



Title	最優秀ポスター賞受賞 京の怪談遺産 第4回環太平洋大学院生観光研究フォーラム出展作品
Author(s)	河野, 隼也; 山村, 高淑; 鯛天, 成雄
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最優秀ポスター賞受賞 京の怪談遺産 第4回環太平洋大学院生観光研究フォーラム出展作品

(制作) 河野隼也
(監修) 山村高淑・鯛天成雄

本作品は、河野隼也（京都嵯峨芸術大学大学院芸術研究科芸術専攻・修士課程1年）の研究「無形文化の新たな表現手法に関する研究」の成果の一部を、英語版ポスターとしてとりまとめたものである。2005 Fourth Annual Asia Pacific Forum for Graduate Student Research in Tourism（第4回環太平洋大学院生観光研究フォーラム）に出展し、Best Poster Award（最優秀ポスター賞）を受賞した。

本作品では、古くから京都に伝わる怪奇な伝説・説話の紹介、古典的怪談と現代日本の怪談的要素を持つ漫画・アニメーション・映画作品との関連性の分析などを通して、現代日本における怪談文化の持つ社会文化的価値と魅力を明らかにし、これまで言及されることのなかった京都に伝わる怪談の観光資源としての可能性を示すことを試みた。

日本の怪談は日本の歴史・文化・風俗を反映したものであり、その内容は極めて日本的なものである。したがって我々にとっての最大の挑戦は、異なる文化圏の人々に、言葉だけでは伝えきれない日本の怪談文化のイメージを、ビジュアル表現を用いて如何に効果的に伝達できるかという点にあった。このような経緯から、本作品は、通常の学会（ポスターセッション）形式とは全く趣を異にするポスターに仕上がっている。

デザインコンセプトは、江戸時代の庶民の娯楽であった百物語（一晩に怪談話を百話するというもの）に用いられた「青行灯」（一話終わるごとに吹き消されていく青紙を貼った行灯）である。全体的に青を基調として、背景に江戸時代の妖怪画を配置した。また幽霊や妖怪という言葉から一般的に連想されるおどろおどろしさよりも、日本の怪談文化の持つ妖しさと美しさを前面に出した。一方、各章ごとに区切られた枠内も説明文とともに、作者自身による独自の妖怪画を中心に、伝統的な幽霊画、関連する写真等を配し、バラエティー豊かな世界観を表現した。

2005 Fourth Annual Asia Pacific Forum for Graduate Student Research in Tourism

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AUTHORS NAME : Kohno Junya , Yamamura Takayoshi and Taiten Nario

■ Research Objectives

Although not widely known, Kyoto, Japan's leading tourist city, is a treasure house of mysterious legends and stories (shown collectively as "kawaii" stories that have been passed on from ancient times). This research has the following three objectives: (1) to collect any unpublished Kyoto kawaii stories; (2) to analyze the kawaii stories in terms of modern media content; and to look into their potential as resources for foreign tourists; and (3) to use the kawaii stories collected via creative writing by incorporating them into original tourist Design and to publish these works widely in today's world.



Modern Media and Kawaii

Kawaii are a genre that has often fascinated other artistic forms, by graphics, animation, rock-music, and other strange and whimsical things. Many of the kawaii artists present in ancient times have not been forgotten but instead in the present age. Thus the world of kawaii continues to be redefined in new fields, such as today's music and novels. Japanese humor, such as "The Ring" and "The Grudge," have made it into Hollywood by triggering fans that speculate have more to be explored. The roots of these evoked lie in the Japanese kawaii story tradition that has been passed on to generations. In Shiro Gaki's animation "Pomoko Monogatari" and "Shikata Awa" and "Poko Piko," spirit of dead persons lived in trees, and there is a setting in which the gods gather in a temple and discuss their change forms. These are not original creations of the producers, instead they are derived to some extent from the Japanese kawaii story tradition.



■ **Kawaii, the Mental Heritage of the Japanese People**

Japanese Kawaii has been taken over from the past and deemed to be a heritage of this day and age. The heritage is more than little things, such as kawaii animals, paintings, and floral designs. It is a true cultural heritage as something that has come a symbol of the world of the past, the immediate stress such as kawaii items are a magnificent example of cultural heritage.

The characters in the stories, such as anime girls and ghosts, may be interpreted as going from the twentieth centuries and have been thought to be the people of ancient times. When we read these stories as an example of cultural heritage, realize them in new ways and passing them on to future generations, we are rebuilding the world of the past and enjoying new areas of Kawaii.

■How to make "Magical World Heritage"

This topic introduces the process of making the book from the beginning until completion.

First, the *Kawadiri story* laid in *Kyoto* was collected from the *literature* and the *story's* scenes were *recreated*.



