

## Cross-cultural communication of foreign films in China: A case study of marvel film Captain American

 Yubo Song<sup>1</sup>,  Somsak Klaysung<sup>2\*</sup>

<sup>1,2</sup>Student of Communication Arts (Communication); Graduate School, Suan Sunandha Rajabhat University, Thailand;

s64584946006@ssru.ac.th (Y.S.) somsak.kl@ssru.ac.th (S.K.).

**Abstract:** The present study aims to investigate the impact of cross-cultural communication strategies of Marvel films in China, focusing on Captain America to explore how cultural symbols and narratives are adapted and reinterpreted in a distinct sociopolitical context. Researchers used a mixed-method approach, which combined semiotic film analysis and surveys of 400 participants using stratified random sampling. For the qualitative data, researchers conducted interviews using focus groups with 15 professionals employing a purposive sampling technique. Moreover, the findings of the present study reveal that while Marvel's technical prowess and character-driven storytelling garner broad appeal, cultural symbols such as Captain America's shield face polarized interpretations, straddling universal heroism and Western hegemony. The audience critiques superficial localization tactics (token cultural references) despite demanding more China-specific content, highlighting tensions between market-driven adaptations and authentic representation. Age-related differences form between individuals who accept mixed identities and reside in cities versus those who see individualism as leading to cultural destruction. The study demonstrates that Chinese film creators need to infuse their work with profound philosophical elements rather than superficial stylistic elements to win international recognition. The main innovation stems from merging semiotic theory with audience measurement data to present a system that resolves the contradictions of cultural globalization. This study contributes new knowledge about how Hollywood uses cultural diplomacy while China attempts to build cinematic soft power.

**Keywords:** Audience reception, Cross-cultural communication, Cultural adaptation, Marvel Cinematic Universe (MCU), Semiotic analysis.

### 1. Introduction

During globalization the exchange of cultural goods including movies stands as a core element which builds international relations as well as enables cultural understanding between different populations and modifies overseas worldviews [1]. Through cinema specifically Hollywood leads the worldwide film industry as a strong tool that transcends cultural limitations [2]. Marvel's MCU production branch has increased its global recognition through steady international growth particularly in China which displays the largest demand for international cinema. The academic community lacks sufficient understanding of how Chinese audiences perceive Marvel movies and which strategies maximize cultural understanding between local and international viewers [3]. This research evaluates semiotic communication mechanisms and multicultural methods that Marvel movies employ in the Chinese market by analyzing Captain America as a prototype. The research utilizes this perspective to investigate the methods which Chinese filmmakers should use to strengthen their global audience engagement with their films.

Beginning in the 21st century, the global film industry has undergone a purge, with the proliferation in many foreign markets including China, which has been seen as the biggest and even the

most significant film market that exists in the 21st century [4]. By means of his interconnecting cinematic universe, Marvel Studios has built a global fan base including China. According to Jiang [5] the concept of semiotic communication that deals with the production, transmission and interpretation of the signs and symbols gives us a convenient means of understanding how Chinese audiences process the symbols in this type of films. Simultaneously, international film release success hinges to a great extent on cross cultural communication strategies [6]. But Marvel's success in China is attributed to its ability to adapt its promotional strategies and film content to be attractive to Chinese values, tastes and social expectations [7]. Besides translation and subtitling, this includes the adaptation of themes, characters, and plots by tailoring them to the sociopolitical and cultural environment of the Chinese audience [8]. Instead in *Captain America: The Winter Soldier*, elements such as patriotism, nationalism and heroism were presented in a way that could click in ways culturally resonant with Chinese values and it's way avoided also sensitive elements that could sound as alienating or contested.

