

JENESYS Indonesia-Japan Manga and Animation Exchange (Online) Report

1. Program Overview

【Objectives and Overview】

Three undergraduate students from Japan and four graduate students from Indonesia participated in an online exchange program held from March 25 to March 30, 2026, with the primary objective of fostering mutual understanding and strengthening friendship between the two countries through manga and anime. During the program, participants introduced the unique appeal of manga and anime from their respective countries.

In addition, they conducted virtual home tours, sharing aspects of their daily living environments.

Through these activities, participants deepened their cross-cultural understanding and built networks among themselves.

【Participants】

Total: 7 participants (3 undergraduate students from Japan and 4 graduate students from Indonesia)

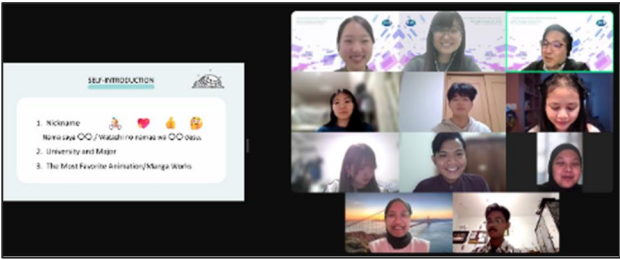
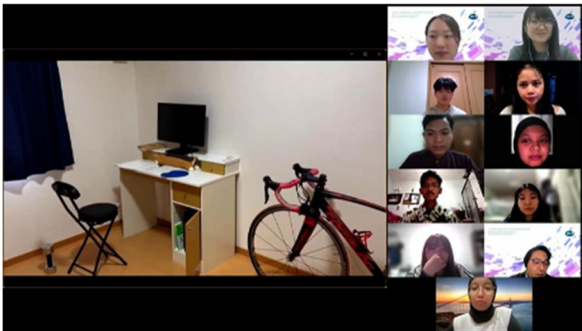
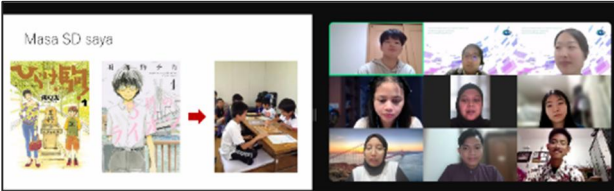
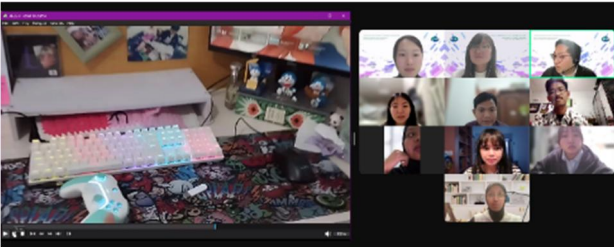
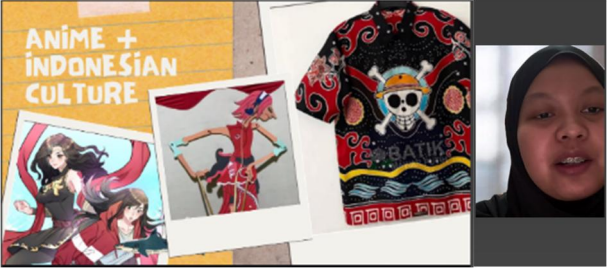
【Locations】 Yamanashi 7, Okayama 7, Indonesia 7

