THE IMPACT OF FANTASY SCENES IN JAPANESE ANIME FILMS ON CHILDREN'S AWARENESS: AN ANALYTICAL AND EVALUATIVE STUDY

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ABSTRACT

This study examined the influence of imagination in Japanese anime on the cognitive development, identity formation, and perception of reality among Arab youngsters. A mixed-method approach involved specialists from media, education, psychology, and law analysing anime material and associated hazards. 86% acknowledged its entertainment value; yet, 74% discerned hazards associated with misinformation, supernatural themes, and violence. A significant connection ($R^2 = 0.272$) between fantasy-based disinformation and endorsed erroneous beliefs was identified. Additionally, 41% of the experts endorsed the regulation of content to reconcile creativity with factual accuracy. The study urges governments, educators, parents, and content creators to generate innovative content that fosters creativity both developmentally and culturally. The report urges governments, parents, educators, and producers to undertake further investigation into prolonged media exposure and cross-cultural interactions. The research assists policymakers, educators, parents, and producers in developing innovative content that promotes creativity both developmentally and culturally.

1. INTRODUCTION

The impact of digital platforms and their unique content on public attention and engagement is significant. Although digital information influences a wide audience, children constitute a significant population that necessitates targeted examination. Animated films significantly engage children, who constitute a core audience in the context of digital transition and modernisation. Animation improves conceptual comprehension, promoting cognitive reactions. As a result, it has demonstrated efficacy in enhancing educational outcomes, formulating food marketing strategies, and optimising instructional approaches (Praveen & Srinivasan, 2022). Assessing the influence of animated content on children's cognitive and behavioural development is crucial.

Engagement with digital content, whether factual, visually misleading, or entirely imaginary, captivates children's attention and enhances their creativity and problem solving skills (Hopkins & Weisberg, 2021). By engaging with digital storytelling, youngsters examine many viewpoints and assess content critically. This interaction fosters profound cognitive contemplation, allowing for the comprehension of intricate concepts. Repeated exposure to such stuff influences their capacity to comprehend information and develop independent opinions. The amalgamation of enjoyment with instruction renders animated content a potent pedagogical instrument. Consequently, comprehending its influence on the development of children's cognitive and social abilities is essential.

Children frequently create their own fantasy worlds or interact with fictional kingdoms inhabited by monsters, fairies, superheroes, or alternate realities. These hypothetical scenarios may entail adopting the roles of dinosaurs, lions, carers, astronauts, or firefighters. Fictional aspects function as both entertainment and instruments for cognitive and emotional growth. They assist children in understanding complex emotions and attitudes through captivating narratives. Engaging in these fictional narratives cultivates children's empathy, creativity, and critical thinking skills. Investigating the effects of animated storytelling on childhood development is crucial for future research.

Adventure films, competitions, and myths engage a child's awareness and shape their social and emotional understanding. These narratives can alleviate children's anxiety by providing instructional material and redirecting their focus (Zhang, 2021). Japanese anime films have achieved extensive appeal owing to their distinctive and captivating communication style. Anime functions as a source of inspiration and enjoyment, distinguished by a variety of narratives encompassing drama, comedy, horror, and fantasy. Moreover, it typically utilises hyperbolic emotions that enthral children and transport them to realms that frequently diverge from actual reality. Consequently, appraising these materials is crucial for determining the values and attitudes they impart to youngsters.

Animated films influence children's personalities, behaviours, and perspectives beyond mere amusement. It is essential to analyse the impact of these films on cognitive and emotional development. The study examines the imaginative processes in animated films and their effects on children's scientific learning and cultural comprehension. Animated media produces two primary elements that foster scientific comprehension and cultural influence on children. Moreover, it examines how animation employs fictional aspects to create concepts that influence Arab children's comprehension of science and culture within society. Students residing in Arab societies require distinct research focus due to their unique social backgrounds compared to other cultures. An examination must examine how Arab children perceive these films. Their kid development, as a crucial component of human capital, significantly contributes to societal progress in every community.

2. LITERATURE REVIEW

2.1. Theoretical Framework

This study, in analysing the influence of the fantasy sequences in the anime film on children, particularly Arab children, utilised the following two theories. Cultural Inculcation Theory posits that prolonged exposure to media can shape individuals' perceptions of reality by providing a framework for meaning construction and learning, highlighting the media's role in affecting individual knowledge. Abdul Karim, A. H. United Nations Children's Fund (2022). This hypothesis elucidates how fictional scenes in Japanese anime films can shape an Arab child's awareness and cultural understanding of reality by examining the exposure of youngsters to these fictional narratives and their subsequent impact on perceptions of the surrounding world.

The researcher employs this theory as the foundational framework, utilising methodological criteria to elucidate how the recurrent exposure to media messages modifies children's perceptions of reality in those who consume Japanese anime. The impact of observing behaviours in fantasy anime on the internalised reproduction of youth. The study posits that fictional settings, although detached from reality, might impart values and attitudes to the

recipient, particularly children. The effect may also be characterised as fluctuating based on the characteristics of the imagined scenario. Scenes featuring educational or humanitarian messages may foster creativity, whereas distorted or deceptive scenes may result in cognitive and emotional disarray. The research highlights that influence pertains not only to the reality of the material but also to the degree of its repetition, emotional intensity, and symbolic context.

The theoretical framework methodically links to the research questions via three distinct mechanisms:

(1) cultivation effects suggest that extensive anime consumption correlates with particular perceptions of reality that correspond with anime's fantastical elements; (2) social learning processes elucidate how fantasy characters function as behavioural exemplars that shape children's cognitive and moral development; and (3) the interplay between these theories elucidates the mediating effects of cultural context on media influence. The organised theoretical framework enables researchers to perform rigorous hypothesis testing, elucidating the impact of Japanese anime fantasy scenes on Arab children's environmental comprehension.