Although Marvel movies became a great hit in China, it never made the effort to explore the details of cultural adaptation and their reception by Chinese audiences [9]. The problem is that no one is really well aware of how the messages that you are giving in your marvel films are decoded and interpreted by the Chinese audiences. Although previous studies have predominantly studied Hollywood films' commercial successes in China, there has been markedly less research on the subject through which Hollywood films are received, understood, and enjoyed [10]. In addition, some work has been done in research on how films are adapted internationally, but little has been done in the semiotic strategies utilized by foreign filmmakers in conveying a message across the cultural divide. First, there is a hollow of semiotic meanings that expose Marvel film's messages (semiotic codes) semiotic is for the audiences of China, by taking into consideration the special cultural setting of China. First, there are cases where the existing cross cultural communication literature has not been attentive to the use of specific cross cultural communication strategies adopted by Marvel Studios in communicating to the Chinese audience. The lack of knowledge on these matters not only limits the capability in understanding the effectiveness of Marvel's communication or developing strategies for Chinese filmmakers to speak to global audiences but especially in Western markets. Thus, this study focuses on filling these gaps by analyzing both how Marvel's films are received among Chinese audiences, and how Marvel has successfully communicated its products to Chinese viewers.

Despite numerous researches on the globalization of Hollywood cinema, relatively rarely has the function of semiotic processes in the communication of foreign features been investigated in the context of the Chinese sociocultural environment. In addition, the main contribution of this research is the addition of an in-depth look at how Marvel Studios refines their cinematic and promotional tactics for the Chinese market from current theories of cross-cultural communication. In addition, it presents an actionable framework for Chinese filmmakers in terms of theoretical and practical approaches to elicit effective cross cultural communication strategies in the international markets. The research will conduct a case study of *Captain America* and how audiences in China decode the Marvel films signs and symbols (e.g., its better decoding narrative elements such as heroism, identity, cultural values). Moreover, the study will explore Marvel's key strategies in bridging cultural gaps and reaching Chinese audiences that will be beneficial to Chinese film producers for growing their businesses internationally.

### 1.2. Research Questions

1. How is the reception of the message through the semiotic communication process of Marvel movie viewers in China?
2. What is the cross-cultural communication strategy of Marvel films to audiences in China?
3. What cross-cultural communication strategies should Chinese producers use in the international communication of Chinese films?

### 1.3. Research Objectives

1. To study semiotic communication in Marvel movies in the case of audience reception in China.
2. To explain the cross-cultural communication strategies used in Marvel films in China.
3. To develop cross-cultural communication strategies should Chinese producers use in the international communication of Chinese films.

## 2. Literature Review

In the past few decades, films have become distributed globally, especially the expansion of Hollywood's influence to such non-Western markets as China. Marvel film's successes, especially in Marvel Cinematic Universe (MCU), has widely witnessed the triumph of a Chinese film industry becoming more and more important to the world stage [11]. For that reason, it becomes necessary to understand how foreign films are received as well as how communication strategies are adapted to local markets in order to analyze the scope of cinema worldwide. Another key aspect of this analysis is semiotic communication; how films employing semiotic devices use them to transmit meaning to audiences around the world [12]. Previous studies on the relative cross-cultural communication of Hollywood films have shown that films have been assumed as a semiotic imposition to the audiences in this case the Chinese press and have rarely discussed how Chinese audiences receive and interpret semiotic messages in the films [13].

It is very important, however, that in the semiotics it is the idea of the films as guiding systems. Semiotics, according to Wang and Ji [14] renders to the ways of producing and understanding of signs and symbols and messages in the production and understanding of cinema. Considered as complex systems of visual, auditory and narrative elements, films convey meaning to an audience. Often, the elements have cultural codes (character development, plot structure, dialogue, visual imagery), which when they travel are differently interpreted by the viewers based on their cultural context. When it comes to Chinese audiences, there may be different possible interpretations of American cinema rationales and symbols to them, with its cultural background, values, and social context [15].

