

Making of a Cyborg: a Case Study of Motoko Kusanagi in *Ghost in the Shell*

Motoko Kusanagi is an iconic protagonist of *Ghost in the Shell*, a Japanese cyberpunk media franchise. Major Motoko Kusanagi is fictional, and a public-security agent and the field commander of Public Security Section 9, a fictional anti-cybercrime law-enforcement division of the Japanese National Public Safety Commission. She is a cyborg who was born as a human and has increasingly augmented her organic body parts with mechanical parts with extraordinary capacities, or "a synthetic 'full-body prosthesis' augmented-cybernetic human."¹

AUTHORSHIP / CONTRIBUTORS / PARTICIPANTS

Ghost in the Shell was originally a Japanese manga series written and illustrated by Masamune Shirow.² A Japanese manga artist, Masamune Shirow's legal name is Masanori Ota, and his best known work is *Ghost in the Shell* currently in discussion.³ Production I.G, a Japanese animation studio, produced several anime adaptations of the series. Filmmaker Mamoru Oshii directed the first anime film *Ghost in the Shell* and its sequel Ghost in the Shell 2: Innocence. There are also television series of the same

¹ Wikipedia. "Motoko Kusanagi" <u>https://en.wikipedia.org/wiki/Motoko_Kusanagi</u>

² Wikipedia. "Ghost in the Shell" <u>https://en.wikipedia.org/wiki/Ghost_in_the_Shell</u>

³ Wikipedia. "Masamune Shirow" <u>https://en.wikipedia.org/wiki/Masamune_Shirow</u>

haneul bak (Hanul Park) Advanced Research Seminar: Constructed Environments Fall 2020

franchised series produced by the same animation studio. There is an American live-action adaptation of the film as well, and it was produced by Paramour Pictures.

DATE / PERIOD FROM CONCEPTION TO PRODUCTION

The original manga piece was serialized initially in 1989. The first *Ghost in the Shell* anime film was released in 1995. The sequel anime film was released in 2004. The American live-action film was released in 2017.