2.2. The Influence of Fantasy on Awareness

The cultural implantation theory analyses the systematic impact of anime fiction on the moral development of Arab children, together with their social and cognitive knowledge acquisition. It offers creative storylines that provide distinct cognitive impacts. The systematic research methodology assesses the role of fantasy storytelling in anime as teaching instruments by addressing fundamental societal issues, such as justice, courage, friendship, and environmental responsibility. The researcher employs this unified theoretical framework to accurately assess the impact of Japanese anime fantasy scenarios on the development of consciousness across multiple dimensions, including moral reasoning, social skills, and cognitive advancement. The study employs a comprehensive theoretical framework to assess the impact of fantasy narratives on children's perceptual changes, learning processes, and social development by quantitatively analysing theory-driven constructs derived from media research and cognitive and socio-cultural theories.

The literature review part is developed by synthesising and critically evaluating data from various studies within the study domain, employing a structured methodology to compare significant results. The review adeptly links the research by emphasising points of consensus and divergence, use comparative language to illustrate their interrelations. The analysis was performed critically, assessing the strengths, limits, and consequences of each study, culminating in a unified narrative that synthesises all research findings. This methodology offers an extensive comprehension of the existing knowledge and highlights critical research deficiencies in the domain. The methodology we shall employ for this issue will encompass the below steps.

2.3. The Impact of Anime on Children in Different Cultures is a Worldwide Phenomenon

The global culture currently witnesses the widespread proliferation of anime, captivating audiences across all age demographics. The distinctive aspects of anime story techniques and character evolution contribute to its global appeal (Tang et al., 2024). Nevertheless, Niland (2023) asserts that the erroneous simplicity of anime as only Japanese animation overlooks its dynamic global proliferation. Suan (2021) asserts that anime maintains its role as a transnational cultural product, as it is consumed by both children and adults globally, despite its Japanese origins. The rise in children's engagement with smart gadgets and television signifies a crucial aspect of this period for accessing designated content. Anime is the most significant of these materials. Anime has supplanted friendships, play, and extracurricular activities, resulting in the child becoming ensnared in a virtual realm, fixating on cherished characters for durations that frequently surpass the time designated for interaction with family or peers. This study concentrates on Japanese anime, which is experiencing a surge in global viewership and engagement, reflecting the characteristics of contemporary digital communication.

(Children predominantly view animated broadcasts on gadgets, and the impact of these devices endures significantly throughout their lives. Children allocate far more time to smartphone usage than to any other activity; also, multiple studies indicate that young children in American, European, and Asian nations engage in television viewing for an average of three hours daily. Children in Turkey typically watch television for 3 to 4 hours daily. Animated films are presented as children's entertainment across several platforms, often overlooking their beneficial or detrimental qualities. Children predominantly allocate their time to viewing cartoons, which ultimately impacts their learning process. Siddiqui, A., & Islam, D. (2022). Animated films exhibit a multitude of unique impacts that can be articulated. A systematic review of a curated selection of popular books, films, and

television series for children aged three to six comprising top selling books, high rated shows, and commercially successful films revealed that 91.6% of these media featured fantastical elements. Consequently, it appears that, under specific circumstances, children retain cultural representations more effectively when conveyed by a realistic avatar. (Dall'Olio, 2024) The importance of imagined scenarios that captivate youngsters for one to three months, particularly through extensive series featuring beloved characters, cannot be overlooked. Children's films that emulate imagination and portray its scenarios through evocative effects. A significant influence in the development of the child's fundamental personality. The characteristics of this character are internalised and hold a unique significance, directly fulfilling the desires of his soul for the enchanting realms he envisions or the fantastical narratives that subsequently unfold in his imagination. He is drawn to these sights, engages with them, and anticipates their moment. Abdullah, M. A. Alice. (2024).

2.4. Cognitive Effects: How Anime Fantasy Scenes Affect Thinking, Attention, and Memory

The primary concern with youngsters viewing anime pertains to its effects on their creativity and cognitive development. According to Hopkins and Weisberg (2021), children enhance their creative thinking through anime's fantastical storytelling, as the programming immerses them in alternate realms. Niland (2023) asserts that young infants exhibit innate imaginative impulses for constructing fantastical realms populated by mythological entities, superheroes, and alternative environments. These studies demonstrate how anime can foster creativity; yet, they inadequately investigate the potential mental overload and diminished connection to reality that may arise from prolonged anime viewing. Children may find it simpler to identify ideas and objectives in human figures rather than in fanciful or non-human entities; they may encounter difficulties in understanding or emulating prosocial messages, or both. Comprehending the tale, the character's emotional responses, or the prosocial message are separate cognitive processes, making their combination potentially difficult. (Krcmar, M., 2024).

2.5. Cultural Influences: How Anime Shapes, Moral Identity and Belonging

Anime has evolved from mere depictions of fantastical characters that captivate children for brief periods into a vast array of products that envelop the child and instil a behavioural framework aligned with the nature of these characters from supernatural realms (such as monsters, dragons, etc.).The primary determinants of children's engagement with anime are marketing strategies and commercialisation methods. Hollis (2023) elucidates that anime operates as a deliberate commercial enterprise through items and apparel, while permeating children's daily lives. Suan (2021) asserts that anime exhibits its global influence through cultural importance and economic incentives, resulting in a struggle between local and global media identities. Young audiences are enthralled by the superhero characteristics in Japanese animation, which fulfil their childhood aspirations. This cultivates a robust empathetic connection. To promote these characters, television networks have employed a comprehensive strategy to inundate marketplaces and captivate children's imaginations with various products and accessories. Marbaniang and Santosh (2023).

