

Contents Tourism



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Contents tourism: "travel behaviour motivated fully or partially by narratives, characters, locations and other creative elements of popular culture forms, including film, television dramas, manga, anime, novels and computer games."

International Journal of Contents Tourism



Contents Tourism

Film tourism?

The Wizarding World of Harry Potter, Universal Studios Japan

Literary tourism?

Heritage, screen and literary tourism? Media tourism?

Contents tourism: the contents of a narrative world created by multiple works in multiple formats induce travel

Convergence and Content

· Henry Jenkins (website):

"By convergence, I mean the flow of *content* [my italics] across multiple media platforms, the cooperation between multiple media industries, and the migratory behavior of media audiences who would go almost anywhere in search of the kinds of entertainment experiences they wanted."

http://henryjenkins.org/blog/2006/06/welcome_to_convergence_culture.html

content → コンテンツ → コンテンツツーリズム → contents tourism



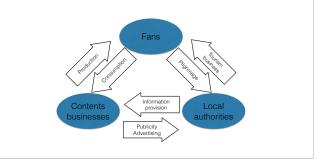
Tourism Promotion via Contents

2005:「映像等コンテンツの制作・活用による地域振興のあり方に関する調査」 2012: 「クールジャパン戦略:中間取りまとめ」



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The Players of Contents Tourism



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"Successful" Contents Tourism

- What is "success"? Something that persuades an actor to repeat their current practices ...
- Experiential (Fans): The tourism is deeply meaningful to fans, and enjoyable to the casual tourist.
- Commercial (Businesses): The tourism generates financial profits and other benefits for stakeholders.
- Sustainable (Local Authorities): The tourism complements and does not harm the existing environment, while providing future community benefits.

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Project Publications



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