

THE PEDAGOGICAL VALUE: MANGA & ANIME

PGCERT 2025/2026

OMAR-ANDRES HERNANDEZ DEL CANTO



PRACTICE & PEDAGOGY

Cowboy Bebop: The Movie (2003)



PRACTICE & PEDAGOGY

Omar Hernandez

Illustrator & Educator

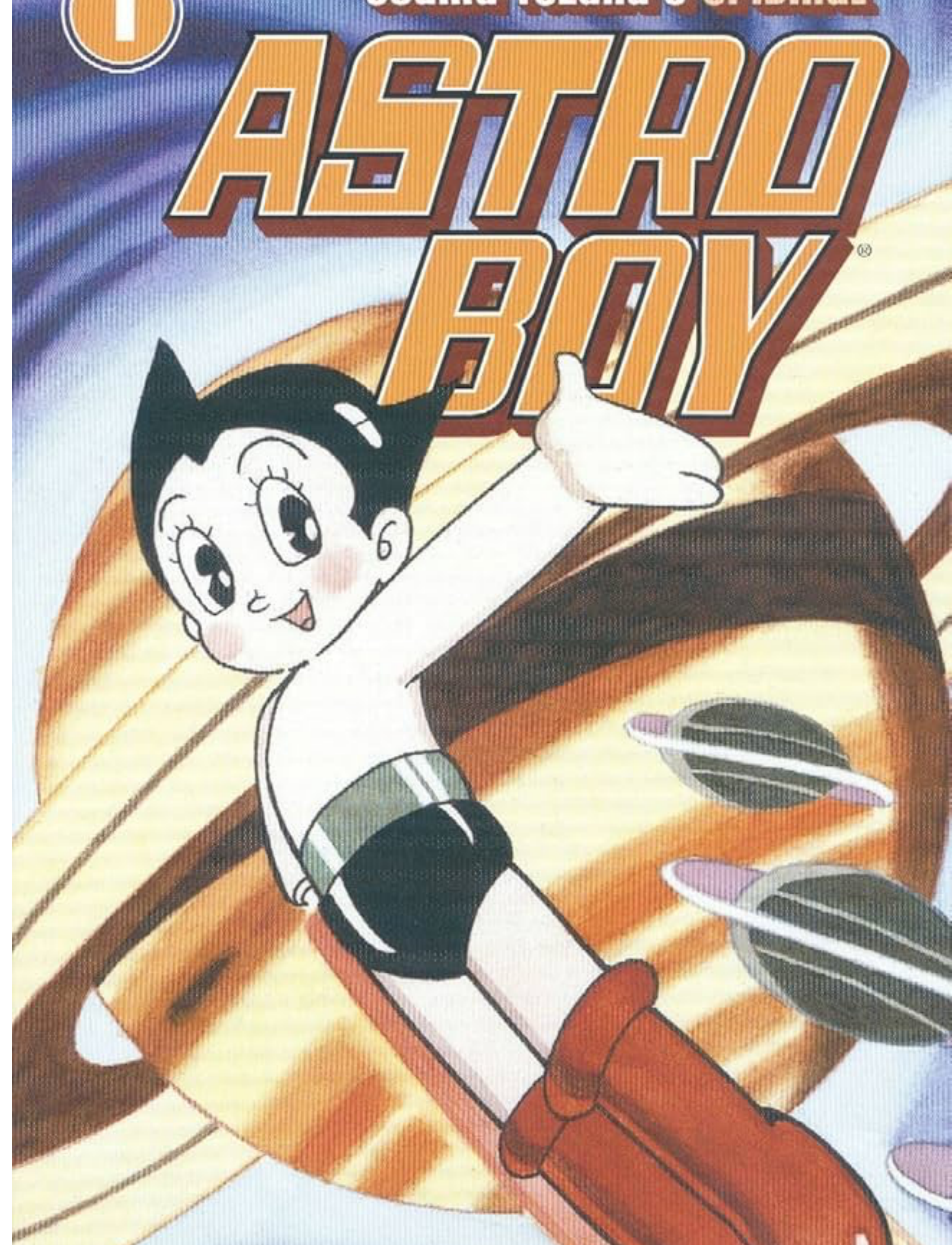
BA (Hons) Illustration and Visual Media (IVM)

Illustration focused perspective shaped by teaching and research.