3. AREAS OF AGREEMENT AND DISAGREEMENTS AMONG STUDIES

Numerous research studies recognise anime as a significant influence that alters children's perceptions of the world. Hopkins and Weisberg (2021) and Niland (2023) assert that anime fosters innovative and inventive thinking, whereas Tang et al. (2024) and Suan (2021) highlight its extensive cultural impact. Scholars are divided over anime's capacity to influence children's critical thinking skills and their comprehension of the world. A conflict occurs between Hollis (2023), who advocates for the enhancement of critical thinking through literature, including anime, and Suan (2021), who emphasises the dangers of cultural amalgamation and identity diminishment.

3.1. Research Gaps and Future Directions

Researchers have widely discussed the consequences of anime; nonetheless, significant gaps remain about its influence on enduring psychological problems and its cultural assimilation by various communities. The investigation necessitates further research to comprehend the commercial effects on children regarding identity formation and consumer behaviour.

This review synthesises several scholarly perspectives on the impact of anime on children's mental states, highlighting both concordant approaches and divergent interpretations. Anime fosters worldwide relationships and enhances creativity; nonetheless, experts persist in investigating its commercial supremacy and its impact on imagination.

Investigating these uncharted domains will enhance our of how anime influences children during their formative years.

3.2. The Impact of Fiction and Optical Illusion in Anime on Children's Perception of Reality

The research aggregates findings by systematically evaluating and comparing essential outcomes from multiple investigations. The review elucidates the interconnections across studies by analysing common features and unique elements, utilising comparative language. The analysis employed a critical approach to assess the strengths, limitations, and implications of each study until all research findings could be cohesively synthesised into a singular narrative. The method provides a comprehensive overview of current study results while highlighting critical knowledge gaps in the research field.

3.3. Synthesis of Key Studies

According to AWAD (2020), the exceptional content of anime films employs diverse visual deception tactics and imagination to generate optical illusions. Optical illusions alter the viewer's perception of visual pictures, leading them to perceive elements that contradict objective reality. The responsive eye art technique creates an appearance of movement inside stillness, influencing viewers' interpretation of visual cues. This cognitive phenomena is crucial, as noted by AWAD (2020), since it influences children's perception of movement and reality.

According to Zittoun et al. (2022), the cognitive faculties associated with fiction allow individuals to momentarily suspend reality while exploring various options. Kushnir (2022) elucidates that fiction produces innovative concepts by utilising current information, hence enhancing creative thinking and imaginative processes. Zittoun et al. (2022) assert that fiction promotes cognitive development, but AWAD (2020) posits that adolescents with immature cognition may misinterpret visual cues.

The study by Barbati et al. (2024) elucidates the influence of fictional tales on societal interactions during scientific breakthroughs. It suggests that scientific and economic advancements stem from imagination, while revealing parallels with the fictional narratives typically present in anime. Awad (2020) emphasises the necessity of addressing ethical issues concerning the management of creative content to save children from cognitive dissonance.

Boucher (2024) claims that fiction literature and anime are part of a broad, fantastical genre that challenges the limits of reality. Zittoun et al. (2022) and Kushnir (2022) concur that fictional storytelling enhances cognitive development. AWAD (2020) and other experts advocate for restricted enforcement tactics to protect kid intellectual development, notwithstanding their studies indicating the positive effects of fiction.

Research on the educational relationship with imagination is prevalent in academic literature. Zittoun et al. (2022) advocate for the incorporation of imagination into structured educational settings to enhance learning capabilities and safeguard against distorted perceptions of reality. Kushnir (2022) contends that fiction fulfils educational objectives when employed strategically to foster creativity without causing student misunderstanding. Research evidence indicates that creativity and fictional tales significantly enhance cognitive development in children, although necessitate regulated oversight within children's media environments.

3.4. Key Findings and Themes

Cognitive growth is significantly influenced by imagination, as asserted by Zittoun et al. (2022) and Kushnir (2022), since imagination enhances creative abilities and mental flexibility. The incorporation of optical illusions in anime raises concerns, as AWAD (2020) indicates the possibility of misinterpretation of reality, perhaps leading to cognitive dissonance in children.

Research by Kushnir (2022) supports the deliberate incorporation of fiction in education, indicating that it enhances student learning and fosters creativity. The caution over unregulated exposure to imaginative content remains a continual ethical and psychological issue, as noted by AWAD (2020), thus making guidance for safe implementation imperative.

3.5. Points of Agreement and Disagreement

Researchers and experts concur that the incorporation of anime in educational environments is advantageous, as it fosters cognitive and creative growth through imagination and fiction. Many researchers debate the safety of unmonitored fictional content that distorts perception, as AWAD (2020) and others caution against potential kid confusion, while Kushnir (2022) and Zittoun et al. (2022) emphasise the role of imagination in aiding children to distinguish between reality and fantasy. Scholars are divided on ethical media policies that either safeguard children from cognitive dissonance

by limiting imaginative content or foster creative learning methods that alleviate potential risks.

3.6. Research Gaps and Future Directions

Numerous studies have examined the impact of fiction on cognition; however, experts have not explored the enduring psychological implications of illusions in anime on children's perception of reality. Future research should include longitudinal studies to examine the impact of viewing imaginative content on children's ability to distinguish between fact and fiction at different developmental stages. Empirical research must assess instructional techniques designed to mitigate any adverse effects of fiction on developing young minds.