Cultural context in the reception of foreign films has been highlighted in previous research. According to cultural studies scholars, the audiences do not consume the media passively, but actively interact with it and bring their own cultural framework and interpretative lenses to it Mehdiadzkhani and Chen [16]. Therefore, one can look at the reception of Marvel films in China as a process of dynamic decoding of the film's signs by an audience different from those for whom the film's signs were intended in the Western context. For instance, it would be that Chinese audiences would interpret the American patriotism in the Captain America series in line with Chinese nationalism that is growing presence in contemporary society [17]. The impact of this interpretation on the film's themes can have a great deal on the analysis of the semiotic processes of communication between Hollywood and Chinese audiences.

Further, the communication of foreign films is not only in relation to the reception of audiences but also involves which methods filmmakers adapt to convey their products to an international constituency [18]. Long ago, Hollywood studios, including Marvel, have used the strategic adaptation methods to guarantee that their films connect with audiences in different cultural contexts. This mainly comes in the form of adjusting the content, narrative components, and promotional approaches to reflect the tastes, tastes, and social expectations and norms of the targeted clientele [19]. In addition, in some Marvel films (including Doctor Strange, and Avengers: Endgame), to invite local consumers, the actors or references to the Chinese culture has been introduced [20]. The other key area of focus is the role of marketing in cross cultural communication. As Walsh [21] researched, Marvel's marketing strategies have played a pivotal role in Marvel's filmmaking success in China. Some of the strategies to enhance the cultural relevance of Marvel films in the Chinese market include campaigns with Chinese brands, integration of local celebrities in promotional campaigns, and campaigns on the Chinese social media

platform Weibo. Moreover, these strategies not only localize the content but also establish the relation of the product and the audience giving an impression for successful commercialization of the film [22].

Despite the research regarding the adaptation of foreign films released in the Chinese market, little has been said regarding the manner such films are conceived in relation to the particular sociocultural, historical and political Chinese contexts [23]. The glaring lack of American patriotic themes in the case of Captain America is particularly noteworthy, a film series that inherently deals with themes of American patriotism and individualism. Care must be taken to both the overt and the subtle expression of cross cultural communication when debating these themes in the Chinese market [24]. Translating not only a language but also the symbolic meaning behind the narrative calls for an appropriate balance between retaining the original film's integrity and relevance to the local audience [25]. Furthermore, the coalescence of the Chinese cultural values alongside Western narratives advances more significant issues of cultural imperialism and the construction of power relations concerning global film distribution [26].

### *2.1. Theoretical Background*

Therefore, theoretical frameworks of meaning construction, cultural interpretation and cross-cultural communication strategies significantly aid in the evaluation of the foreign films' cross-cultural communication, such as Marvel's Captain America in China. This section will provide a combined conceptual foundation of this study based on four key theories Semiology, High Context and Low Context Cultures, Encoding and Decoding as well as Globalization.

#### *2.1.1. Semiology Theory*

Semiotics or semiology is a foundation theory to analyze communication procedures, whether the films themselves. Credited to Ferdinand de Saussure and further built on by Roland Barthes, semiology is a technique for examining signs and symbols to explore the construction and interpretation of meaning via these signs in the context of movies and other media. Signs don't only include words; they can also be visual imagery, body language, sound, narrative structures, etc. in film. According to semiotics, these signs are not natural but are socially construct thus they have their meanings determined by cultural context and the viewer's experience through life [27]. Semiotic theory is useful in analyzing the way in which the film's visual symbols, such as the shield, costume, patriotism, and so on, are read through the semiotic lens by Chinese viewers in the context of Captain America. By the cultural and political background of the audience, the decoding process may take different meanings related to theme such as heroism, individualism, and nationalism [28].

