



HOKKAIDO UNIVERSITY

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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

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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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■Research Objectives

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 This research has the following three objectives: (1) to collect as yet unpublished Kyoto kawaii stories; (2) to analyze the kawaii stories in terms of modern media content; and (3) to use them as references for the design of creative works by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



■Modern Media and Kawaii

Kawaii are a people that have been fascinated almost since birth by graphics, animation, doll-making, and other strange and mysterious things. One of the kawaii phrases entered in ancient times have not forgotten but passed on to the present age. Thus the world of kawaii continues to be renewed in new fields, such as baby items and novels, Japanese humor movies, such as "The King and The Dugster," have made it into Hollywood by figuring large that kawaii-isms have never before experienced. The roots of these kawaii lie in the Japanese tradition story tradition that has been passed on by generations. In Shinto (Kawaii's "Shintoism") and "Yokai Army" and "Toki Puki," spirits of dead persons lived in trees, and there is a setting in which the gods gather in a temple and receive strange things. 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 have a heritage that has been transmitted from the past and deserves to be stored on the Web. And, it is not only the things that we see, things that we touch, sculpture, paintings, pottery, and Buddhist images. It was rather cultural heritage as something that can store a sense of the world of the past, then immaterial stories such as *kawaii* tales are a magnificent intangible cultural heritage.

The characters in these stories, such as *aniki* and *gumi*, may be imagined as going from the twentieth-century stories and they were thought to be people of ancient times. When we read these stories as an intangible cultural heritage, reading them in new music and passing them on to future generations, we are rebuilding the world of the past and enjoying new sense of touch.

■How to make "Magical World Heritage"

This topic introduces the process of creating the book from the beginning and completion.

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



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

To depict the world of the story, the photographs were improved.

[illegible]

Research Findings and Future Topics

The author presented a historical and linguistic overview of the role of the surname *kyrylo* in the culture of Kyrgyz and other neighboring peoples across Asia and Europe. The findings clearly revealed an important role attributed to the surname *kyrylo* throughout various cultures. Some examples are listed below.

- The exact role of the surname *kyrylo* for the name of *Kyrl*, the capital where the Empress lived, and government was administrated was explained on the basis of 1421-24 was Emperor Yunglo, the Emperor of the Ming, who was the first emperor of a powerful empire. Consequently, he contributed to the rise of *Kyrl*.
- Crucial *Kyrylo* is a Russian surname on *Kyrl* registered as a World Cultural Heritage Site. Part of the reason why the surname was used to create a "Russian" goal was that the existing population of *Kyrylo* was not used to this fact as compared with great power which was on peaceful time.
- The name *Kyrylo*, the most important name in *Kyrl*, was originally a form to justify the goals that brought the Soviet Union.

This is the first time that the author has written about the role of the last decade of the Soviet Union and culture of *Kyrylo*. In fact, we can say that an awareness of ethnic origins and genealogy has contributed to the creation of *Kyrylo* as a symbol of ethnic heritage.

It is important to note that the author's research and publication of an in-depth collection of ancient hereditary legends and legends in the past.

This paper presented the research approach of research to find new ways of assessing an example of cultural heritage and the evolution from its former location.

The characters in the story, the ghosts, monsters and humans, similar to those that have already been shown 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.

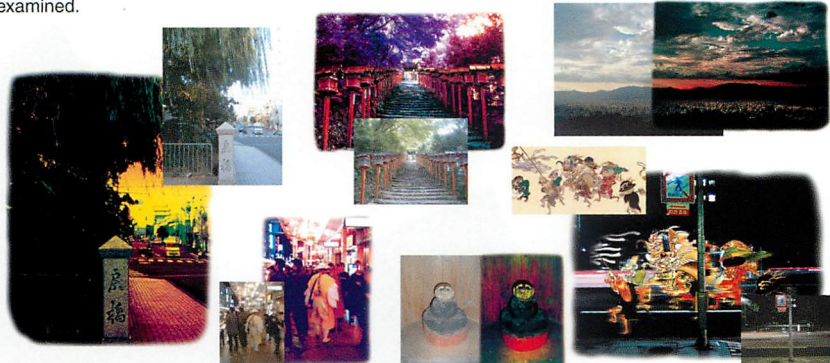


[kyoto "*KWAIDAN*"-*Ghost Story*-Heritage Tourism] (部分)

■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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