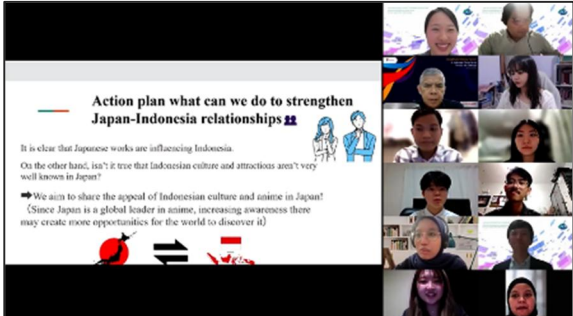
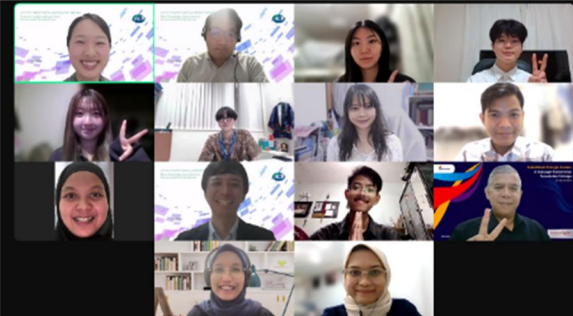
【Schedule】

2026

Mar. 25 (Wed)	【Orientation】 Program overview, Self-introductions
	【Student Exchange】
	Virtual Home Tour (Introduction of Japanese Students' Homes)
Mar. 26 (Thu)	【Student Exchange】 Presentation on the Theme “Manga and Anime” (Japan), followed by a Q&A Session
	【Student Exchange】
	Virtual Home Tour (Introduction of Indonesian Students' Homes)
	【Student Exchange】 Presentation on the Theme “Manga and Anime” (Indonesia), followed by a Q&A Session
	【Student Exchange】 Group Exchange
Mar. 30 (Mon)	【Workshop】 Preparations for the Reporting Session (summarizing program findings, preparation of action plans)
	【Reporting Session】 Presentations of Program Findings and Action Plans

2. Program Photos

	
March 25, 2026 【Orientation】 Self-introductions	March 25, 2026 【Student Exchange】 Virtual Home Tour (Introduction of Japanese Students' Homes)
	
March 25, 2026 【Student Exchange】 Virtual Home Tour (Introduction of Japanese Students' Homes)	March 25, 2026 【Student Exchange】 Presentation on the Theme "Manga and Anime" (Japan)
	
March 26, 2026 【Student Exchange】 Virtual Home Tour (Introduction of Indonesian Students' Homes)	March 26, 2026 【Student Exchange】 Virtual Home Tour (Introduction of Indonesian Students' Homes)
	
March 26, 2026 【Student Exchange】 Presentation on the Theme "Manga and Anime" (Indonesia)	March 26, 2026 【Student Exchange】 Group Exchange

 Action plan what can we do to strengthen Japan-Indonesia relationships It is clear that Japanese works are influencing Indonesia. On the other hand, isn't it true that Indonesian culture and attractions aren't very well known in Japan? ➡ We aim to share the appeal of Indonesian culture and anime in Japan! (Since Japan is a global leader in anime, increasing awareness there may create more opportunities for the world to discover it)	
March 30, 2026 【Reporting Session】	March 30, 2026 【Reporting Session】 Group photo

3. Participants' Comments During the Exchange (excerpt)

◆ Regarding: 【Student Exchange】 Virtual Home Tour

- I was surprised to see that Japanese homes looked exactly the same as those portrayed in manga and anime. (Indonesia)
- Manga books in Indonesia looked more like textbooks, so I was surprised to see that Japanese manga such as *NARUTO*, had the same covers as the Japanese-language editions that I own. (Japan)
- Homes in Indonesia were completely different from those in Japan, in both exterior and interior design, and I could really feel the difference in climate. Ketupat, a traditional dish eaten after Ramadan, looked similar to Japanese chimaki, and it was fascinating to watch how it is actually made. (Japan)

◆ Regarding: 【Student Exchange】 Presentation on the Theme “Manga and Anime” (Japan and Indonesia)