Particularly interested in drawing on symbolism and narrative.

RATIONALE

Astroboy (1952 - 1968)

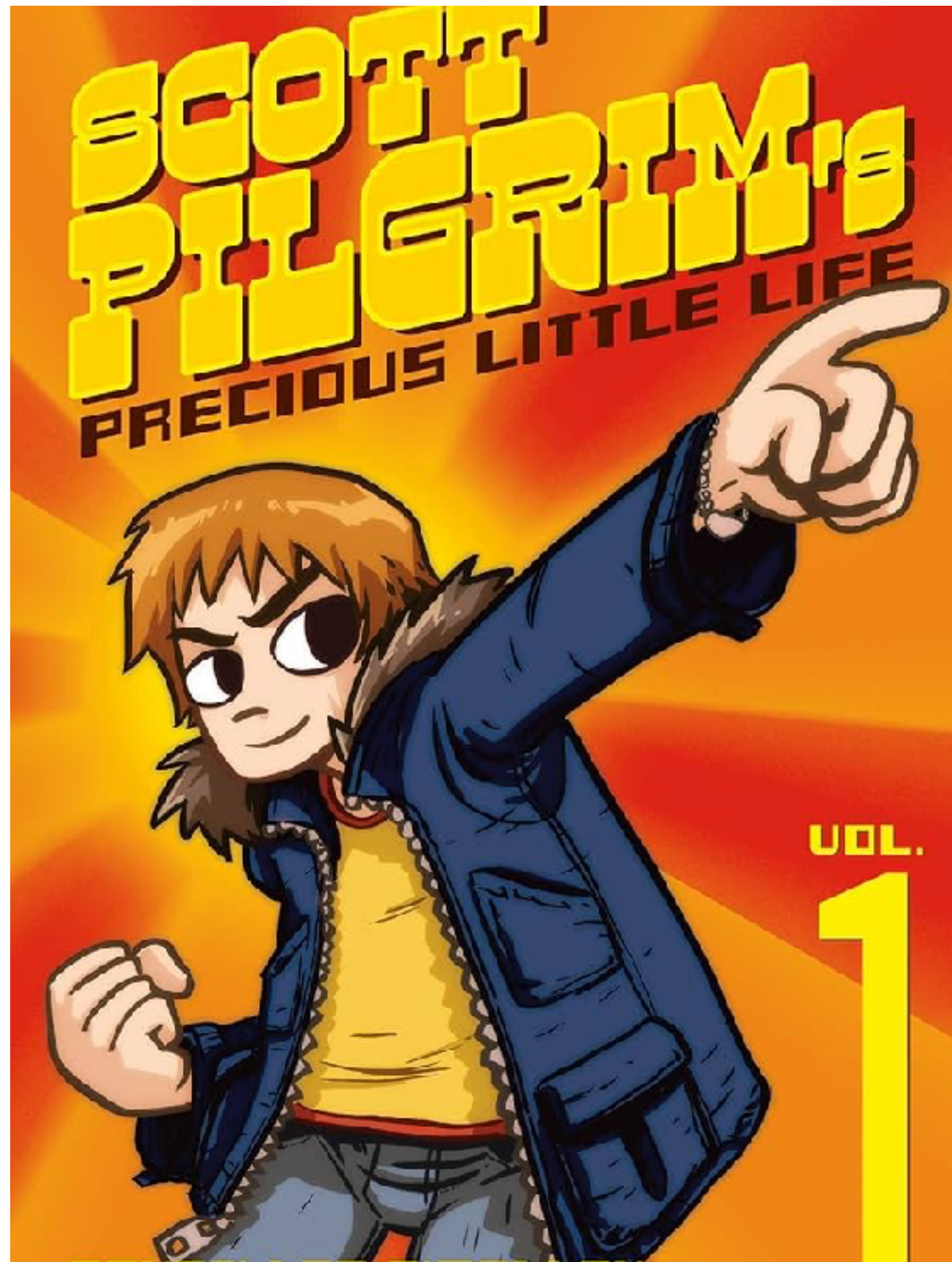


RATIONALE

Throughout my career as an illustrator, manga and anime have been a consistent influence on my creative practice. This influence is also widely visible within contemporary visual culture, where many illustrators and designers draw on the medium.



