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***Greece, Rome, Japan: Findings from the “Our Mythical Childhood” Project***

In this talk I discuss some Japanese findings from the “Our Mythical Childhood” survey of global children’s culture inspired by Classical Antiquity. I’ll look at manga, anime and games, and discuss some of the ways that Japanese, Greek and Roman polytheism mingle in them. I’ll also consider the specificities of the Japanese marketplace that shape the production and reception of classical antiquity for young readers, viewers and gamers.



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