



Cosplayer: Selbstinszenierungspraktiken einer globalen Jugendszene (Wissenschaftliche E-Book-Reihe 2) (German Edition)

Denise Hahnheiser

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"Cosplay" ist eine im deutschsprachigen Raum relativ neue und kreative Form jugendlicher Freizeitgestaltung. Die Arbeit untersucht, inwieweit Cosplay als Jugendszene betrachtet werden kann und was ihre typischen Merkmale sind. Anhand einer empirischen Forschung und illustriert mit Fotografien wird ein Einblick in die Lebenswelt der Cosplayer geboten, die ihre Grundlagen aus der japanischen Manga- und Anime-Kultur beziehen.

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