Kaws - Untitled (2014)



*Bryan Lee O'Malley
Scott Pilgrim's Precious Little Life
(2004 - 2010)*



Scott Pilgrim Vs the World, Edgar Wright (2010)

RATIONALE

As a member of the IVM teaching team, I have observed that a significant number of students use this art form in relation to:

- **Visual style**
- **Storytelling and narrative structure**
- **Anatomical studies**
- **Composition and pacing**

RATIONALE

Despite this, my experience within academia suggests that the art form is often met with dismissal or a lack of understanding. This disconnect highlights a gap between current creative practices and academic recognition of this medium.

This project explores those gaps and the educational value of manga and anime as legitimate learning resources within illustration teaching.

OBJECTIVE

My Hero Academia - (2014 - 2024)



OBJECTIVE

The outcome of this action research project (ARP) is the development of a digital resource or reference database, designed to support tutors in understanding the cultural and pedagogical value of manga and anime.

OBJECTIVE

While extensive resources already exist regarding manga and anime, these materials can be overwhelming and time-consuming for tutors to navigate.

A centralised, editable database offers a practical and accessible solution, providing curated information in a single location.

PLATFORMS

- Padlet**

- Miro**

- Lucidchart**

- FigJam**

METHODOLOGY

Death Note (2003 - 2006)



FOCUS GROUPS

The initial phase of the research focused on understanding tutors' perceptions of manga and anime.

A focus group was conducted with a handful of the BA IVM teaching team to discuss their experiences and attitudes.

THINGS TO CONSIDER

- Clear purpose and research questions
- Creating a safe, open space for discussion
- Managing dominant voices and encouraging quieter participants
- Awareness of personal and institutional biases
- Respecting diverse backgrounds and teaching practices
- Balancing open discussion with time constraints
- Avoiding leading questions
- Encouraging honest critique, not consensus
- Ethical considerations (consent, anonymity)
- Capturing both shared and individual perspectives

FINDINGS

RG Veda (1989 – 1996)

CLAMP RG VEDA



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知聖 BOOK

FINDINGS

The research identified several recurring themes:

- **Recognition of manga and anime's influence on contemporary illustration**
- **Acknowledgement of existing prejudices and assumptions**
- **Recognition of the breadth and diversity of genres and formats within manga and anime**

FINDINGS

Key challenges included:

- **Limited access to tailored academic resources**
- **Gaps in understanding of the medium's complexity**
- **A lack of institutional support and guidance**

ENGAGEMENT & AFFECTION FOR ANIME

The discussions revealed a noticeable appreciation for anime across both students and tutors, with specific studios and creators often cited as points of inspiration. This ongoing engagement demonstrates the medium's lasting relevance and its capacity to resonate within contemporary creative practice.



Akira (1988)



Spirited Away (2001)



Sailor Moon (1992)

PROBLEMATIC MATERIALS

Negative attitudes often come from the belief that manga and anime promote violence or misogyny.

However, through the discussion Manga and anime are often singled out because they are a recognisable category, while similar themes in Western media are spread across many forms.

PROBLEMATIC MATERIALS

By assuming that these issues are specific to manga or anime, we risk reinforcing a Eurocentric lens that treats Western media as neutral or normative while marking non-Western media as abnormal or deviant.

Manga and anime should be approached with the same critical awareness as material from any other culture.

DATABASE

Ghost in the Shell (1995)



PADLET

This project represents the first phase in developing a shared digital resource accessible to IVM tutors, designed to support teaching, discussion, and critical engagement with manga and anime.

[Padlet Link](#)


What is Manga

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Omar-Andres Hernandez Del Can

20 minutes ago

Manga Definition



nypl.org

A Beginner's Guide to Manga | The New York Public Library

Manga is an umbrella term for a wide variety of comic books and graphic novels originally produced and published in Japan. Unlike American comic books, which are usually printed in full color, Japanese manga are almost always published in black and white. Full-color prints are often only used for special releases.