The literature review synthesises and assesses many research findings to create a comprehensive picture of how anime fiction, along with visual illusions, influences cognitive development in children. Imagination fosters creativity and learning; yet, excessive use of imagination poses particular risks to children, especially in their formative years. This review delineates both consensus and dissent concerning immersive educational frameworks, which must effectively incorporate fictitious content while safeguarding kid neurological development.

4. PROBLEM STATEMENT

Japanese anime films have gained popularity among Arab children due to their depiction of fantastical worlds that merge inventive narratives with intricate plots. The incorporation of supernatural aspects and mythological animals, with heroic narratives in films, fosters cognitive and socio-emotional educational experiences for youngsters.

Current study has not examined the impact of fantasy components in anime on Arab children's perception of reality, nor how these aspects influence their cultural identity formation and moral decision-making processes. Observers of the rising consumption of anime via streaming platforms express apprehensions over the impact of fantastical scenarios on children's cognitive development and social skills (Minea, 2024). The global importance of anime as an entertainment medium reveals a lack of academic research about its behavioural impacts on Arab youth.

The amalgamation of fantastical elements with cultural tales in anime engenders both beneficial and challenging circumstances for shaping children's perspectives. The integration of fantastical aspects in media exposure enhances creative capacities and problem-solving skills, however simultaneously complicates the differentiation between fantasy and reality, leading to identity uncertainty (Bhosle, 2024). While academic research has examined media affects on children, the exploration of anime fantasy narratives' influence on moral and cultural perceptions in non-Western contexts remains mostly unaddressed. The research must examine this shortcoming as it elucidates how anime fantasy influences Arab children's perceptions of themselves, their community, and ethical ideals (He, 2024).

The primary research question examines the influence of fantasy scenes in Japanese anime films on Arab children's cognitive development, cultural identity, and moral reasoning.

5. OBJECTIVES

The study examines the role of fantastical elements employed in Japanese animation targeted at children.

The specific objectives are
1. Evaluating the Quality of Imaginative and Informational Content in Japanese anime for children.
2. Analyzing the Purpose of Fantasy Elements in these films.
3. Developing a Strategic Framework for leveraging fantasy in child education and development.

6. METHODOLOGY

6.1. Study Approach

The study conducted an analysis based on expert opinions to assess the influence of Japanese anime fantasy scenes on Arab children's consciousness. The analytical method is suitable for investigating new emerging fields; nevertheless, it does not provide robust proof for causation or safeguard against unidentified variables that may influence the outcomes. The comprehension of anime experiences among Arab youngsters is inadequate due to poor analysis of their cognitive processing and the cultural implications of anime narratives while interacting with media content.

The foundational structure of critical relationships and theoretical models derives from the cross-sectional analytical approach, which researchers will subsequently validate with empirical evidence. The collected data provided a basis for multidisciplinary examination via expert assessments, yielding conceptual insights that enhance current understanding of media effects on infant brain development and cultural comprehension.

6.2. Research Design and Procedures

The study employs survey-based research

design, utilizing an electronic questionnaire (https://forms.gle/MeetWswKuPis47259) to collect data from experts in psychology, education, media, law, and media production.

The research follows a structured framework to:
1. Define the problem and research objectives.
2. Develop and validate the questionnaire through expert reviews.
3. Collect data from selected experts via electronic surveys.
4. Conduct statistical analysis to interpret findings.

The study ensures objectivity by targeting participants with direct experience in media production, child psychology, and education. **The questionnaire questions were designed to achieve the main objectives of the study, which are:**
1. Evaluating the Quality of Imaginative and Informational Content in Japanese anime for children. (Seven questions to achieve this outcome).
2. Analysing the Purpose of Fantasy Elements in these films. (13 questions to achieve this outcome).
3. Developing a Strategic Framework for leveraging fantasy in child education and development. (Four questions to achieve this outcome).

6.3. Sampling Technique, Population, and Sample Type

The study aims to identify academic experts from seven Arab countries. The United Arab Emirates, Algeria, Sudan, Iraq, Saudi Arabia, Morocco, and Egypt. The selection of experts was predicated on their association with prominent universities, totalling 30 institutions across seven targeted Arab countries, which were chosen to represent the broader Arab region.

Both public and private universities were included, provided they offered specialisations in psychology, media, and sociology, alongside their direct experience in media and science. Psychology is the discipline concentrated on education and child development, rather than on the equitable distribution of universities among Arab nations. The presence of targeted specialisation facilitated the availability of experts in the specific research topic and field.

A purposive sampling method was employed to include experts possessing significant expertise in Japanese anime films and their possible influence on children's awareness. Random sampling was eschewed to guarantee that respondents possessed pertinent experience. The final study sample consisted of 245 experts, chosen from a total of 317, resulting in a 77.3% response rate.

6.4. Ethical Review Procedures

The Scientific Research Ethics Committee at Abu Dhabi University sanctioned the study instruments following the researcher's evaluation. The approval decision is included in the research appendices. The researcher secured consent from the participating experts to articulate their views following thorough clarification of the study's issue and objectives.

To attain optimal scientific neutrality, the researcher selected seven Arab nations based on the specific disciplines targeted by the study in these universities, while also ensuring cultural and geographical diversity, emphasising the longstanding history of the colleges specialising in these institutions.

The study instrument was also reviewed by specialists in education, psychology, media, and sociology, taking into account various cultural settings and diversity to mitigate any biases in interpretation.

6.5. Data Collection

The research predominantly employed electronic questionnaires as the principal instrument to get ideas from experts. The questionnaire was designed to gather both qualitative and quantitative data, facilitating a thorough comprehension of the influence of fantasy moments in Japanese anime films.

