The Voice Identity of Anime Characters and their Expression:
An Analysis of *Ghost in the Shell* and *Psycho-Pass*

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Within the field of Anime Studies, formal approaches to anime research are still in an early stage of development. Recent advances have given primacy to visual expression. However, anime’s form of expression maintains many other components that are in need of attention, including narrative, voice, and sound effects.

In this paper I will be focusing on the relationship between the anime character’s voice and the voice actor/actress who performs that character. I will be defining "voice identity" as the potential for the audience to consistently recall the same character image through the performance of the voice actor/actress, and will analyze how this operates.

Specifically, I will examine the vocal expressions of *Ghost in the Shell*’s many iterations of Kusanagi Motoko and the mysterious hacker the Puppet Master whose “true” identity is unknown. In the remake of the original film, *Ghost in the Shell 2.0*, the Puppet Master’s sex and corresponding voice actor was changed, altering the ending of the film. I will discuss these differences, and the fluctuations of Kusanagi’s identity in the different *Ghost in the Shell* works through the positioning of their respective vocal expressions.

Following this, I will consider the voice performances of the important world-setting component of the Sibyl System in the anime Psycho-Pass. Through interpreting the voice actor/actress’s performance of Sibyl System’s discrete extensions (the mechanical weapons called Dominators) and the character Kasei Jyōshū’s vocal expression not just as an expression of a particular character, I aim to move towards a new consideration of identity within anime expression.