



MECHADEmia

International Conference Singapore 2026

Traversing Trans-Asian Imaginaries:
Anime, Manga, and Media Cultures

29th & 30th May 2026 at UTown, National University of Singapore

Illustration by Charissa Chandra

Mechademia

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Welcome to Mechademia 2026! This is the first time the Mechademia conference is being held in Southeast Asia, and the first time in many years the conference has been located outside Japan. For this reason, this year we explore the dynamic intersections of anime, manga, and related media cultures across Asia and beyond. This is part of a broader strategy to extend Mechademia into intellectual communities in different geographical locales.

In an era marked by rapid cultural, technological, and social transformation, what does it mean to study anime, manga, and their associated media forms within and across Asian contexts? How do these popular media shape and how are they shaped by processes of globalization, localization, and transnational exchange? The papers at this year's conference examine the dynamic crosscurrents shaping animation, comics/manga, gaming, and fandom across Asia and beyond, with particular emphasis on Southeast Asian contexts. This conference marks a deliberate expansion of Mechademia's scope from Japan to the vibrant mediascapes of Southeast Asia.

*Generous sponsorship has been provided by the **Mitsui NUS Japanese Studies in Southeast Asia Endowment Fund** and by the **William Lim Siew Wai Fellowship in Cultural Studies in Asia, Department of Communications and New Media at NUS**.*

*The art for the program was created by **Charissa Chandra (Mishi)**. It features an otter, an animal highly visible in Singapore. Local food items featured are laksa, chili crab, nasi lemak, chicken rice, and ice kacang. Try them while you're here!*

Mechademia 2026 Steering Committee

Deborah Shamoon, *organizer*

Karl Ian Uy Cheng Chua

Joel Gn

Wendy Goldberg

Edmond Hoff

Lim Cheng Tju

Frenchy Lunning

Magnus Pfeffer

Siti Umairah Binte Adnan

Kania Sukotjo

James Welker

Zhang Min

Program Overview

Friday 29 May

9:00-10:00	Registration and Light Breakfast Buffet
10:00-11:00	Keynote Lecture
11:10-12:30	Presentations
12:30-1:30	Buffet Lunch
1:30-3:20	Presentations
3:20-3:40	Afternoon Tea Break
3:40-5:00	Presentations
5:15-6:45	Evening Reception (by prior reservation only)

Saturday 30 May

9:00-10:00	Registration and Light Breakfast Buffet
10:00-11:50	Presentations
12:00-1:00	Buffet Lunch
1:00-3:50	Presentations
3:50-4:20	Afternoon Tea Break
4:20-5:40	Presentations

All Mechademia 2026 events will be held at the National University of Singapore Kent Ridge Campus, University Town, **Stephen Riady Centre** in the **Lecture Theatre (LT50)** and **Seminar Rooms (SR1–SR6)** and the **hallway** that connects them.

A detailed program can be found in the following pages. **Abstracts** and **presenter bios** can be found by clicking on the links on the [titles](#) (keynote lecture, featured panels, and organized panels) and on [presenter names](#) (individual presentations, organized into panels).

Alternatively, you may wish to use this entirely digital [Program at a Glance](#).

Friday, 29 May 2026	
Hallway	9:00am – 10:00am
	Registration and Light Breakfast Buffet
	10:00am – 11:00am
LT50	Keynote Lecture Chua Beng Huat
	<u>Approaches to Study of Pop Culture in East Asia</u>
	11:10am – 12:30pm
LT50	Featured Artists Panel Moderator: CT Lim
	<u>Drawing Beyond the Pale:</u> <u>A Special Discussion with Artists Sa-ard (Thailand) and Samara Gan</u> <u>(Singapore)</u>
	<u>At the Fringes of Mediatized Consciousness:</u> <u>Piracy, Bootlegs, and Other Opacities in Popular Media from Japan and Across</u> <u>Asia</u>
SR1	Wei Lin Tan
	Mediatization as Franksteinization: The Paradoxical Media Presence of Rashōmon Tsunagorō in Postwar Japanese Visual Culture
	Stephen Choi
SR1	The Posthuman Child as Medium: Glocal Appropriations of Tezuka Osamu's <i>Astro Boy</i>
	Quynh Luong
	Translation as Emancipation: The Queer Bodies of Asano Inio's <i>Umibe no onnanoko</i> and the Queer Experience of Consuming Pirated Media