Questions were developed based on previous research and newly created to evaluate the cognitive impacts of fictional narratives on youngsters.

6.6. Reliability and Validity Statistics

The questionnaire achieved good reliability, indicated by a Cronbach's alpha coefficient of 0.731. A committee of 17 experts from various fields, including curricular studies, media theory, law, and psychology, evaluated the questionnaire to ensure its clarity and relevance to the research objectives. The professionals enhanced the tool's validity and reliability through their evaluations.

6.7. Statistical Tools

The study employed various statistical techniques to analyse the data, including:
- Descriptive Statistics (frequencies, percentages, weighted averages)
- Inferential Statistics (Cronbach's alpha for reliability, standard deviation, and ranking)

- Statistical Tests to measure relationships between variables and test hypotheses.
- Statistical methods allowed accurate assessment of how kids' awareness gets influenced by fictional anime movie scenes.

6.8. Hypothesis Testing

Hypothesis 1 (H)
- **Null Hypothesis (H_0)** Fictional scenes based on misinformation do not have a statistically significant link to the reinforcement of misleading concepts.
- **Alternative Hypothesis (H_1)** Fictional scenes based on misinformation have a statistically significant link to the reinforcement of misleading concepts.

6.9. The Results

The results examine expert opinions on the impact of fantasy elements in Japanese anime on Arab children's consciousness and cognitive development. Various expert evaluations from diverse academic disciplines illustrate critical insights on the impact of fictional content on education, psychology, and cultural dimensions.

Experts have articulated their perspectives on four critical domains pertaining to academic backgrounds, children's program creativity, the evaluation of fictional quality, and the necessity for content regulation.

The acquired data offers crucial guidance to legislators, educators, and content creators responsible for establishing rules for children's media usage and developmental safeguarding. The outcomes of the study will adhere to this structure.

7. RESULTS

7.1. The Academic Qualifications of the Experts Participating in the Study

Table 1 shows the qualifications of the experts involved in the study, highlighting a diverse representation across various fields. The largest proportion of experts come from Education (29%) and Media (28%), reflecting a strong emphasis on pedagogical and communicative aspects.

Psychology experts (19%) contribute valuable insights into children's cognitive and emotional development, while the presence of Law professionals (9%) suggests considerations of ethical and regulatory frameworks.

The inclusion of Media Product specialists (15%) underscores the practical and creative dimensions of

content creation. This multidisciplinary composition ensures a well-rounded perspective on the role of imagination in children's programs, integrating theoretical, practical, and ethical viewpoints.

Table 1: Shows the Qualifications of the Experts Participating in the Study.

Field	Number of Experts	Percentage (%)
Media	58	28%
Education	59	29%
Psychology	38	19%
Law	18	09%
Media Product	32	15%
Total	205	100

7.2. Children's Programs That Use Imagination

The results in Table 2 indicate that experts believe imagination in children's programs presents "very useful with few risks" at a rate of 43%. A total of 39%, together with 11% of experts, state that the imagination in children's programs holds "very important" and "important" value according to their assessment. The findings affirm that imagination is a crucial element in enhancing educational development and learning advancement.

Experts expressing concerns regarding the use of imagination are fewer than those who recognise its pedagogical merit. The surveyed experts determined that incorporating creativity into educational programs fosters enjoyable learning environments that enhance educational processes.

Table 2: The Importance of Using Imagination in Children's Film.

Using Imagination in Children's Films	Repetition	Moir Ratio
Very important.	79	39
Important.	24	11
Very useful with little risk	88	43
Not helpful with a little information.	8	4
It does not matter.	4	2
I refuse to use it.	2	1
Total	205	100

To effectively address the main research objectives, this section presents a comprehensive analysis of the impact of fantasy elements in Japanese anime films on Arab children's cognitive development and cultural awareness. The findings, derived from expert evaluations across various disciplines, provide insights into the quality of fictional elements, the role of imagination in children's programs, and the necessity of regulatory measures for content oversight. Additionally, the study explores the risks associated with misinformation in anime and its

potential influence on children's perception of reality. In line with the study's objectives, the following aspects will be examined as follows.

7.3 First Objective: Assessing the Quality of Fictional Elements and Informational Content in Japanese Anime Films for Children.

Table 3 highlights expert opinions on the imaginative elements in Japanese anime films for children. 86% agreed that these films depict unrealistic magical scenarios (e.g., kings, witches,

dragons, legendary swords), while 74% noted their tendency to present misinformation that distorts reality (e.g., flying heroes, talking animals, and peaceful predators). However, 43% acknowledged that fiction in anime could also promote positive values like honesty, justice, and cooperation. The study assessed the quality of imagination and its impact on children's awareness and education, concluding that while some content fosters intellectual growth, most of the information is misleading.

Table 3: Analysis of the Use of Imagination and Information in Japanese Anime Films for Children.

