

Cultural Transmigration and Historical Prospects: A Comparative Study on the "Egyptian Humanistic Elements" in Shoujo Manga and Animated Films

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Abstract. The Japanese shoujo manga *Daughter of the Nile* and *Anatolia Story* (translated as *The Red River Bank* in some versions) are set against the backdrop of the Pharaohs' era, employing a time-travel narrative to construct an exotic landscape centered on ancient Egyptian history. The animated film *The Prince of Egypt* reinterprets Nile culture from a Hollywood perspective. By focusing on the characters, symbols, and philosophical reflections in these three works, this study aims to dissect the core content, historical trajectory, and cultural transmission depicted in manga and animated films centered around "Egyptian civilization." Within the framework of "a community with a shared future for mankind," this analysis offers exemplary cases or reference models for the translation of audio-visual materials related to China's outstanding traditional culture, creative production, and audio-visual technology, thereby contributing to the industry development outlined in the "15th Five-Year Plan" period. In the context of cross-cultural and cross-media communication, it promotes collaborative consensus and the joint construction of a global community.

Keywords: Girls' Comics (Shoujo Manga), Animation Film, Egyptian Storytelling, Cultural Translocation, Historical Outlook

1. Introduction

The *Oxford English Dictionary*¹ defines "Egypt" as a country in North Africa. Plants (papyrus, lotus), ornaments (crowns, necklaces, bracelets, belts, etc.), murals (frontal convention, hieroglyphs), architecture (pyramids, obelisks, the Great Sphinx, Abu Simbel Temple) and mythology have become the core elements and signifier² symbols of the pharaonic era culture, which together outline, construct and display the prosperous image and civilization scroll of the humanistic field of ancient Egypt.

¹ <https://www.oxfordlearnersdictionaries.com/>

² A linguistic term, usually referring to the medium carrier and presentation form at the level of material form and meaning value.

2. Fantasy and epic

Searching for "shoujo manga" on the Japanese academic platform J-STAGE³ and sorting by hit rate⁴, there are 132 results in total. Among them, Yukari Fujimoto, associate professor of the Faculty of International Japanese Studies at Meiji University, discussed the theme "Do Women Hate History?" in the column "History Education and Gender" of the special issue of *Academic Trends*, Volume 15, No. 5, 2010, with the discussion centered on "the history of shoujo manga". She mentioned that *The Rose of Versailles*, a famous work by Riyoko Ikeda, is a classic work serialized based on historical facts (the French Revolution). In the chapters "Historical Facts and Fictional Settings"⁵ and "Nameless People and Gender Border-Crossing"⁶, she listed two shoujo manga closely related to ancient Egyptian culture: *Daughter of the Nile*⁷ and *Anatolia Story*. The former manga was created by sisters Chieko Hosokawa and Fumiko Hosokawa. They created Carol, an American girl majoring in archaeology, who travels back to ancient Egypt and meets Pharaoh Memphis, and then many touching and sentimental stories take place. In the manga, the heroine is kind-hearted. She uses her extensive knowledge to help the Egyptian people, wins respect later, and gradually grows into the imperial princess. The latter manga was written by Chie Shinohara. In terms of situation setting, it still adopts the time-travel narrative method, and conceives and depicts an ordinary student named Yuri Suzuki. After the training of court power struggles and foreign wars, she finally grows into a brave and warlike imperial goddess. Therefore, searching the original Japanese titles of the two manga *Ōke no Monshō* and *Sora wa Akai Kawa no Hotori* as keywords, we can find that there are 39 results related to the first keyword. The research scope covers medicine, historiography, aesthetics, architecture, sports science, shipbuilding and so on. Judging from the displayed content, there are not many research results on the original manga. The research mainly explains or expands the meaning of "royal family crests or emblems" in different majors.



Figure 1. Daughter of the Nile (left) and Anatolia Story (right), source: internet

³ <https://www.jstage.jst.go.jp/>

⁴ Hit rate: the proportion of data that is found, obtained and recorded relative to the total number of records during the processing and execution of "information".

⁵ Fictional setting: in online novels, the historical background is often fully or semi-fictionalized to create characters, scenes and narratives.

⁶ In Japanese it is "ekkyō", meaning to cross the border; cross-border.

⁷ Daughter of the Nile: its original Japanese title is *Ōke no Monshō*. The manga tells the story of a modern girl who studies history and travels through time.