Comics as Therapeutic Tools: A Question of Symbiosis, Melancholia and Care

Kathryn M. Tanaka

SR2

Storytelling as Suture: Gender, Loss and Collective Care in *Mugi Baa no Shima*

Christophe Thouny

The *Summer Hikaru Died* as a Narrative of Repair

Irina Holca

A Ten-Legged Octopus Ghost, Glowing in the Dark—Healings beyond the Human in Fukushima

Narrative Adaptation in Anime

Moderator: Melek Ortabasi

Seio Nakajima

SR3

Mapping the Transnational Genesis of the Postwar Japanese Animation Field: A Case Study of the Production and Consumption of *Legend of the White Snake* (1958)

Baryon Tensor Posadas

Genre Flailing, Transnational Belonging: On *Japan Sinks 2020*

Chiang Ting Shian (Eri Chiang)

Animation as Transformation: Adapting the Literary Grotesque to the Technological Grotesque from *No Longer Human* to *HUMAN LOST*

Anime Production

Moderator: Gan Sheuo Hui

Mateja Kovacic

SR4

Anime as Transnational History and Historiography

Davide Benvenuti

Technological Aesthetics: Transnational Production and the Technological Transformation of Anime from the 60's to the 90's

Rayna Denison

Women's Authorship in the Anime Studio System: Collaborative Approaches to Authorship in Yamada Naoko's *The Heike Story*

SR5	<u>Japan-Korea Music Fandom</u>	
	Moderator: Edmund Hoff	
	<u>Risa Ando</u>	
	Transnational Visual Kei: Music, Fandom, and Media Circulation in Asia	
	<u>Sirou Yan</u>	
SR6	Engaging with the 90-Second Spectacle: Musical-Textual and Transcultural Perspectives on Contemporary Japanese Anime Title Sequences	
	<u>Daniel Martin</u>	
	K-Pop Animation from <i>Shining Star</i> to <i>Princess Aya</i> : ScreenX and the New Media Musical in South Korea	
	<u>Ludic Negotiations: Gaming Practices and Cultural (Mis)Alignments in Contemporary Asian Contexts</u>	
	Fanxi Feng	
Hallway	“It Keeps Me Company”: Diasporic Intimacy and Cultural Continuity in the Gaming Lives of Chinese International Students	
	Yansha He	
	Weeping with Her-Story: (Re)Figuring Female Revolutionaries in the Chinese Game <i>Jubensha</i>	
	Ying Wang	
	Reimagining Gender Performance: Self-Costuming Cosplay as Resistance to Commodified Femininity in Chinese Mobile Games	
LT50	12:30pm – 1:30pm	
	Buffet Lunch	
	1:30pm – 3:20pm (four-paper sessions)	
	1:30pm – 2:50pm (three-paper sessions)	
	<u>Intimacy, Precarity, and Uncanny: Trans-Asian Mediascapes and the Politics of Cultural Production</u>	
LT50	Minori Ishida	
	The Problems of AI Voice in the Localization of Anime	