Japanese manga is read right-to-left rather than left-to-right, which is the norm for English language publications. This can take some getting used to if you have only

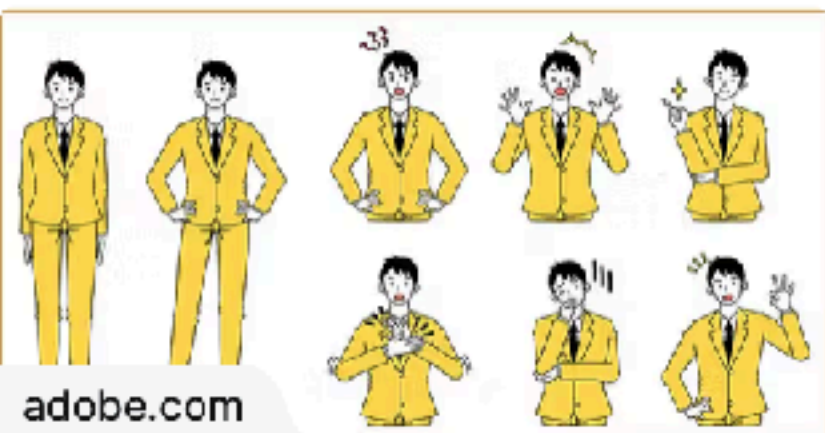
What is Anime

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Omar-Andres Hernandez Del Can

14 minutes ago

Anime Definition



adobe.com

What Is Anime? Introduction to Japanese Animation | Adobe

Anime is the word Western audiences use to describe Japanese film animation and TV shows (although it's used to describe any animation in Japan itself).

The medium's low production costs and proliferation in Japanese popular culture mean anime is produced in a variety of genre, from high-school comedy-drama to post-apocalyptic sci-fi and horror. Known for its expressive characters and relatively limited animation, anime has pushed


Famous Manga's

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Omar-Andres Hernandez Del Can

12 minutes ago

27 of the Bestselling Manga of All Time



bookriot.com

27 of the Bestselling Manga of All Time

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Add comment

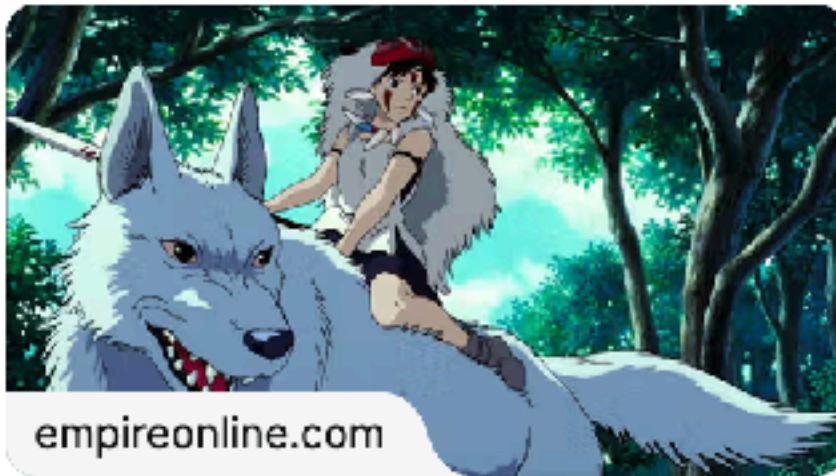
Famous Anime's

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Omar-Andres Hernandez Del Can

10 minutes ago

The 25 Best Anime Movies



empireonline.com

The 25 Best Anime Movies

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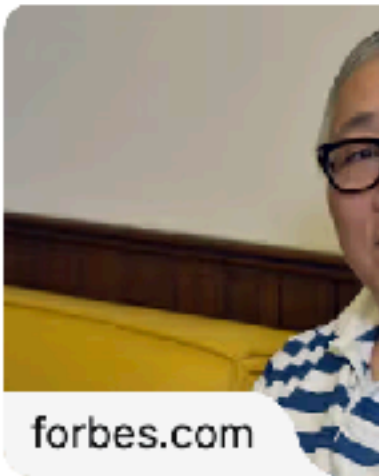
Male Mang

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Omar-Andres Hernandez Del Can

