

Gods Stand With Us

1. Motivation behind Research Paper

Long time ago, ancient people lived their lives with Gods. People believed that all of the matters in the world are because of God's act. But, as time passed, people discovered almost all sorts of matters by advanced sciences. That made people change their faith for God, to the faith for science technologies. And Gods and myths were forgotten by people. I, the writer, thought that the current situation seems really problematic and disappointing. Then I thought again about what I can do to let people rediscover the fascination of the myths. This is the beginning of this research. Actually, I like mythology. So it also forms some part of my reason to research. But mostly, it is really sad that people actually don't know about it. My theme is to let people know about the times that Gods and myths actually existed and lived with their people, and tell them that Gods and myths still exist in the present. It was supposed to be like that.

2. Introduction

There are people who still know Gods in some way. In the present day, there's some words related to myths. But soon after I started research, I learned one fact that myths are actually not forgotten by people. Somehow people know about Gods. Then my theme became useless. But at the same time, I started thinking about a new question. The question I got was "How many myths do we have around us

today?" After researching that, I discovered the myths hiding in "panic", "music", "June", and more words in the world. Not only English, but also in many languages. But, many people don't notice that, and I did not either. This resulted in a new theme. My new theme became "learning about the thoughts that our ancestors put into myths, and tell it to future generations."

3. Results and Analysis

In the introduction, I said that "somehow people know myths." But, how do people know about myths? From research, most of them said that they learned from media such as anime, manga, or video games. Because of the growth of media, people make their own interpretations of myths, and this is now becoming the cause of the waste of myth by the media. This interpretation caused the problem. Too much extended interpretation made them completely separate from the original myth.

One of the examples is the video game called *God of War*, which modeled Greek mythology. In this game, the game's original character called Kratos, takes Spartan revenge on the Gods of Greece. If old Greeks play this game, they would be in disbelief. Adding to this, in the next title, Kratos faces his sword towards Celtic Gods. Moreover, in this game series, God's personality turns selfish, or mean. It doesn't sound like they are God, right? Actually, there's some Gods who have different personality types, but in this game series, almost every God does.

One preceding study by researcher Ryo Matsumoto researched how many Mangas use or borrow the name from Norse mythology. In the study, it was found that 46 mangas had used names from Norse mythology. Surprisingly, they are only

Japanese manga. This happens because of the popularity of Norse mythology. They are one of most well-known mythologies in the world, so that could be the cause of this current situation. And because of this, people make their own interpretations, especially the Gods, so that's why their characteristics are different everywhere. However, those interpretations have some similarities. For example, the God called Odin, the head of Norse Gods, has a sacred weapon called Gungnir, and his one eye is closed. These kinds of essential settings, or I should say template, are not usually changed. So this made the many Odins in the world, specially personificated. Maybe if I take a survey, I could find more than 3 types of Odins in the city.

In today's age of media wars, does it yield such an advantage as telling an original myth? By adding more depth to the characters and non-characters, and further conveying the mythology to the players through the characters, it will stimulate interest in Japanese mythology, especially here in Japan, and lead to regional revitalization of the imagination. For example, in the manga series *Hoozuki no Reitetsu* (written by Natsumi Eguchi), Japanese hells and various gods associated with them appear. The gods with various tales are funny, and the specific episodes are skillfully tuned to draw the reader's interest with an exquisite balance. In this episode, by accurately describing the deities that exist in actual shrines and temples, readers are interested in the area and the number of people who go to shrines and temples is increasing. The author thought that by increasing the number of people who visit museums that have exhibits of ancient origins, it would be possible to expect an economic effect in the surrounding towns, and that it would be possible to liven up the city.

4. Conclusion and Future Problems

How can I tell you specifically? I have two thoughts. One is to create works that are fairly close to the original mythology via media. But this doesn't make much of an impact. It would be great if it hits, but it is almost impossible to make it a national hit, and there are myths that have already been spread to the media in the first place. I would like to propose another proposal. This is based on a certain facility in the shopping street called Okage Yokocho, which is located next to Ise Jingu. Using paper dolls, replicate the scenes from myths, as reproducing them three-dimensionally and guide visitors with a navigator. This plan, which is being implemented at a facility called Shinhwa no Yakata, is part of the reason why I became a fan of mythology. Each of the Gods appearing has a realistic expression and is three-dimensional, giving the mythological scene a sense of dynamism, and a narrative exhibition that connects the people living today with the myth, was a major factor in drawing the author into the world of mythology. The author envisions that by developing this, it will be possible to create something that can be used all over the world. It can be applied not only to famous myths such as Greek myths, but also to so-called minor myths and myths whose followers have disappeared because only the information remains, so it can be done widely, anywhere, as long as you have the original text. Because of its convenience, the author thought that this proposal would be accepted around the world. If the plan succeeds, it will not only spread the myth, but also increase the number of tourists visiting the mythological sites and revitalize the surrounding areas.

5. Reflection

Our ancestors have lived with myths. It is a pleasure to see that thought continue to live in a different form. However, if you change it too much, you won't be able to convey what you originally wanted to convey. So we need to know. What did our predecessors want to leave behind? What did you entrust to the myth and try to deliver it to the future? I'm sure it will be difficult, but I hope that someday the original myth will be able to see the light of day again.

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