Chapter 2

Kabuki as a Synthetic Narrative: Synthesis and Expansion

ABSTRACT

Although the author has previously written several papers on kabuki addressing the narrative generation of kabuki or kabuki as narrative generation, this chapter is a kind of synthesis. At first, the chapter provides a focused summary of what kabuki is, which has already been summarized in the author’s previous papers, and presents the synthetic characteristics of kabuki as narrative generation. The next section describes the main 15 narrative elements or techniques and several cross-sectional elements or techniques beyond conceptual description. Through two types of systems, including an integrated narrative generation system (INGS) and geinō information system (GIS), the author presents an entire image and design of narrative generation mechanisms in kabuki. Dependent on the above, the last section explains in detail several elements and techniques of kabuki and presents ideas of concrete design and implementation of kabuki-related narrative generation systems by the author.
INTRODUCTION

The study regarding the narrative generation of kabuki has been frequently tackled. The author’s recent paper on kabuki (Ogata, 2019c), the author undertook a comprehensive survey and analysis, aiming to explore a narrative generation-reception model and a narrative production-consumption model of kabuki from the viewpoint of an information system and, in particular, a narrative generation system. A fundamental concept of the modeling was “multiplicity,” or multiple narrative structures. In addition, the author associated this model with the concept of the Geinō Information System (GIS), representing a system model in which multiple narrative generations and production mechanisms or processes are included. In addition, this paper showed the results of concrete analyses of kabuki’s elements, including “person,” “story,” “tsukushi,” and “naimaze.” Building on the paper, this chapter revises and extends the part of kabuki’s multiple elements using many actual examples and presents an experimental system design and implementation in which several analyzed elements are organically combined with each other.

The author’s kabuki study has aimed to explore and create a “narrative generation-reception” model or a “narrative production-consumption” model of kabuki from the viewpoint of an information system or, in particular, a narrative generation system. A fundamental concept applied to this task was that of “multiplicity” or “multiple narrative structures” in kabuki. Thus, the kabuki study in this chapter corresponds to a concrete example of the multiple narrative structures model in the author’s integrated narrative generation study. A series of kabuki studies (Ogata, 2016a, 2018a, 2018b, 2018d, 2019c) sought to bridge a comprehensive survey and analysis of kabuki based on the concept of multiplicity or multiple narrative structures with a more generalized conceptual model, including both narrative generation-reception and production-consumption processes.

The synthesized narrative generation architecture that the author has been designing and developing, that is, the Integrated Narrative Generation System (INGS), shown in detail in Chapter 1, forms the background of this study. Although INGS is a basic, fundamental system that has a narrative-generation process by a single subject operating on a basis similar to that of an individual human being, the ultimate goal of the author’s narrative generation project, including the development of INGS, is to involve one or more INGSs to realize various narrative generation application systems and social distribution mechanisms using automatic narrative generation functions. In particular,
Invisible Domains and Unexplored Terrains: A Multi-Level View of (In)Appropriately Hidden Organizations
www.igi-global.com/chapter/invisible-domains-and-unexplored-terrains/185835?camid=4v1a

Orders of Experience: The Evolution of the Landscape Art-Object
www.igi-global.com/article/orders-of-experience/183638?camid=4v1a