- I learned about shogi through the manga *March Comes in Like a Lion*. It also portrays social issues such as bullying, which left a strong impression on me. (Indonesia)
- I like soccer, so I'm familiar with *Captain Tsubasa* and *Inazuma Eleven*. (Indonesia)
- Bandung Institute of Technology feels very similar to the world of Studio Ghibli films. It is like stepping into a Ghibli anime, so I highly recommend that everyone come and visit. (Indonesia)

◆ Regarding: 【Student Exchange】 Group Exchange

- Japanese manga has not changed much in its visual style over the past several decades. Indonesian comics, on the other hand, were originally influenced by American comics, but since the early 2000s they have increasingly been influenced by Japan and have begun to resemble the style of Japanese manga. (Indonesia)
- We discussed why 3D animation is more popular than hand-drawn animation in Indonesia, why Japanese studios such as Ghibli continue to value hand-drawn animation instead of fully digitizing their work, and current trends in Japanese animation. (Indonesia)
- I believe that collaboration with overseas talent will be key for Japanese animation to continue growing—such as inviting animators from other countries to take part in production—will be a key factor. (Japan)

- In Indonesia, there are efforts to use animation as a way to preserve and pass on local culture. In contrast, I felt that in Japan, animation is not often used explicitly as a tool for cultural preservation. (Japan)
- We discussed the issue of AI learning from Ghibli-style artwork and generating similar images. Since this is a serious concern for illustrators, manga artists, and animators, we talked about what is needed to protect hand-drawn works. (Indonesia)

4. Voices from the Participants (excerpt)

◆ Undergraduate Student (Japan)

We were very pleased to hear so many honest opinions and personal perspectives on manga and anime culture in Indonesia. In particular, it was fascinating to learn that in Indonesia, manga and anime play an important role as media for preserving and passing on culture.

◆ Undergraduate Student (Japan)

Through the virtual home tour, we felt as if we had actually visited Indonesia, which made the country feel much more familiar and closer to us. We also really enjoyed communicating directly in English, and at the same time, being able to use interpreters so that everyone could speak in their own native language helped us gain a deeper understanding of Indonesian manga, anime, and culture. By looking at the broad topic of manga and anime from many different perspectives, our own way of thinking expanded, and it became a very valuable experience for us.

◆ Graduate Student (Indonesia)

What left the strongest impression on me was the group discussions and the virtual home tour. Through these activities, I was able to gain new perspectives and broaden the way I think. They also gave me a great opportunity to come up with ideas that could lead to future projects.

◆ Graduate Student (Indonesia)

Although it was a short-term program, it was extremely meaningful and offered many valuable learning opportunities. What I found particularly interesting was the chance to connect with Japanese students and learn about everyday life and culture in Japan.

◆ Graduate Student (Indonesia)

In this program, I did not have the opportunity to actually visit Japan, but through the various places that my Japanese friends introduced to us, I felt that Japan is a very attractive country. I hope to be able to visit it in person someday.

