism in various parts of the world, including Japan. This article explores the complex and often unsettling relationship between war, entertainment, and tourism in contemporary Japan, shedding light on the ways in which conflict is commodified and consumed as a form of entertainment.

The Commodification of War in Japan

The commodification of war in Japan traces its roots back to the country's militaristic past and the glorification of war in popular culture. During the Meiji period (1868-1912), Japan embarked on a path of rapid industrialization and modernization, which included the adoption of Western ideas and technologies. This process also led to the rise of nationalism and imperialism, and the military became central to Japan's identity.



War as Entertainment and Contents Tourism in Japan (Routledge Focus on Asia) by Susanna Heli

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Enhanced typesetting : Enabled
Print length : 175 pages
Screen Reader : Supported

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Wartime propaganda played a key role in shaping public opinion and galvanizing support for military expansion. War was portrayed as a heroic and patriotic endeavor, and soldiers were hailed as national heroes. This glorification of war continued even after Japan's defeat in World War II, and remnants of this sentiment can still be found in popular culture today.

War Tourism in Japan



Yasukuni Shrine, a controversial war memorial in Tokyo that honors Japan's war dead.

The commodification of war has also led to the emergence of war tourism in Japan. War-related sites, such as battlefields, museums, and memorials, have become popular tourist destinations, attracting both domestic and international visitors. One of the most visited war sites in Japan is the Yasukuni Shrine in Tokyo, which honors Japan's war dead. The shrine has been a source of controversy for its association with Japan's wartime aggression and its continued denial of the country's war crimes.

Entertainment and the Glorification of War

War has also become a popular subject for entertainment in Japan, appearing in films, TV shows, anime, and video games. Many of these works glorify war and portray it as a thrilling and exciting experience. For

example, the popular anime series "Attack on Titan" depicts a world in which humanity is fighting for survival against a race of giant humanoid monsters. The series has been criticized for its graphic violence and its glorification of war.



Other war-themed entertainment in Japan includes historical dramas, war films, and first-person shooter video games. These works often focus on

the heroism and sacrifice of soldiers, while downplaying the horrors of war. This sanitized portrayal of war can contribute to a romanticized view of conflict and make it more palatable to consumers.

The Moral Implications of Commodified War

The commodification of war and its portrayal in entertainment raise a number of ethical concerns. War is a complex and destructive force, and reducing it to a form of entertainment can minimize its seriousness and consequences. Moreover, the glorification of war can contribute to a culture of violence and aggression, and it can make it more difficult to resolve conflicts peacefully.

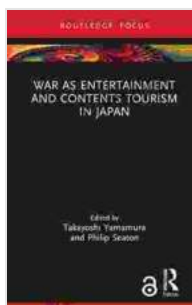


Image of a video game depicting a war scene. The commodification of war can contribute to a culture of violence and aggression, and it can make it more difficult to resolve conflicts peacefully.

It is also important to consider the impact of war tourism on the sites of past atrocities. While visiting war memorials and battlefields can be a powerful educational experience, it is essential to do so with respect and sensitivity.

Treating these sites as mere tourist attractions can trivialize the suffering and loss that occurred there.

The commodification of war in Japan is a complex and multifaceted phenomenon. It has its roots in the country's militaristic past, and it continues to be shaped by popular culture and entertainment. While war tourism and war-themed entertainment can provide valuable educational opportunities, it is important to be mindful of the potential moral implications of reducing war to a form of entertainment. By understanding the ways in which war is commodified and consumed, we can better understand the nature of conflict and its impact on society.



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