SR1	Shige (CJ) Suzuki
	Redrawing Self/Other: Transnational Intimacies in Inoue Jun'ichi's Essay Manga
	Gan Sheuo Hui
	Editing in Between: An Observation of Visual Clash on Online Platforms
	Yutaka Kubo
	Intra-Asian Echoes against Normativity: Durational Mourning and Loneliness in Mokumokuren's <i>The Summer Hikaru Died</i>
	<u>Margins of Desire: Gendered Affects and Queer Imaginaries in Chinese Visual Media</u>
	Hong Xiangning
	Aging Femininities in Chinese Animation: Older Women as Villains, Marginal Figures, or Absent Heroes
	Dai Jiawei
SR2	"He looks So Momo-able": Stigma, Gender Re-signification, and Affective Conflict in Chinese Anime and Manga Fandoms
	Lau Shun Ying Ivania
	Dreaming Free Love in Competitive Worlds: Chinese <i>Mengnu</i> and <i>Mengnan</i> Cultures, Queer Fantasies, and Identity Exploration in FPS and MOBA Games
	Yue Yue
	Ink and Pixel: The Aesthetics of Queer Intimacy in Chinese <i>Danmei</i> Animation and Its Trans-Asian Appeal
	<u>Remediating Empire in Transnational Japanese Popular Culture</u>
	Jaclyn Zhou
	Imperialism's Itch: Augmented Reality Anime Fan Tourism in Hokkaido
	Vee Kennedy
	DeColonizing Pokémon: Mapping the Hoenn Region
	Sarah Christina Ganzon
	Filipino BL as Postcolonial Perverse
	Sara Morini
	Ghosts of Empire: Haunting as Historical Reckoning in Japanese Horror Games

Aesthetics and Identities in Singaporean Media

Moderator: CT Lim

[Baey Shi Chen](#)

Magical Transformations and the Glocal Body: Anime-Inspired Fashion and the Embodiment of Hybrid Selves in Singapore

[Fong Wai Kei](#)

Animating Memory: Nostalgia and State Narratives in Singapore's TimeScapes

[K. T. Wong](#)

Articulating a Singaporean Identity through Videogames: A Comparative Study of *Skull and Bones* and *Chinatown Detective Agency*

[Alexis Tong Chuan Yan](#)

Embracing Chinese Cut Sleeve Narratives: Unravelling the Identities and Social Practices of Singaporean Chinese Women Danmei Fans

Digital Humanities in Japanese Pop Culture in Circulation

Moderator: Karl Ian Cheng Chua

[Zoltan Kacsuk](#)

Approaching Asian Popular Culture Beyond Japan from a Metadata Analytics Perspective: Views Opened up by the TINTIN and JVMG Projects

[Megha Wadhwa](#)

Between Hashtags and Home: Digital Narratives and the Idealization of India and Japan

[Stanley Arvan Wijaya](#)

Examining the Influence of Online Content and Communities on Perceptions of *Gacha* Games in Southeast Asia

[Xiao Yang](#)

Uneven Inter-Asia Cultural Flows: Popular Cultures in Nepal

Games, Community, Circulation

Moderator: Lakshmi Menon

[Ziwei Li](#)

Loading Love Since the 1990s: *Otome* and Gal Games in Trans-Asian Genre Circulations Between Japan and China

[Tang Fengyun](#)

Sanctuaries Across the Sea: Affective Labour in the Chinese Fandom for Japanese *Otome* Games

SR6	Romeo Joshua G. Redelicia The Outskirts of Victory Road: A Study on PGP: Pilipinas Got Pokémon and Its Legitimation as a Grassroots Competitive Video Game Community
	<u>Finding and Creating Meaning in Cosplay</u> Moderator: Nur Amirah Xinyue Zhang From Fantasy to Friction: Unseen Sexual Capital in Cosplay Commission Ayumi Inouchi & Kohki Watabe From Restriction to Pleasure: The Agency and Subjectivity of Hijab Cosplayers Ranny Rastati Personalized Muslims in Costume: Hijab Cosplay, Akatsuki Afkar, and the Pop-Cultural Turn in Indonesian Dawah
	3:20pm – 3:40pm
	Afternoon Tea Break
	3:40pm – 5:00pm
LT50	Writing Workshop with Frenchy Lunning, Sandra Annett, & Wendy Goldberg <u>The Mechademia Way: From Presentation to Publication</u>
SR1	<u>Critical Interventions on Philippine Romantic Imaginaries</u> Joan Mary Flordeliz L. Rayos Filipinizing the Romance between <i>Bishonen</i>: The Resemiotization of Japanese Boys Love (BL) Manga Tropes in Filipino BL <i>Komiks</i> Neal Amandus Gellaco Romancing the Popular: Articulating Desire and Cultural (Re)Production in 4reuminct's <i>The Rain in España</i>