Items	Rank	Trend	T-test	STD	Mean	I Strongly Agree	I Do not Agree.	Neutral	I Agree.	I Strongly Agree.
						N	N	N	N	N
						%	%	%	%	%
The imaginative type of Japanese anime film must describe unrealistic magical situations such as kings, witches, dragons, and legendary swords.	1	I strongly agree.	0.000	0.8	4.42	0	8	20	54	123
						0	4	10	26	60
The imaginative type of Japanese anime film is to describe a situation within the real world, urban environment, and real communities and includes cities, modern weapons, police, and different popular culture.	4	I agree.	0.000	1.1	3.64	2	38	39	78	48
						1	19	19	38	23
Fiction uses Japanese anime films to provide scientific and intellectual information.	7	Neutral	0.350	1.1	3.07	8	73	46	52	26
						4	36	22	25	13
Fiction uses Japanese anime films to provide scientific and technological development information.	5	Neutral	0.001	1.2	3.29	10	66	22	69	38
						5	32	11	34	18
Fiction uses Japanese anime films to provide information that promotes the values of individual and community development, such as honesty, justice, courage, cooperation, tolerance, love, compassion, respect, and responsibility.	6	Neutral	0.286	1.3	3.1	25	54	38	52	36
						12	26	19	25	18
Fiction uses Japanese anime films to provide information that stirs hatred and racism.	3	I agree.	0.000	1.2	3.88	6	24	42	49	84
						3	12	21	24	40
Imagination is used by Japanese anime films to provide misinformation that is contrary to the nature of reality, such as heroes flying, animals talking, and brutal animal peace.	2	I strongly agree.	0.000	1.1	4.16	8	14	30	39	114
						4	7	15	19	55
		I agree.			3.7					

7.4. Objective 2: Analysing the Purpose of Fantasy Elements in These Films

Table 4 presents expert responses on the objectives of fictional narratives in Japanese anime films for children, categorizing them into 13 goals. These include positive aspects such as leisure,

education, and social harmony, alongside negative ones like promoting racism, hatred, witchcraft, and myths. Table 4 highlights the experts' precise assessments, revealing that while positive goals are limited, the negative ones pose significant risks, especially for children struggling to distinguish fantasy from reality. Alarmingly, 80% of negative

targets were flagged by experts, underscoring the urgent need to establish protective measures, particularly for children from Arab backgrounds.

Table 4: Goals of Using Fiction in Japanese Anime Films for Children.

Goals of Using Fiction	Rank	Trend	T .test	STD	Mean	I Strongly Disagree.	I Do not Agree.	Neutral	I Agree.	I Strongly Agree.
						N	N	N	N	N
						%	%	%	%	%
Aims to provide a different and innovative view of reality.	9	Neutral	*0.04	1.19	3.17	10	72	22	71	28
						5	35	11	35	14
Aims to explore different possibilities for the future, past, or present.	8	Neutral	*0.03	1.20	3.18	12	66	26	71	28
						5	33	12	35	14
It aims to motivate them to think, learn, and change.	11	Neutral	0.17	1.16	3.11	12	62	46	55	28
						5	31	23	27	14
Aims to entertain and entertain children.	1	I agree.	*0.00	0.93	4.13	4	10	22	87	80
						2	5	11	43	39
Aims to stir their feelings and emotions and achieve satisfaction and pleasure.	3	I agree.	*0.00	0.87	4.04	2	18	27	80	76
						1	9	14	39	37
Aims to encourage children to express their thoughts and feelings in new and distinctive ways.	10	Neutral	0.17	1.25	3.12	18	56	49	42	38
						8	28	24	21	19
Aims to promote charms, sorcery, and superpowers.	5	I agree.	*0.00	1.17	4.00	10	20	20	63	90
						5	10	10	31	44
Focus on showing societal class differences.	6	I agree.	*0.00	1.14	3.88	6	22	47	44	84
						3	11	23	22	41
Focus on actions that cause human harm.	4	I agree.	*0.00	1.01	4.00	4	16	45	50	88
Focused on deception, ridicule, and racism						2	8	22	25	43
Focused on murder, torture, and scenes of blood	7	I agree.	*0.00	1.17	3.87	8	22	41	50	82
						4	11	20	25	40
Imagination and Japanese anime films aim to promote the values of creativity and development.	2	I agree.	*0.00	1.12	4.05	10	8	39	52	94
						5	4	19	26	46
	12	Neutral	0.62	1.25	2.96	24	64	34	55	26
						12	32	17	27	12
Imagination and Japanese anime films aim to promote the values of Arab cultural identity.	13	I do not agree.	*0.00	1.25	2.46	44	82	37	16	24
						22	40	18	8	12
		I agree.			3.54					

7.5 Objective (3): Developing Guidelines and Criteria for the Use of Fiction in Children's Program

The distribution of expert perspectives on the importance of establishing a strategy for the use of fiction in children's programs is outlined in Table 3. The largest proportion (41%) emphasized that guidelines help regulate fiction to enhance children's education. Additionally, 28% believe these guidelines contribute to the development of children's program production, while 12% stress that a structured approach to imagination is essential for fostering an understanding of reality. A minority of experts expressed concerns that regulations might restrict creative freedom. These findings reflect a diversity of opinions on communication practices and digital research, with a relatively small percentage advocating for unrestricted creative expression, if cultural development remains a priority (Table 5).

Table 5: Developing Guidelines and Criteria for the Use of Fiction in Children's Programs.

Objective	Total	Moir Ratio
Accomplishing objectives that contribute to the advancement of children's culture and awareness.	157	41
Developing the production of children's fees to achieve the positive aspect of the use of imagination.	106	28
Restricting creativity.	20	5
The writer restricts and limits his freedom.	18	5
Making monotonous and boring content.	8	2
Raising the child's awareness and love of reality	44	12
Presentation of work like the Real-Life Events Bulletin	16	4
Destruction of the imagination's spirit	10	3
Total	379	100

7.6. Objective 3: Developing a Strategic Framework for Leveraging Fantasy in Children's Education and Development

Table 6 presents expert recommendations, based

on their specializations, regarding the responsible entity for monitoring and regulating children's communication content. The suggested oversight authorities range from official national institutions to international organizations, as well as family and school-based censorship. Experts provided insights into the necessity of a responsible entity to safeguard children from the risks of uncontrolled imagination while maintaining safety and creativity standards. The study demonstrated a truth reliability factor of 68 and an overall reliability coefficient of 0.86. Experts strongly favored official bodies, such as the Ministry of Culture and Information in Arab States and proposed the establishment of a regional office dedicated to regulating content for Arab children. Despite their diverse backgrounds in education, media, and psychology, experts largely agreed on the need for formal regulatory institutions to oversee children's content.