#### *2.1.2. High-Context and Low-Context Cultures Theory*

The United States, a low context culture, provides direct and explicit communication relying on words rather than context to convey meaning [29]. Specifically, this theory is very useful to understand how Marvel films, as one example of a product created in a low context culture, might be received by audiences in the high context culture, because of the high number of references within these films. Captain America emphasizes individualism, direct moral and overt political messages, and may not easily go hand in hand with Chinese communication values such as subtlety, group harmony, and indirect communication. For this reason, audiences in China might misinterpret or downplay Marvel's attempt to send messages of American patriotism or heroism in messages that are necessarily more implicit, contextually nuanced, and cryptic. It is important to understand this cultural dichotomy when evaluating Marvel films in China and determining if any changes to the films may need to be made in order to bridge this gap of two different communication styles.

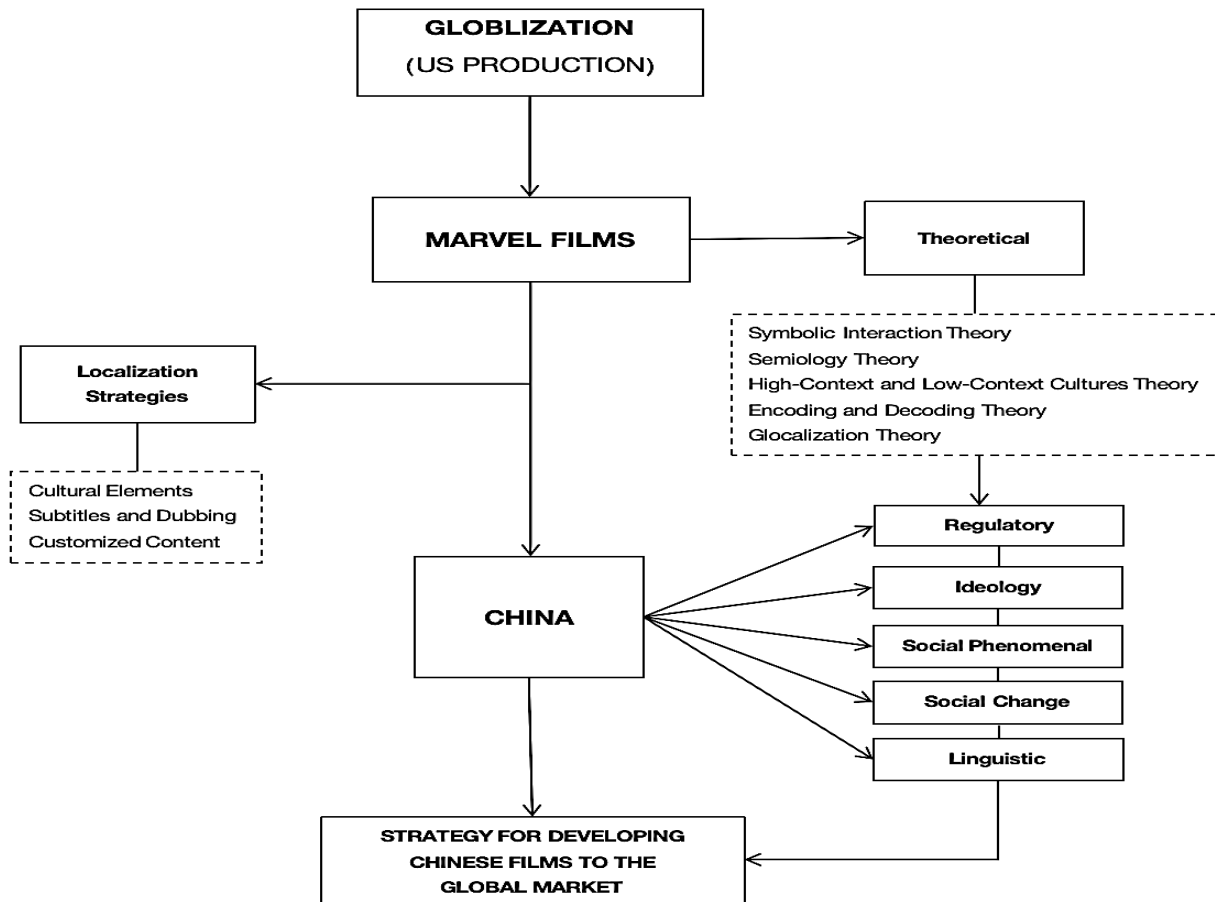
#### *2.1.3. Encoding and Decoding Theory*