SR2	Nicko Enrique Manalastas
	A Romance of the Monstrous: José Rizal, Count Dracula, and Colonialist Desires in a Philippine Fanfiction Novel
	<u>Informal Media Circuits and Fandom: Anime Piracy, Game goods, and Cosplay Commissions in Southeast and East Asia</u>
	Hanz Kristien Arga
SR3	Inside the Pirate Archive Community: Preserving Lost Anime Media Through Amateur Fan Practices
	Wanyue Zhang
	Subversive Happy Objects: Otome Game Goods and Chinese Female Consumer Citizenship
	Bowen Shan
SR4	“Until Happiness Is within Reach”: 2.5D Intimacy and Cosplay Commissions in Chinese Otome Fandom
	<u>From Ink to Digital: Construction of Marginalized Subjectivities in Popular Media</u>
	Hung Wai Yu
	Colonial Media Mix Mobilization: A Trans-Asian Stigmatization of Hong Kong Comics, 1970s-1980s
SR5	Li Wenjun
	Towards an Eco-Childism: Discursive Constructions of Child-Nature Relations in the Narrative of <i>Sky: Children of the Light</i>
	Khor Yi Heng
	The “Anti-Heroic <i>Xia</i>” Narrative in the Digital Jianghu: Internet Memes and Interactive Game Mechanisms in <i>Legend of Mortal</i>
SR6	<u>Webtoons in- and outside Korea</u>
	Moderator: Tran Thi Nguyet Anh
	<u>Dalma Kálovics</u>
	Webtoons in Japan, Japanese Webtoons
SR7	<u>Hyojin Kim</u>
	Solely for Women’s Pleasure: Punishing and Punished Bodies in Korean BL Webtoons
	<u>Lakshmi Menon</u>
	Glocalizing BL: Queer Narratives of South Asia in <i>This Fluffy Love</i>

SR5	<u>Adapting China's Imagery and Media</u>
	Moderator: Zhang Min <u>Josephine V. Roque</u>
	From China with Love: Adapting the Micro-Drama Model in the Philippines <u>Maria Szafrńska-Chmielarz</u>
	Adapting China in Japanese Media: <i>Fate Grand Order</i> and Its Portrayal of China <u>Cong Wan</u>
SR6	Beyond Cultural Proximity: <i>Ne Zha 2</i> as a Hybridized Text and the Mechanics of Its Cross-Cultural Success in Singapore and Malaysia
Hallway	5:15pm – 6:45pm
	Evening Reception (by prior reservation only)

Saturday, 30 May 2026	
Hallway	9:00am – 10:00am
	Registration and Light Breakfast Buffet
	10:00am – 11:50am
LT50	<u>Transnational Affects: Nostalgia, Devotion, and Desire in the Circulation of Japanese Popular Culture</u> Kania Arini Sukotjo The Sheconomy of Desire: Gendered Play and Digital Labor in Singaporean <i>Otome</i>Game Cultures Zihui Lu Reimagining the “<i>Mato/Mó Dū</i>”: The Specter of Modern Shanghai in Postwar Japanese Anime Joel Gn The Parody of Cute Design in Japanese Character Culture and Beyond Indah Santi Pratidina Indonesian Muslim VTubers: Digital Dakwah and Identity Negotiation <u>New Perspectives on Animation, Genre, and Gender in Studio Ghibli</u> Vivien Nara Girling Studio Ghibli: A Trans-Asian Perspective Idris Kellermann Williams Lines and Light in the Past and Present of Isao Takahata’s <i>Only Yesterday</i> (1991) Masafumi Monden Beyond the <i>Shōjo</i>: Reconsidering Male Character Archetypes in Studio Ghibli Films Sally McLaren “Remember, Don’t Trust Men!” Gender and Labour in <i>Princess Mononoke</i>’s Mining Town
	<u>Making Idol, Mediating Affect: Interdisciplinary Perspectives on Idol-Fan Relation from Image to AI</u> Hui Yan Between Latency and Agency: The Visual Making of J-Pop Idols
SR1	
SR2	