Ancient Greek and Roman Mythology mentions in "The Origin of Heaven and Earth" of the old theogony that "Gaea, as the Mother Earth, is the first of the five great creation gods." [1] This statement is similar to the Confucian "Five Constant Virtues" (benevolence, righteousness, propriety, wisdom, faithfulness), as well as the five notes, five colors, five emperors and five elements mentioned in *Huainanzi · Tianwen Xun*. According to the definition in the *Modern Chinese Dictionary* (7th edition), "epic" means "a long narrative poem that recounts heroic legends or major historical events." [2] The animated film *The Prince of Egypt*, released by DreamWorks Studios in 1998, points out in the opening credits that the film is an adapted story inspired by the *Book of Exodus*. The plot tells the story of Moses, a Hebrew⁸ baby drifting along the river, who becomes an Egyptian prince after being adopted by the royal family. Later, he chooses to leave the palace due to "accidental escape" and lives a wandering life. Guided by fate, he "awakens his consciousness", leads his people to escape from suffering and regain freedom, and completes his mission after many hardships, making himself a "prophet". Searching by "subject" in the domestic database CNKI, there are 57 existing Chinese research results. The displayed literature titles involve color design, image research, shot language, film music and business investigation. The number of foreign-language search results is 13. The research related to the animated film *The Prince of Egypt* mainly focuses on the live drama of the same name in London's West End. Existing electronic literature discusses sound effect production (Steam Motion and Sound), actor participation and Universal Pictures Content Group. In addition, in terms of games, a work related to ancient Egyptian civilization is *Assassin's Creed Origins* developed by Ubisoft Montréal.



Figure 2. Animated film *The Prince of Egypt* (left) and adventure game *Assassin's Creed Origins* (right), source: internet

Therefore, summarized in combination with the statements in the "Core of the Screenplay" chapter of the screenwriting guide *Save the Cat!*, the aforementioned two shoujo manga and *The Prince of Egypt* can be treated as the "biopic" type in terms of artistic processing, and created from the perspective of "ensemble works" (the image of a group of characters depicted in literary and artistic works). The key points of establishing a protagonist are: "Tell a story about a person that the audience can identify with; let the audience learn something from the core character; make the character charming enough to keep watching; give the character some primal drive that people can empathize with; and give the story a happy ending..." [3] In addition, with the development and progress of the story, the confrontation and mediation between the main characters and the villains

⁸ The corresponding country today is Israel.

will also cause changes in identity, leading to plot conflicts and even temporal and spatial dislocation.

3. Dasein and the future

In *Being and Time*, the essential definition of "Dasein" is "existence", which is used to interpret and express everything about "beings" [4] (In Hegelian philosophy: existence, determinate being). The word "Being" is usually understood as "to be", representing the state of actual existence. Combined with the meaning given by the *Cambridge Dictionary*⁹, it is "the state of existing", and here it is extended to mean "modern society, the real world" (this world¹⁰) for interpretation. Following the aforementioned idea, another work with ancient Egyptian elements is the album *Dangerous* released by Michael Jackson in 1991. The album includes a song called *Remember the Time*, whose music video (short for Music Video) is 9 minutes and 19 seconds long (a regular MV is usually 3 to 5 minutes). The pictures recreate some scenes, shapes and characters of the pharaonic era, and combine American pop culture (hip-hop, popping, etc.) with music in choreography. After filming and production, the melody and plot setting of the song are impressive and spread widely around the world. Based on this case, we can also sort out and conceive the relationship between the three elements of time insight, industrial development and "cross-culture".

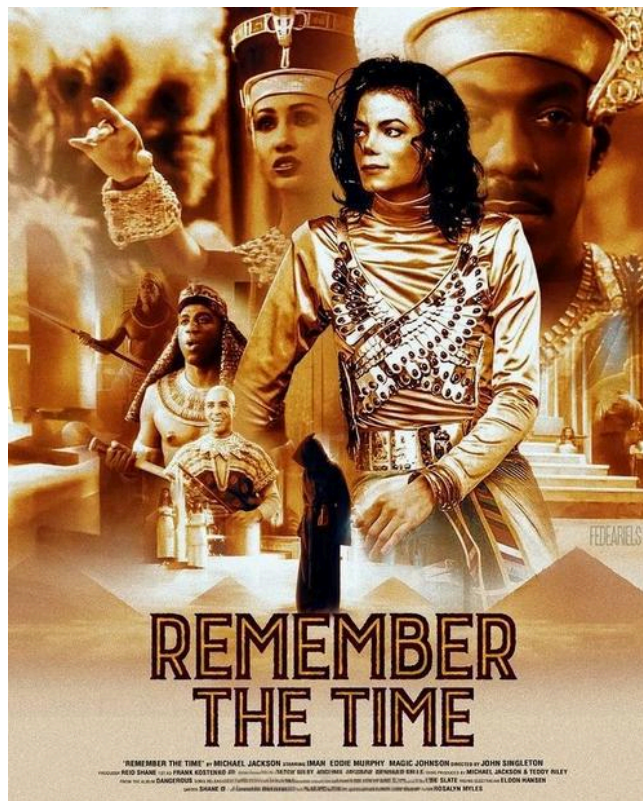


Figure 3. Remastered poster of Remember the Time (source: internet)

⁹ <https://dictionary.cambridge.org/>

¹⁰ This view was proposed by Associate Professor Zhanke Ni from Virginia Tech at the "Symposium on Fan Culture in the New Media Era" held at Xiamen University in December 2024.

