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This article contains pornographic, violent, political, and vulgar content about children. You may feel uncomfortable after reading it. The content of the article is for reference only.

The materials referenced in this article are written by people of different races, gender identities, sexual orientations, ages, and cultural beliefs, and are not viewed from a single perspective.

The "Female IMP" is only a fictional character and has no connection or allusion to any event in the real world.

If you have a special preference for children in real life, please consult a qualified psychologist or seek emergency intervention through Mental Health First Aid.

1. Part 1 confidential

Recap:

The term "Female IMP" emphasizes the derogatory meaning against young women, especially younger women . (Female IMP - Moe Girl Encyclopedia Encyclopedia of Everything Cute (moegirl.org.cn)) has the mischievousness of a bear child, showing a proud and arrogant attitude. Once they are taught a lesson or encounter a specific situation, they tend to soften quickly, thus breaking the character characteristics under their arrogant appearance. This entry originally appeared only in the R18 book, and its accompanying tags include #domination loss (rule loss) # #BDSM# #Lilo#.

Question 2: Confidentiality

This topic only appears in the social circles of entertainment products and limited entertainment products, but it has become a phenomenal topic after breaking the circle recently.

In Pixiv's image search, the "Female IMP" tag has more than 550,000 hits per day.

The highest number of hits for women is 935,409, and the highest number of hits for men is 1,242,539. Although this tag is a forced education for girls by men, the audience is not single, and in terms of user gender, it is found that more than 5 genders have generated a large number of views on this tag [this is also the reason why I changed the title hhh]



On social platforms and major chat channels and forums, there is a new wave of imitating Female IMPs. The following figure shows the keywords (trash, weak chicken, etc.) of Female IMPs' words in the chat records of QQ groups in recent days . It can be seen that everyone in group chats frequently uses Female IMPs' words to chat, and there are also many entertaining Female IMPs' speeches in the forums.

Question 3: Confidentiality

The core users who usually use the tone of "Female IMP" and discuss "Female IMP" are mostly otaku or anime game users who identify as male and have female sexual orientation, and a few users who identify as female but have female sexual orientation. The core users in the circle are mostly people who lack real-life social interaction and dependence, are afraid of interacting with the object of their desire, and have self-doubt. Most of them lack sexual experience and internal drive but hope to be the embodiment of justice. A few of them have pedophilia (that is, they cannot adapt to interpersonal situations dealing with complex adults, think that children are pure and simple, and it does not take much trouble to interact with them; when they suffer mental blows, they will psychologically retreat to childhood and imagine little girls as lovers or mothers; or they are sexually disabled or cannot frequently contact adult women in daily life) [Lack of physiological needs and respect needs in the demand model]

Marginal users or shallow users only value the contrast brought by "female devil" (young girls say sarcastic and provocative words) and the feeling of being cared for (the process of mocking is actually subjective care). [Social needs and self-realization improvement]

The general XP circle users are more likely to express the "copper smelting" behavior unique to a few people (there is suspicion of stepping on one and praising the other,

but it has not been investigated further), while the people in the niche XP circle are self-contained and do not interfere with each other.

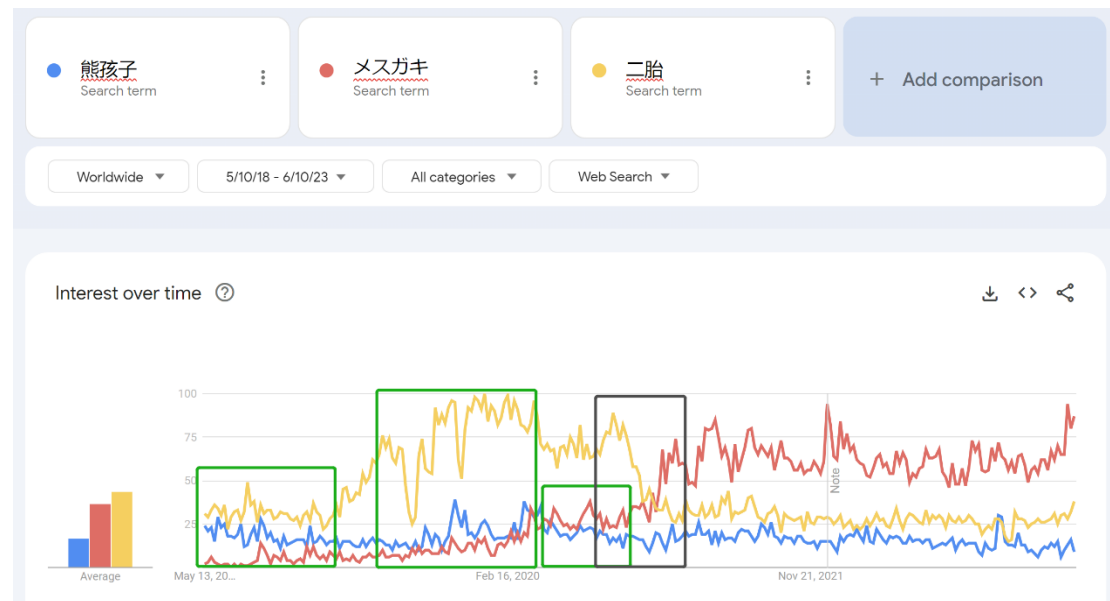
Ordinary people (people-to-people transmission) said it was very interesting but not clear about the meaning, and were willing to understand the connotation of the character setting.