SR3	Shiqi Li
	Fan Manga Creators and the Labor of Animating Idols: Paradoxical Affect in Chinese K-pop Fandom
	Wang Wei
	Technological Empowerment and Co-creative Intimacy: A Study on the Production and Emotional Connection Mechanisms of Virtual Idol Group PLAVE
	Yuetong Huang
	Recreating Idols on AI Companion Platforms: Affective Experimentation in Chinese K-pop Fandom
	<u>Affective Gaming</u>
	Moderator: Lai Zishan
	<u>Joleen Blom</u>
SR4	The Gamblified Monetization in <i>Otome</i> Games: A Close Study on <i>Love and Deepspace</i>
	<u>Mateus Caus</u>
	<i>Dota 2</i> Influence in the Southeast Asia Esports Landscape
	<u>Julien Paret</u>
	From Console Queens to Mobile Goddesses: The Erotic Circuits of Power and Pleasure in Trans-Asian Gaming Cultures
	<u>Jamie W.T Tse & Samson Tang</u>
	Queer Agency at Play: A Case Study of <i>Dream Daddy: A Dad Dating Simulator</i> and <i>A Summer's End: Hong Kong 1986</i>
	<u>Locating Games, Locations in Games</u>
	Moderator: Sandra Annett
	<u>Malgorzata K. Citko-DuPlantis</u>
	China's Game on Ancient Japan—Kaedehara Kazuha in the Video Game <i>Genshin Impact</i>
	<u>Diah Ayu Candraningrum</u>
	Cultural Representation of Indonesian Local Wisdom in Gaming Culture
	<u>Wang Nan</u>
	Transcending Instrumentality: Narrative Paradigms and Cultural Expression of AI NPCs in Asian Science Fiction Games
	<u>Josh Feng</u>
	The Horror of the Office Commute: Inhuman Order in the Metro Corridors of <i>Exit 8</i>

SR5	<u>Textual Representations of Women's Experiences</u>	
	Moderator: Irina Holca	
	<u>Carolyn Cocca & Anna Cocca Goodman</u>	
	"Pshuuu": Representations of Gendered Food Norms in <i>Wakako Zake</i> and its Japanese and Korean Live-Action Adaptations, <i>Wakakozake</i> and <i>Naege Geonbae</i>	
	<u>Chika Kitano</u>	
SR6	Examining the Absence of the Idealised Mother in Hayao Miyazaki's Films	
	<u>Wanyue Ma</u>	
	From Indie Scenes to Translocal Urban Imaginaries: Alternative Portrayals of Gender and Urban Space in Contemporary Japanese Anime	
	<u>Luntian P. Dumlao</u>	
	Women in Informal Economies in the Filipino Graphic Novel <i>After Lambana</i>	
Hallway	12:00pm – 1:00pm	
	Buffet Lunch	
	1:00pm – 2:20pm	
LT50	<u>The Commercial and Amateur Boys Love (BL) Scenes in and Beyond Southeast Asia</u>	
	Yukari Fujimoto	
	The Transition to the Licensing of Japanese Manga and the Acceptance of Boys Love in Thailand	
	Kazumi Nagaike	
	Comparing Queer Affects: Western and Thai BL Media Audiences among Diverse Female Fans in Asia	
LT50	James Welker	
	Boys Love at Fan Events in Southeast Asia: Reading the Room	

Posthumanism and Ecocriticism in Trans-Asian Popular Culture

SR1

Bjarke Liboriussen

Straightening Up for the Motherland in *The Yinyang Master*

Edwin Michielsen

Beyond Capitalist Work: AI and Automation Imaginaries in Contemporary Japan

Alexandre Paquet

UnWIRED Future: Mediation and Interface in *Serial Experiments Lain*

Globalization, Commodification, Circulation: Games in and out of Japan

SR2

Eric Esteban

Radiant Prince as Rabbit Jock: Localization and Transhistoricity in *Animal Crossing: New Horizons*