The Theory, Review, Research and Application of Time Perspective mentions that "the content and extension related to 'the future' include the psychological life space (the remembered past and the expected future); while the emotional expression and behavioral influence in the real-life space are reproduced around three groups of factors: audience, culture and time. Moreover, future construction is 'thematic'" [5] (it can be understood that the future development of industry and society will be closely related to brand IP, namely Influential Property). Taking film and television and capital as examples, the "ticket stub economy" was proposed at the beginning of 2026, and then commercial machines selling commemorative tickets can be seen in cinemas and theaters. Compared with the entry passport provided by *The Making of Harry Potter* Studio Tour in the UK, the convenience of fast ticket issuance common in domestic cinemas benefits from ticket machines and thermal printing paper. But the thin and light ticket paper is easy to fade after being stored for too long. Therefore, compared with exquisite stamp-collecting booklets, thin tickets are not conducive to long-term preservation. If we can appropriately process transaction vouchers to make them look more elegant and delicate, endow receipts, vouchers and tickets with extended value for market circulation, and at the same time empower the "existence" of the items themselves with individual experience and subjective emotion, then "ticket stubs" will have the meaning of collection in the macro environment of economic development.

4. Insights and implications

Looking at the three aforementioned works related to ancient Egyptian civilization, all of them adopt dramatized treatment of historical themes for situation setting, or use documentary fiction to describe important characters, so as to promote the emotional development and scene narration of the works. For example, the image of the male protagonist Memphis in *Daughter of the Nile* is inspired by Pharaoh Tutankhamun; the name of the villain Isis comes from the goddess Isis in ancient Egyptian mythology, who has wisdom and magic, supports agriculture and protects kings. The character Ramses in *Anatolia Story* is modeled after Pharaoh Ramesses I in Egyptian history.

From the perspective of communication, putting a "matrix" composed of different online media into one tweet has the advantage of centrally displaying different media of a brand. But the output of homogeneous content in a fixed period cannot reflect the highlights and characteristics of each medium. In addition, the 2026 National Centre for the Performing Arts production of *Aida* was broadcast live simultaneously in cooperating cinemas and theaters across the country relying on 4K ultra-high-definition technology. Superb skills, gorgeous costumes, magnificent props... Changes in transmission methods have updated and iterated the viewing experience, but the novel real-time interaction also faces hidden dangers of portrait collection. The concept of "inclusive sharing" restricts personnel mobility and consumption potential, which will gradually turn the cultural tourism industry into an "otaku economy"¹¹, making Murphy's Law manifest.

"Temporal belief is the mediator of the interaction between cultural and scientific fields" [5]. Therefore, deduced from the perspectives of individual psychology, social development and the growth of future industries, there are the following key points:

¹¹In Japanese it is "otaku", translated as "otaku / homebody"; it describes people who devote themselves wholeheartedly to a specific hobby or field. The otaku economy mainly focuses on ACG (including derivatives), virtual idols, online interest communities and other fields.

4.1. We need to face "impatient and no longer loyal audiences" [6]

In the digital age, individuals or groups own electronic devices in the situation of "multiple screens in hand", which is related to the fragmentation of time to a certain extent. Specifically, consumers own entertainment terminals such as mobile phones, tablets, computers and game consoles (such as Switch, Xbox) at the same time, and can independently choose, determine or arrange entertainment time, social resources and activity expenses.

4.2. "Psychological comfort in the era of the 'otaku economy' is a huge high-profit industry" [7]

The development of the female consumer market (emotional dimension) can refer to the performance operation mode of the new Chinese-style dance drama *Feather Robe*. But the sound development of the industry and market and economic circulation should also consider factors such as emotional boundaries, ethics and legal protection.

4.3. At the level of cultural trends and theoretical construction, the similarities and differences between "localization" and "worldliness" need to be clarified

Combined with the explanations given by online dictionaries, "localization"¹² means: (1) the act of establishing or organizing something; (2) the process of organizing a business or industry so that its main activities take place locally rather than nationally or internationally. The term "worldliness" comes from Edward W. Said's famous work *Orientalism*. The work analyzes that "text" [8], as a material existence, connects culture, society, economy, history and politics, which not only plays a metaphorical role, but also originates from the world.

5. Conclusion

To sum up, the media carriers and communication channels of future industries need to break through the impact or discourse constraints of theories such as the "Thucydides Trap" proposed by Western scholars, and explore new interpretations and connotations of "Marxist Oriental Studies". The development path of the industry should not only start from China's local perspective, take China's fine traditional culture as the root, and promote economic construction with gradual and steady methods and steps, but also resist unforeseen disturbances and risks driven by new quality productive forces, plan and look forward to the future with a positive attitude, uphold the concept of cultural mutual learning on the road of peaceful rise, bridge the information gap, participate in the cooperative construction of various digital and intelligent projects worldwide, and join hands with all countries to build a global home together.

¹²Oxford English Dictionary: The action or fact of establishing or organizing... Cambridge Dictionary: The process of organizing a business or industry so that its main activities happen in local areas rather than nationally or internationally.

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