Through *field work*, photographs of the *mountain*, *figures*, *well*, and *bridge* that appeared in the *story* were taken to *recreate the atmosphere* of the *story*.

To *recreate the world* of the *story*, the *photographs* were *imprinted*.

[illegible]


■ Research Findings and Future Topics

The author presented a historical and geographic situation study of the Korean peninsula divided by North and South Korea. He also presented a historical and geographic study of Kyrgyz and Uzbekistan. The findings showed an unexpected situation: although Kyrgyz, Uzbekistan and Russian were all the same language, they were separated by the border.

■ The second study presented the future scenario of Kyrgyz, the capital where the European Union government was administrated, was built in the 1990s in 2001. The first was Gorkovskiy Komsomol, the European at that time, was actual at the middle of the city of a younger brother. Consequently, he transferred to capital of Kyrgyz.

■ Crustal Tectonic is a tectonic system in the region. It is represented as a World Cultural Heritage. Part of the reason why the tectonic system was built to create a "tremor" goal is to look off the remaining disaster without any harm, but it can be compared with great events going on in the present time.

■ The third scenario, the most possible border in Kyrgyz, was originally a border to clarify the goals that brought the European Union government.



This article was born from many different research activities that form the back backbone of the magazine. Nature and culture of Kyrgyz and Uzbekistan, we can see that the same amount of evidence were and ground has contributed to the creation of Kyrgyz's historical and cultural heritage.

Additional results of the study were the production and publication of the Kyrgyz collection of the Kyrgyz Republic and Kyrgyz Republic.

Thus this project contributed to the practical position of the researcher to find new ways of expanding an ethnographic culture heritage and its relation to the future scenario.

The characters in the story, the ghosts, monsters and humans, similar to those that have already been absent were drawn, or if they have not been drawn, original designs were used.

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■ Research Objectives

Although not widely known, Kyoto, Japan's leading tourist city, is a treasure house of mysterious legends and stories (known collectively as "*kwaidan*" stories) that have been passed on from ancient times. This research has the following three objectives: (1) to collect as yet undiscovered Kyoto *kwaidan* stories, (2) to analyze the *kwaidan* stories in terms of modern media content and to look into their potential as resources for heritage tourism, and (3) to turn the *kwaidan* stories collected into creative works by expressing them via original Visual Design and to publicize these works widely in today's world.



■ *Kwaidan*, the Mental Heritage of the Japanese People

Japanese have a heritage that has been transmitted from the past and deserves to be carried on into the future, and this heritage is more than visible things, such as landmark structures, paintings, and Buddhist images. If we define cultural heritage as something that can convey a sense of the world of the past, then immaterial stories such as *kwaidan* tales are a magnificent intangible cultural heritage.

The characters in these stories, such as vindictive spirits and ghosts, may be interpreted as giving form to the boundless anxieties and fears that were intangible to the people of ancient times. When we treat these stories as an intangible cultural heritage, retelling them in new ways and passing them on to future generations, we are rebuilding the world of the past and exploring new areas of tourism.

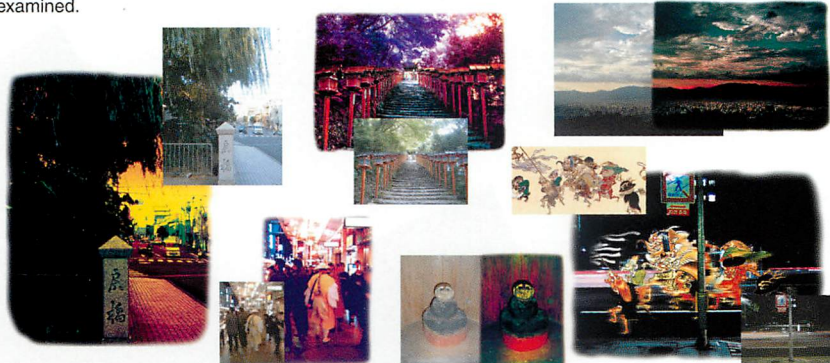


[kyoto "*KWAIDAN*"-*Ghost Story*-Heritage Tourism] (部分)

■How to make “Magical World Heritage”

This topic introduces the process of making the book from the beginning until completion.

First, the *Kwaidan* story told in Kyoto was collected from the literature and the story's scenes were examined.



Through field work, photographs of the mound, figures, well, and bridge that appeared in the story were taken to show the atmosphere of the story.

To express the world of the tales, the photographs were improved.



The characters in the story, the ghosts, monsters and heroes, similar to those that have already been drawn were drawn, or if they have not been drawn, original designs were used.



「kyoto "KWAIIDAN"-Ghost Story-Heritage Tourism」(部分)

図像出展：

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