Lillian McIntyre

Tracing the Transversal: Thinking Gaming Periodicals

Hilson Reidpath

Passing Priority: Exploring Japan's Cultural and Commercial Influence on *Magic the Gathering*

Religion, Spirituality, the Supernatural in Narrative

SR3

Moderator: Edmund Hoff

Shivam Bahuguna & Insha Mushtaq

A Sword of Compassion: Analyzing the Pan-Asian and Buddhist Themes in *Demon Slayer*

Valentina-Andrada Minea

Imagining the Divine After Anime: Insights from Trans-Asian Fan Perceptions

John Ray Hontanar

Babaylanic Ecologies: An Ecocritical Reading of Budjette Tan and Kajo

Baldissimo's *Trese: High Tide At Midnight*

Spatial Imagery in Narrative

SR4

Moderator: Siti Umairah Binte Adnan

Maria Corazon C. Reyes

Sacred Sites, Transnational Footprints: A Decade-Long Critique of *Kimi no Na Wa* Anime Tourism and its Trans-Asian Fandom

Khoo Fong Yi

From Tokyo to Kuantan: Anime Pilgrimage, Malaysian-ness, and Hybridised Place Branding

SR5	Daheen Kim Re-mediating Animation into Space: Historical Context and Spatial Representation of Ghibli Park <u>Cultural and Political Engagement in Manga and Anime</u> Moderator: Kathryn Tanaka Marta Fanasca Affective Realism and the Commercialization of Desire: The Representation of <i>Rezu Fūzoku</i> in Contemporary Manga Labiba Naeem Comparative Decoloniality: Reconciliation as Resistance in <i>Fullmetal Alchemist</i>, <i>Gintama</i>, and <i>Shingeki No Kyojin</i> Ann Lena Ho The Antibody Politic: Anti-Vaccination and Anti-Immigration in Japanese Animation
	SR6
	2:30pm – 3:50pm
LT50	Featured Industry Panel Moderator: Karl Ian Cheng Chua <u>Understanding Comics Publishing and Editing in the Context of Comics Studies and Research: A Dialogue with Paolo Herras (the Philippines) and Aditi Shivaramakrishnan (Singapore)</u>
	<u>Critical Perceptions of Indonesia: The Reflections of Indonesia within Contemporary Anime and Comics</u> Abednego Andhana Prakosajaya Unravelling Indonesia through Anime: Debating the Representation of Indonesia in Anime and Its Relation with Colonial Perspective Simon Arsa Manggala Decolonising Superhero: Breaking Down Hasmi's <i>Gundala Putra Petir</i> Narrative Structure
SR1	

	Rizal Hendra Pratama & Abednego Andhana Prakosajaya Utilising Imagination, Surpassing History: The Usage of Historical Sources in <i>Vinland Saga</i> and How Indonesian History Could Learn from it
	<u>Queerness and Narrative in and Beyond Thailand</u> Moderator: Kazumi Nagaike <u>Natthanaï Prasannam</u> Boys Love/<i>Yaoi</i> and Popular Literary Culture in Thailand: A Revisit through Queer Shame <u>Jaray Singhakowinta</u> Between Romance and Revenue: Hyperreality, Commodification, and LGBTQ+ Normalization in Thai BL Couple Fandoms <u>Xuan Qiao</u> Between Scent and Sovereignty: Gender Representation in Thai and Chinese ABO Dramas
SR2	
	<u>Artificial Intelligence, Animation, and Authorship</u> Moderator: Magnus Pfeffer <u>Stevie Suan</u> Characters and Creativity: AI and Anime Images <u>Zhen Ye</u> Exploring the Institutional Logics behind GenAI Integration in Japan’s Anime Industry <u>Luyao Zhou</u> Rewriting the Algorithmic Asia: Prompt Authorship, Localization, and Cultural Identity in AI Animation
SR3	
	<u>Narrative Aesthetics in Anime</u> Moderator: Wendy Goldberg <u>Nakabayashi Motoki</u> A Study on the Diversity of Limited Animation Techniques in Japan’s Second Anime Boom—Analysis of Production and Viewer Perspectives in the Anime Magazine <i>Animage</i> <u>Momoko Takai</u> From Story to Interaction: Anime-Based Cultural Understanding and the Development of Interactive Competence in Japanese Language Education
SR4	

