Go-Tochi Boom: We Love Local

http://www.tjf.or.jp/takarabakc

The term go-tochi ご当地—"this place" with the honorific prefix *go*—seems to be everywhere lately. The mark of local identity, it crowns the names of dishes like ramen or curry that have a distinctive local taste, Kewpie dolls or Hello Kitty goods sporting some regional hallmark, and the titles of special exams on information and lore aimed at promoting particular towns or regions. Why such a boom? What sorts of things are the most popular? In this issue we'll look at the *go-tochi* boom and the backdrop that has shaped it.

his mark indicates that more related information is included on the "Click Japan" website. http//www.tjf.or.jp/clicknippon/

Rediscovering Local Culture

Nowadays, thanks to advances in transportation and communications technology, you can easily obtain the same information and merchandise no matter where you are. Such ubiquity is an indication of how widely things are becoming standardized. Still, Japan's distinctive local cultures are as robust as ever.

Locally distinct cultures were shaped by various factors, including geography and climate, relationship to the routes of distribution of goods, and history. For example, extending as Japan does north to south in a long and narrow archipelago, its climate and terrain vary greatly from one part of the country to another. About 70 percent of the country is occupied by mountains and forests, and the land is laced with many rivers and streams. In

the era before the development of public transportation, whether a region was near the ocean, accessed by a broad river, or surrounded by mountains had an important impact on culture and fostered all sorts of differences.

Television broadcasters, along with other media, have taken note of local diversity and have recently begun to introduce local specialties—things with the *go-tochi* stamp—in their programming. One television program has gained great popularity by featuring go-tochi foods, local customs, and other distinctive features of different locales around the country. The program's viewers greatly enjoy the discovery of myriad differences, such as that foods or customs they have taken for granted are specific to a particular area or that the ingredients or ways of eating certain dishes can differ from one part of the country to another.

Local PR

In the course of Japan's rapid economic growth beginning in the mid 1950s and continuing through the early 1970s, which resulted in the industrialization and urbanization of the country, many people left the countryside and moved to the cities. The population of rural areas aged, leaving many villages practically empty. Local governments and business organizations have devised various schemes to stem depopulation and reinvigorate communities

Go-tochi kentei ご当地検定

A more recent vehicle for promoting things local are the *go-tochi* kentei, or "know-this-place" exams that challenge people to learn about the history, culture, industry and other lore of a particular area and test their mastery. In 2004, nearly 10,000 people took the Kyoto Kentei, held by the Kyoto Chamber of Commerce and Industry for the first time, setting off a boom in similar tests elsewhere. The Nintendo DS game software Go-Tochi Kentei was put on sale in 2006. You can try various exams included in this software (http://www.spike. co.jp/gotouchi/main.html).

Go-tochi exams inspire many natives of the area in question to learn about or rediscover their own local culture. (See "Meeting People.")

"Promote-local" gimmicks produced by high school students Specialty products, made with locally produced goods, that are developed and marketed as cooperative projects by local high schools

and businesses are another "promotelocal" gimmick. In Hokkaido, for example, students at Rumoi Senbo High School, working in collaboration with a local noodle-making company, devised a specialty pasta called "Motchiri Komepasta" (a pasta made with rice flour).

Yuru-kyara ゆるキャラ

Some local governments have original mascot characters designed to help boost the appeal of their locale. These mascots, called yuru-kyara (loosely designed char-



acters),* are widely liked. "Hikonyan ひこにゃん," for example, is the very popular character created in 2006 by the city of Hikone, Shiga prefecture as part of celebrations of the 400th year since Hikone Castle, the city's main tourist attraction, was built. Many tourists visit Hikone to get a glimpse of its whimsical mascot, whose success in enlivening local tourism has drawn considerable attention. A major festival was organized in October 2009 in Hikone that drew 109 such mascots from all over Japan. Some 72,000 people flocked to Hikone for a three-day convention of these endearing characters (http://kigurumi. shiga-saku.net/).

* Many yuru-kyara are often the work of amateurs that have a kind of uncomplicated, soothing charm. The term was coined by professional illustrator Miura