5. Presentations of Program Findings and Action Plan at the Reporting Session (excerpt)

Locations: Yamanashi, Okayama, Indonesia – Presentation by a total of 2 groups

Japan Group		
 Indonesia Online Exchange Report Session	Action plan what can we do to strengthen Japan-Indonesia relationships It is clear that Japanese works are influencing Indonesia. On the other hand, isn't it true that Indonesian culture and attractions aren't very well known in Japan? → We aim to share the appeal of Indonesian culture and anime in Japan! (Since Japan is a global leader in anime, increasing awareness there may create more opportunities for the world to discover it) 	Action plan what can we do to strengthen Japan-Indonesia relationships ★ Host an event to showcase the charms of Indonesia through anime and manga → Translate and screen Indonesian films in university + Communicating online with Indonesian students after the screening (Exchanging their culture, comments, etc) → For example, 3D animation, etc. (JUMBO RAMAYANA) 
【Results of the Program】 ◆ Attractions of Japan We Discovered Through the Program ▪ The Powerful Influence of Manga and Anime: Through the virtual home tour, we were reminded of how deeply Japanese culture has permeated everyday life in Japan. In particular, comments noting that daily life in Japan feels just like the world depicted in anime helped us reaffirm the unexpectedly strong influence of manga and anime. ▪ The Fusion of Tradition and Modern Technology: We came to realize that production styles such as that of Studio Ghibli, which continues to value hand-drawn animation even in a predominantly digital era, are a key factor in making Japanese works so appealing and emotionally resonant to audiences around the world. ▪ Creating New Value Beyond National Borders: We were impressed by how Japanese anime influences not only Indonesia's economy and culture but also local creative styles, generating new forms of cultural and economic value across national borders. ◆ Attractions of Indonesia We Learned Through the Program ▪ Creative Approaches to Preserving Tradition: We found it fascinating that Indonesian creators adapt Javanese mythology into manga and combine traditional attire such as batik with Japanese anime styles, using media creatively to pass culture and traditions on to the next generation. ▪ Openness to Cultural Diversity: We felt a strong sense of flexibility in how animation in Indonesia incorporates both Japanese and American styles, embracing a wide range of genres from 2D to 3D as part of its own unique cultural expression. ▪ High Level of Awareness of Social Issues: We were deeply impressed by how seriously the impact of AI on the creative industries is being taken—more so than in Japan—including the fact that opposition movements which reflect a strong commitment to protecting culture. 【Action Plan】 We recognize that one of the challenges is that Indonesian creative works have not yet gained sufficient recognition in Japan. To address this issue, we plan to organize events aimed at introducing the appeal		

of Indonesian works to young people. Specifically, we will translate and screen Indonesian 3D animation works such as *JUMBO*, as well as works that allow audiences to learn about traditional culture, such as *Ramayana*, at university seminars and cafés.

After the screenings, we plan to create opportunities for online exchange with Indonesian students, where participants can discuss the works and cultural backgrounds together. To make this possible, we believe it is important for us to first deepen our own knowledge of Indonesia. By creating opportunities for Japanese audiences to discover and appreciate Indonesian works, we hope to build a mutually inspiring relationship in which both sides can learn from and motivate one another.

Indonesia Group



【Results of the Program】

◆ Attractions of Japan We Discovered Through the Program

• Traditional Culture:

Traditional Japanese occupations and cultural elements, such as shrine maidens and geisha, are attractively depicted as themes in manga and anime.

• Positive Influence:

Works such as *Captain Tsubasa* and *March Comes in Like a Lion* have a positive impact by inspiring readers to pursue particular professions or sports.

• Theme Parks:

There are manga- and anime-themed parks across Japan where visitors can experience the worlds of these works in real life, which strongly motivates us to visit them.

◆ Attractions of Indonesia We Learned Through the Program

• Wayang Manga:

We learned that there is a unique genre that adapts traditional shadow puppetry (wayang) into manga, offering a distinctive appeal through the fusion of traditional ornamentation and storytelling.

• Strong Cultural Adaptability:

We observed that Indonesia demonstrates flexibility by incorporating styles from American comics and Japanese manga in response to changing times.

• Creative Fusion: We rediscovered Indonesia's high level of creativity in blending its own culture with Japanese content, as seen in examples such as batik designs featuring *ONE PIECE* motifs and wayang adaptations of *NARUTO*.

【Action Plan】

We will leverage our backgrounds as designers and illustrators to produce a comic-strip-style series for social media titled *Dukun Exchange*. In this series, an Indonesian shaman (dukun) and Japanese

spiritual practitioners, such as itako and other shamans, visit each other's countries and experience humorous "culture shocks" as they encounter differences in supernatural rituals and spiritual traditions. Through approachable and engaging character design, we aim to create opportunities for young people in both countries to connect through shared laughter and emotions. The series will be produced and released from April to June, and we will collaborate with JICE, local influencers, and events to widely promote the theme of "friendship between Japan and Indonesia."

Implementation Agency: Japan International Cooperation Center (JICE)