SR5	Melek Ortabasi World Masterpiece Theater: The Global Circulation of Western Children's Classics as Anime
	<u>Waving the Jolly Roger Part 1</u> Moderator: Alisa Freedman Christopher Zysik Waving the Straw Hat Pirates' Jolly Roger - Towards a Transcultural Psychoanalysis of Desire, Protest, and Solidarity through Anime
	Herb L. Fondevilla Pirate Flags and Political Power: The Semiotic Transformation of Anime in Asian Protest Movements
	Erika Widya Chandra Anime as a Symbol of Protest: Popular Culture and Identity in Southeast Asia
SR6	
Hallway	3:50pm – 4:20pm
	Afternoon Tea Break
LT50	4:20pm – 5:40pm (full/three-paper sessions) 4:20pm – 5:15pm (two-paper sessions)
	Featured Artists Panel Moderator: Kania Arini Sukotjo <u>From Side Hustle to Spotlight: The Artistic Journeys of Charissa Chandra (Singapore) and Benishoga (Indonesia) in the Games and Manga Industries</u>
	<u>Forms of Fandom</u> Moderator: Frenchy Lunning Wina Diane Sari Commercialization of Fan Culture: The Significance of <i>Doujin</i> Goods in Shaping <i>Doujin</i> Culture in Indonesia
SR1	

SR2	Atchareeya Saisin Fandom as Cultural Infrastructure: Thai Popular Entertainment and the Expertise of Transnational Fans Zhao Yue Between Harmony and Conflict: An Analysis of the Field of Anime Fan Prosumption in China <u>Constructing Gender and Sexuality across Media Forms</u> Moderator: Alexis Tong Chuan Yan Tran Thi Nguyet Anh Keeping Girls, Making Men: The Gendered Construction of Identity through Manga in Vietnamese Print Media Lai Zishan & Li Xinyu Broad Shoulders but Delicate Faces: A Paradoxical Masculinity across East Asian Boys' Love Manga Alexandra May D. Cardoso Into Her World: Disability Aesthetics, Romance, and <i>A Sign of Affection</i> (2024)
	<u>Doraemon in Vietnam</u> Moderator: James Welker ChuKim From <i>Đô rêmon</i> to <i>Doraemon</i> Alisa Freedman How Erasing Japan in <i>Doraemon</i> Inspired Popular Culture in Vietnam
	<u>The Machine in Anime</u> Moderator: Stevie Suan Danni Tan Who Cares for the Machine? Cybernetic Satire and Asian Modernities Angela Longo Compositional Machines: <i>Tokusatsu</i> and Anime Techniques in the Works of Yoshinori Kanada and Ichirō Itano

Waving the Jolly Roger Part 2

Moderator: Herb L. Fondevilla

[Shela Kusumaningtyas](#)

SR5

Raising the Pirate Flag: Popular Culture, Nationalism, and Digital Citizenship in Indonesia's *One Piece* Controversy

[Abdullah Faqih](#)

From Popular Culture to Political Dissent: Examining the *One Piece* Pirate Flag in Indonesia's Protest Movement

Media Engagement and Identity

Moderator: Mitchell Nathan

[Álvaro David Hernández Hernández](#)

SR6

Vocaloid Community in a Changing Media Environment

[Wei-Chih Wang](#)

VTuber Transformations and the Visual Politics of Identity: Comparative Cases from Japan, Hong Kong, and Taiwan

[Xu Qianlan](#)

An Analysis of Fandom Merchandise as Fashion in Thailand's Y-Series Industry: A Case Study of GMMTV Mascots