2. Keep the issue confidential

Part 1: Historical Trends

Since 2012, "Female IMP" has been a fixed keyword, and there has been a process of ["provoking adults" - "falling over" - "being educated"]. At this time, it only exists as a search tag for the book (not as a character setting, but a definition of plot trend), mainly serving R18 content. After the Chinese mainland government officially opened the two-child policy in 2016, the topics of second-child and naughty children grew simultaneously in 2017. From 2018 to 2019, people's attention to children (second-child) continued to rise, and the data of "naughty children" and "Female IMPs" changed synchronously (the Female IMPs mentioned above have the naughty characteristics of naughty children, which is reviewed here and will not be repeated

later).



From 2019 to mid-2020, the secondary creation of Female IMPs and related content began to spread and go viral. Female IMPs no longer exist as an R18 tag, but have become a content setting. Due to the impact of the COVID-19 pandemic, the trend of people discussing "second child" has dropped drastically since mid-to-late 2020. However, because people's focus on a point of concern has not faded as quickly as the spread of the new crown, the fictional setting of "Female IMPs" has exploded in people's vision. This time, the fixed keywords for "Female IMPs" are ["accompany"- "poor strength"- "being educated "]. The keywords are more about care and companionship. Although they also have a teasing meaning, they can exist independently from R18 content. For the pressure brought to people by the epidemic and unemployment, the emergence of "Female IMPs" meets people's needs for self-realization. The public can see the superiority brought by their own advantages over Female IMPs, and feel the stimulation of "educating" Female IMPs who are morally

corrupt and disrespectful. But also due to the emergence of "sexual anxiety", people gradually added the R18 content background to Female IMPs again.

Part 2:

The two trends after 2021 were only because the virtual anchor circle was late to realize the keyword "Female IMP". Due to the lack of data inference, no detailed analysis is made. The most recent time people learned to speak in the way of Female IMPs began to become popular in mid-May 2023 (the signal was drafted in the middle of last month, and it was overturned several times but still felt difficult to write [bitter smile]), and the keywords were ["ridicule & care"-"contrast"-"being educated"]. After people were immersed in pan-social, they began to turn to strong social, but after lying down, everyone did not want to spend a lot of time and experience on social training, so Female IMP-style words began to become popular (remember the Female IMP-style words mentioned just now and in Part 1, which have companionship, ridicule, and care?). This kind of speech meaning that has been tacitly accepted by people has also accelerated the speed of people's strong social development.

Part 3: [A very simple and ordinary part, I just wrote it down because it suddenly occurred to me. I remember learning a personality/emotion expression formula for creating a reasonable character in class before, but I can't find it anymore]

The key words set by the Female IMP in Part 1 also conform to the theory of "pressure-release". The added contrast also makes the fantasy narrative of these

otakus more reasonable, providing the cause and result. So starting from the rationality of the fantasy narrative, according to the Emotional Wheel (the use of the wheel is not introduced in this article, and the inference is given directly), at the beginning, the "Female IMP" gave multiple low-level negative emotions, and then provided people with obvious advantage signals, and finally achieved positive emotions by using the advantage.

For example: A geek was mocked by a Female IMP, which aroused some annoyance and disgust, and produced a feeling of contempt. However, he was interested and surprised that the ghost could make such a statement, which promoted exploration. Finally, the joy and final acceptance of educating the ghost generated trust and love.

Question 4: Confidentiality

Answer confidential

Question 5: Confidentiality

In an era where gameplay cannot be used to drive products, the underlying gameplay is difficult to innovate, and players' tastes are still being shaped by rice, content-oriented products are beginning to be more of a choice for players.

Fake lying narrative development:

Since the "Female IMP" is strongly associated with the ending of "being educated", under the premise that people are under pressure and complex events in the general environment, the very certain ending and the "Female IMP" character represent a simple, carefree, and even mischievous state. Its appearance gives users a way to relieve stress and escape reality. The common method of narrative copywriting in stand-alone 3A games is to directly tell players the beginning and the ending, and then insert a large number of plots to jump back and forth between achieving and adding requirements. However, the narrative in the second game is basically linear and spit out to players bit by bit. When people see this setting, they will naturally feel that "this character will definitely be successfully trained by me." As the content of the game becomes more and more picky, the feature of the Female IMP is added to the narrative. By binding the plot and the development progress, players can add new plot twists every time they complete the development of this stage and complete the upgrade in the middle of the next plot.

Increase the image and IP of the product (create stylized products):

Unify the design tone of their own products. Take the Female IMP as an example.

Now it has developed its own expressions and language. Seeing the slightly tilted corners of the mouth, half-closed eyes, and the expression that looks like it deserves a

beating (it would be even better if it has canine teeth) can determine the character's attributes. If it is followed by a phrase "Uncle Trashy Fish", it would be just right.

And when marketing, it can also let users know at a glance whether it is a series product (or not), increasing the popularity of vertical categories.

From general social networking to small and refined social networking:

From the large-scale social networking of King of Glory and Onmyoji to the dormitory social networking of Harry Potter. We can summarize different player preferences and distribute them to characters of different XP types, and then mix and distribute players of different XP and the same XP characters together. Remember there was a "BDSM" in the very beginning Female IMP branch label? Just like the four types of players (killer, social, exploration, achievement), classifying the social attributes of players can also promote in-game social interaction and user platform dependence [of course not limited to the "BDSM" attribute (laugh)]. If the content is sufficient, you can also use offline marketing strategies.