Table 6: Experts' Recommendations on the Responsible Entity for Monitoring Children's Communication Content.

Professors are entrusted The specialized		Media		Education		Psychology		Law		Media Product		Total	
		I Agree.	I Don't Agree.	I Agree.	I Don't Agree.	I Agree.	I Don't Agree.	I Agree.	I Don't Agree.	I Agree.	I Don't Agree.	I Agree.	I Don't Agree.
Ministry of Culture and Information of Arab States	Repetition	34	22	39	20	24	16	11	7	22	10	130	75
	%	17	11	19	10	12	8	5	3	11	5	63	37
Establishment of a competent (regional) office to monitor the content provided to the Arab child	Repetition	30	26	30	29	23	17	8	10	17	15	108	97
	%	15	13	15	14	11	8	4	5	8	7	53	97
Controls established by the channel that broadcasts.	Repetition	16	40	19	40	16	24	6	12	11	21	78	127
	%	8	20	9	20	8	12	3	6	5	10	38	62
Appealing to international rights organizations to monitor the content provided to children.	Repetition	10	46	19	40	16	24	6	12	11	21	62	143
	%	5	22	9	20	8	12	3	6	5	10	30	70
To assign a supervisory role to the Ministry of Education in the Arab States to oversee and control children's content.	Repetition	28	28	26	33	18	22	5	13	20	12	97	108
	%	14	14	13	16	9	11	2	6	10	6	47	53
Relying on the awareness of families, society, and other social development institutions	Repetition	1	55	0	59	1	39	0	18	0	32	2	203
	%	0	27	0	29	0	19	0	9	0	16	1	99
To assign a supervisory role to the Ministry of Education in the Arab States to oversee and control children's content	Repetition	1	55	0	59	0	40	1	17	0	32	2	203
	%	0	27	0	29	0	20	0	8	0	16	1	99
Family	Repetition	1	55	0	59	0	40	0	18	1	31	2	203
	%	0	27	0	29	0	20	0	9	0	15	1	99
Total	Repetition	121	383	133	397	98	262	37	125	83	205	473	1372
	%	26	28	28	29	21	19	8	9	17	15	26%	74%

7.7 Hypothesis Testing

The impact of fantasy scenes in anime will be categorized based on the nature of the information they convey to children. A statistically significant moderate correlation (0.01) exists between fantasy scenes that present misinformation and the reinforcement of false beliefs. The R^2 value of 0.272 suggests that 27.2% of this reinforcement can be attributed to these scenes, while the Pearson correlation coefficient of 0.522 confirms the relationship, indicating that greater exposure to misinformation-based fantasy

strengthens children's misconceptions about reality.

7.8. Finally

In light of these findings, 41% of experts emphasized the imperative of establishing binding regulations to govern creative content in children's programming, alongside the formulation of standards to elevate educational values and entertainment within a structure that safeguards children from misinformation and emotional disarray. The formulation of a strategy must equilibrate the application of creativity for educational purposes with elements of mystery, excitement, and enjoyment.

8. DISCUSSION

The study sought to evaluate the quality of fictitious aspects and informational material in Japanese anime films for children using seven expert-reviewed questions spanning multiple fields (information, education, psychology, law, and media). Although experts had varying assessments of specific material, they largely concurred on the existence of prominent themes including magic, racism, and hatred in fictional narratives.

8.1. The Significance of Imagination in Learning and Awareness

The research findings affirm the critical significance of fiction in educational contexts, as it improves both consciousness and learning, according to Al-Ghamdi (2021).

Syed (2022) indicated that the Imaginary Learning Strategy significantly promotes creative and motivational thinking, with an impact size exceeding 0.8, as reported by Al-Salem (2020). The current research endorses this perspective by advocating for imagination as a means of teaching, awareness enhancement, and pleasure for young learners.

8.2. Cognition's Progression between Reality and Imagination

Research conducted by Hopkins & Weisberg (2021) assessed information-based learning in contrast to fiction-based learning, demonstrating that youngsters acquired biological and physics ideas more effectively through fictional narratives. According to Khaleghipour (2020), excessive exposure to animated fiction enhances children's comprehension of reality and fosters new avenues in their cognitive processes. The study indicates that children cultivate a skewed perception of reality due to excessive engagement in fantasy.

The study underscores the significance of factual and enriched information-driven imaginative content, which aids children in accurately comprehending real-life scenarios. The objective of intentional fictitious content in children's developmental programs is to enhance knowledge and awareness while promoting cognitive growth by preventing the dissemination of misinformation and detachment from reality.

8.3. The Content of Anime and its Cultural and Psychological Influences

The study examined the narrative objectives of Japanese anime films for children by assessing their cultural and cognitive impacts through 13 targeted questions. Many sequences in Japanese animation portray mystical, mythological, and supernatural themes alongside implausible events, such as flight and fictitious realms beyond scientific understanding. A significant quantity of fantasy scenes in anime features extreme violence, including homicides and terrible torture, which fosters distorted conceptions of reality for children.

