

## Hashima Island: Source Pack for KS3

What Story Sells? — How Tourism Shapes Historical Memory | Sources B, C, D, I, L

This pack contains key excerpts from five digital sources about Hashima Island (also known as Gunkanjima or “Battleship Island”), a former coal mining site off the coast of Nagasaki, Japan. Each source tells a different story about the same place. Use the excerpts below to complete your comparison grid. For the full sources, visit: [simulating-silence.org/teach/secondary/sources/](https://simulating-silence.org/teach/secondary/sources/)

*Note: These excerpts contain the key passages you need for your analysis. The full sources contain additional text, images, and context that you can explore online if internet access is available.*

**B**

### GOVERNMENT TOURISM

#### Hashima (Gunkanjima) — Japan National Tourism Organization

*Published by the Japan National Tourism Organization (JNTO), a government body that promotes international tourism to Japan. English-language web page aimed at overseas visitors.*

##### KEY EXCERPT

“Hashima is one of Japan’s most unlikely tourist attractions — an abandoned island mining community that has been reclaimed by nature.” The page describes the boat tour experience, calls the island “eerie” and “atmospheric,” and provides practical visitor information including ferry schedules and tips for photography. The history section focuses on the island’s development as a coal mining community and its closure in 1974. The page does not mention forced labour, wartime workers, or the UNESCO controversy.

##### GUIDING QUESTION

*How does this source describe Hashima? What words and images does it use to make the island appealing to visitors? Does it mention the same historical events as other sources — or different ones?*

<https://www.japan.travel/en/spot/752/>

**C**

### LOCAL GOVERNMENT TOURISM

#### Hashima Coal Mine — Nagasaki City Official Tourism Site

*Published by Nagasaki City’s tourism department. The official local government tourism page for Hashima, aimed at domestic and international visitors.*

##### KEY EXCERPT

The page describes Hashima as a site of “Japan’s Meiji Industrial Revolution” and provides practical visiting information. It emphasises the island’s UNESCO World Heritage status and the boat tour experience. The history section frames the island’s story as one of coal mining and industrial progress. It does not mention forced labour or the diplomatic dispute between Japan and South Korea.

##### GUIDING QUESTION

*Compare this source with Source B. Both are government tourism pages. Do they present the same version of Hashima’s history? What does each source choose to emphasise, and what does each leave out?*

<https://www.nagasaki-tabinet.com/> (English version)

D

## TRAVEL GUIDE

**Gunkanjima (Battleship Island) — GaijinPot Travel**

*Published by GaijinPot, a popular English-language website for foreigners living in and visiting Japan. Independent travel guide.*

**KEY EXCERPT**

The page describes Hashima as “the inspiration behind the villain’s hideout in the 2012 Bond film Skyfall” and provides practical tour information. It acknowledges the forced labour history in one paragraph, noting that Mitsubishi used “Koreans and Chinese for hard labor” during World War II. It then adds: “Tour guides are normally reluctant to address this issue so it’s best not to push it.”

**GUIDING QUESTION**

*This source acknowledges the forced labour history but advises visitors not to ask about it. What does this advice tell us about how the island is interpreted for visitors today? Who benefits from this kind of silence?*

<https://travel.gaijinpot.com/gunkanjima/>

I

## COMMERCIAL TOUR OPERATOR

**Gunkanjima Landing & Cruise — Yamasa Shipping**

*Official English-language website of one of the companies licensed to operate boat tours to Hashima. Commercial booking site.*

**KEY EXCERPT**

The page provides safety information, booking procedures, and visitor rules. Photography is “freely” permitted on the island but recording on-board announcements is “prohibited.” Visitors can only access a small southern section of the island; the residential areas and industrial ruins are off-limits. Tours are cancelled roughly two-thirds of the year due to weather. The page does not describe the island’s wartime history or the UNESCO controversy.

**GUIDING QUESTION**

*What does this source tell us about how visitors physically experience Hashima? What can they see, and what can’t they see? How does controlling physical access to a site shape what people understand about its history?*

<https://www.gunkan-jima.net/en/>

L

## EDUCATIONAL TOURISM

**Gunkanjima Digital Museum — Nagasaki City tourism listing**

*Listed on the Nagasaki City tourism site’s school trip programme. Commercial museum in central Nagasaki (admission: ¥1,800) using VR and projection mapping.*

**KEY EXCERPT**

The museum uses VR, projection mapping, and immersive digital technology to recreate Hashima “in its heyday.” This page markets the museum as an educational experience for visiting Japanese school groups. It describes how the museum allows visitors to “experience places that you cannot actually set foot in and the times when people lived there.” It offers group discounts and recommends visiting the museum before taking the boat tour to “increase your learning effect and satisfaction.” The museum recreates the period when the island was a thriving community. It does not specify which decades of the island’s 90-year history it represents.

**GUIDING QUESTION**

*This museum recreates the experience of living on Hashima using digital technology. What period of the island's history does it recreate? What would a visitor learn from this museum, and what would they not learn? Why does a museum's choice of time period matter when the site has a 90-year history?*

<https://en.at-nagasaki.jp/education/article/industry/museum>

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