8 minutes ago

Katsuhiro Otomo



forbes.com

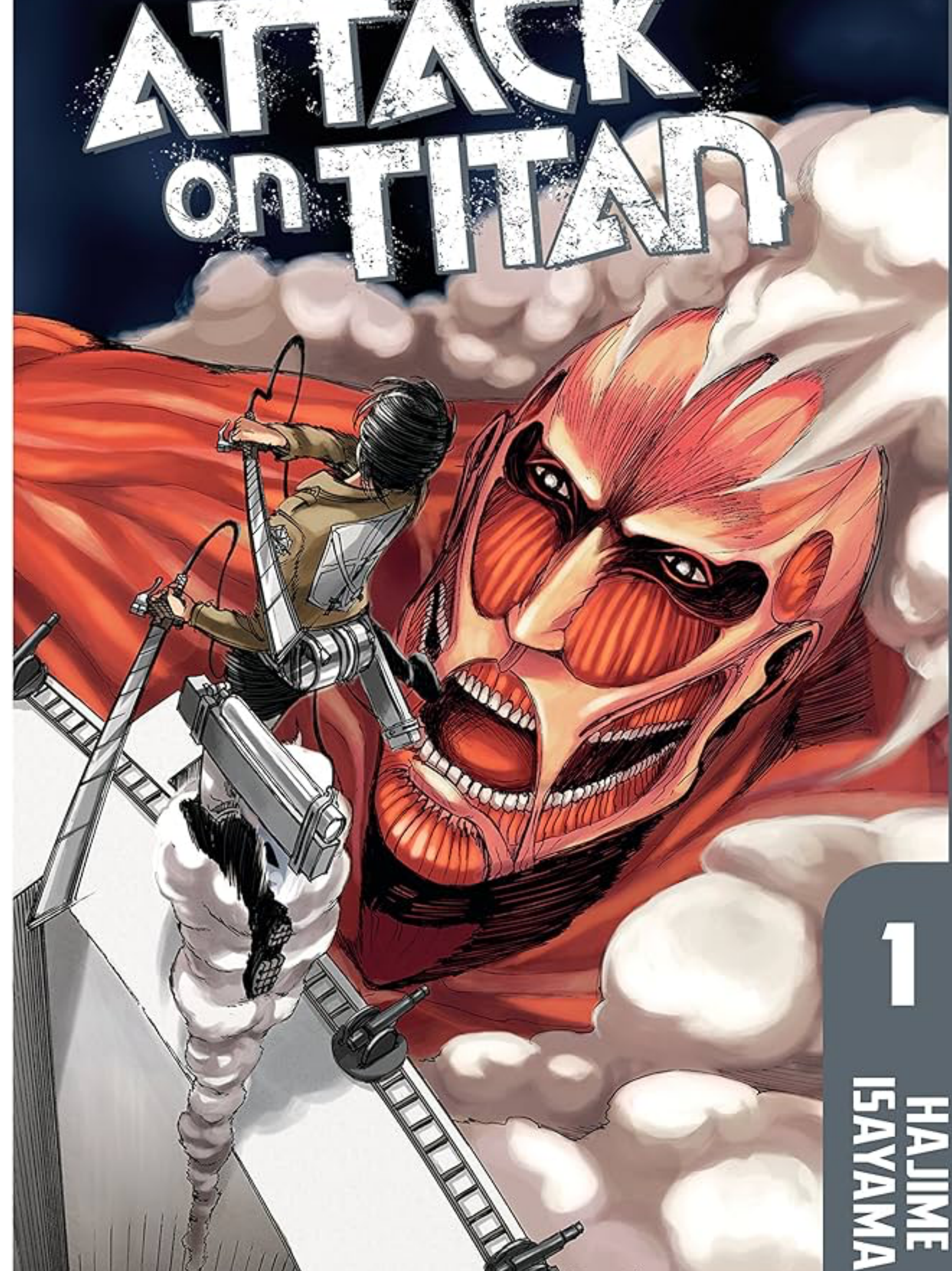
Katsuhiro Otomo On Designing The Code of Manga And Anime

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WHATS NEXT?

Attack on Titan (2009 - 2021)



WHAT'S NEXT

- **Refine and simplify the resource based on tutor feedback.**
- **Meet with the course leader to discuss integration and institutional support.**
- **Identify a suitable digital platform for curating and maintaining the database.**
- **Share the resource across other courses and institutions.**
- **Encourage cross-disciplinary collaboration to bridge gaps between contemporary visual media and academic frameworks.**
- **Identify other UAL academics working on related projects to explore collaboration or expansion opportunities.**

QUESTIONS

Grave of the Fireflies (1988)