As per Badurak (2024), youngsters aged 3 shown enhanced capabilities in recognising fictional bad events compared to good ones, however 4-5-year-olds had challenges in distinguishing between real and imaginary parts. Mahmoud & Mahmoud (2019) assert that children experience psychological stress reduction and improved adaptation through fiction that aligns with their mental and emotional states, hence supporting long-term cognitive and emotional development.

Bedekar (2020) illustrated that animation often conveys implicit signals that can lead youngsters to internalise gender biases and stereotypes, alongside abrupt violent imagery and implausible recoveries. Children's comprehension of reality is shaped by media exposure, and their psychological well-being and delineation between fantasy and reality may deteriorate if such exposure is unregulated.

8.4. The Requirement for Regulatory Oversight

The findings emphasise the necessity for intervention and regulation of fictitious content in children's media, especially in widely popular films that significantly influence their screen time and cognitive development. It is crucial to ensure that fantasy aspects correspond with intellectual and psychological well-being to cultivate a balanced and healthy imaginative experience for youngsters.

The researchers aimed to develop a regulatory framework to oversee children's television, encompassing its fictional content portions. The evaluation had eight questions, examined by subject matter experts that assessed the suitable authority for managing children's communication material in Arab countries across four domains as information,

education, psychology, and law. Experts assert that state agencies and regional organisations necessitate formal intervention to regulate content oversight via ministries of education and culture.

(Jia & Zhu, 2025) advocates for state regulation due to the significant absence of social and cultural alignment in child-oriented content with Arab customs. The June 2019 study on Iraqi children's magazines illustrated the Ministry of Culture's regulation of children's content. The research data underscores the necessity for structured oversight, as youngsters embody future human capital and require safeguarding against cultural erosion and cognitive development challenges.

8.5. *Finally*

The findings corroborated a robust consensus among experts regarding the proliferation of deceptive material in Japanese anime films aimed at youngsters. Seventy-four percent of specialists affirmed that information which distorts reality constitutes a significant hazard to children's cognitive development, exemplified by heroes possessing the capacity to fly and anthropomorphic animals. 80% of respondents affirmed that experts emphasised the peril of instilling values of racism and hatred, as well as perpetuating myths through repetitive narratives in anime films. Conversely, 43% noted the existence of anime content that advocates positive values such as honesty and cooperation. This finding corroborates the presence of beneficial content that fosters imagination; however, there is an urgent necessity to remain vigilant against misleading and emotionally ambiguous material.

Conclusion.

The study investigates the impact of Japanese anime fantasy sequences on the developing skills of Arab child viewers. Experts from the disciplines of education, media, psychology, and law acknowledge the advantages of creative anime while evaluating the possible risks associated with its entertainment value, content accuracy, and influence.

Japanese anime is deemed amusing by the majority of experts (86%), however it incorporates fantastical aspects alongside false information and themes of violence or racial discrimination. The results indicates a significant correlation between fantasy sequences including inaccurate information and the creation of faulty beliefs in youngsters, with $R^2 = 0.272$, as children necessitate customised content to prevent cognitive errors.

The study develops a comprehensive methodology for assessing the impact of fictional content on cognitive development, cultural identity, and ethical

decision-making in Arab youngsters. The research is particularly valuable as it integrates various fields of study, emphasising Arab cultural heritage to elucidate the relationships between global media consumption trends and the preservation of local cultures.

The results suggest that area organisations ought to establish content oversight frameworks, as 41% of specialists concur that educational rules will advantage young audiences. The research indicates that the efficacy of regulatory content relies on sustaining both entertainment value and the enhancement of cultural identity and positive values in media products.

These findings present significant implications for policy leaders, educational experts, and content creators in the Arab world, thereby strengthening both local content development and regulatory frameworks. Protective measures will ensure the cognitive and cultural development of children by fostering imagination and creativity in secure, meaningful situations.

9. RECOMMENDATIONS

- **Enhancing Content Regulation** The oversight of children's media content should fall under regional bodies, which will regulate content according to both cultural values and educational principles.
- **Balancing Creativity and Accuracy** Support content creators in adding imaginative content to information so children avoid misinterpretations of facts.
- **Promoting Local Content Production** The establishment of quality children's programming with cultural content should be funded to strengthen identity development with parallel cognitive benefits.
- **Educational Integration of Fiction** Fictional stories can serve educational purposes to develop structured learning of creativity along with moral reasoning and intellectual thinking.
- **Parental and Institutional Oversight** Parents and institutions should actively oversee developmental content that children encounter. Their oversight will protect children from exposure to inappropriate materials.

10. STUDY IMPLICATIONS AND FUTURE DIRECTIONS

The study demonstrates the influence of Japanese anime fantasy components on children, since these

characteristics shape their cognitive development, cultural backgrounds, and comprehension of reality. Research research indicates that regulating media content through balanced narratives and appropriate cultural alignment functions as essential protective factors that facilitate imaginative growth in childhood while preventing confusion with reality. Subsequent research must ascertain both the short- and long-term impacts of immersion in fictitious realms, as well as create objective writing criteria for creative material and evaluate their influence across various cultural contexts. Childhood educational and creative content necessitates collaboration among government authorities, educational specialists, and media producers to establish developmental and ethical content requirements for television programming.

11. STUDY LIMITATIONS

The study presents significant findings; nonetheless, it possesses particular shortcomings. The study primarily focusses on the impact of Japanese anime on Arab children, limiting the generalisability of the findings across diverse cultural contexts. Secondly, the research relies on expert evaluations and empirical data; yet, these approaches may inadequately disclose children's authentic psychological responses and cognitive processes about fantasy content. Future study should undertake longitudinal investigations on the effects of media exposure, as the current investigation is deficient in evidence regarding the lasting impacts on children's comprehension of reality and cognitive development.

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