An important framework to help make sense of the relationship between media producers and audiences in the communication process is Stuart Hall's Encoding and Decoding theory. Hall [30]

notes that media producers in the document 'encoding the message and uptake or ideology into their content' while the audiences 'decoding and then making sense of these message and ideologies'. Hall points out three possible audience responses to mediation texts: dominant (or hegemony), negotiated, or oppositional. Audiences are accepting the offered and intended message when read in the dominant reading. A negotiated reading for an audience could agree with some, disagree with others, and understand others in different ways based on their social or cultural context. In the final reading of opposition, audiences have completely rejected the message intended by the producers and have interpreted it in the inverse of what the producers intend. Interestingly, in terms of Marvel films in China, the encoding decoding model demonstrates the dynamic engagement of the Chinese viewers in interpreting the message of Captain America.

#### 2.1.4. Globalization Theory

As sociologist Robertson [31] popularized the notion of globalization involving combining global and local cultural products, such as Hollywood films which are adapted to local tastes and sensibilities, so that the two cultures are blurred. Considering both globalization's strategic process, which is about modifying some parts of a film (as themes, character portrayal, etc.) while keeping its core global appeal, this thesis is particularly relevant for the understanding of how Marvel Studios adjusts its films for the international markets such as China. Based on which one, Marvel has adopted localized marketing strategy, added Chinese elements into the storyline like Chinese actors or references to Chinese culture and could also respond to the local cultural and political sensitivities. For instance, Marvel adapted the content of the Captain America and other MCU movies so as to avoid those controversial topics such that the narrative could still resonate with the local audience. This is a great example of globalization, as Marvel can still keep its global brand in charge while also tailoring their content with China's unique cultural and political climate. In conjunction, these four theories (Semiology, High/Context and Low/Context Cultures, Encoding and Decoding and globalization) create a body of work that can explain the contextual communication processes in Marvel film reception in China. And they help open up the process of how films are coded with meaning, how meaning is decoded by audiences of disparate cultural backgrounds, and how filmmakers can adjust their content in ways that respect local cultural particulars for global markets.



**Figure 1.**  
Conceptual Framework.

### 3. Methodology

#### 3.1. Research Design

This study employs a mixed-methods research design to holistically investigate the cross-cultural communication strategies of Marvel films in China and their reception among Chinese audiences, with a focused case study on the Captain America series. The qualitative dimension prioritizes an in-depth exploration of semiotic communication processes, cultural adaptation, and audience interpretation, while the quantitative component supplements this by quantifying audience perceptions and preferences. The research unfolds in three interconnected phases. First, a semiotic and content analysis of Captain America's narrative structure, symbols (The shield, national identity), and localization strategies (Thematic adjustments, promotional adaptations) is conducted to decode how cultural and ideological messages are constructed for Chinese audiences. Second, an audience reception study combines surveys and focus group discussions to capture both broad trends and nuanced interpretations of the film's cross-cultural appeal. Third, a comparative analysis contrasts Marvel's strategies in China with those in other international markets to identify culturally specific adaptations and universal themes. This triangulated approach ensures alignment with the study's objectives: to analyze semiotic communication processes, evaluate Marvel's cross-cultural strategies, and derive actionable insights for Chinese filmmakers seeking global reach.

### 3.2. Population and Sampling

The study targets two distinct populations to ensure comprehensive insights into cross-cultural film communication. The general audience comprises individuals aged 18–45 residing in mainland China who have watched at least one Captain America film. A stratified random sampling method is employed, categorizing participants by geographic location (Tier 1–4 cities) and age groups to reflect China's demographic and regional diversity. Using Taro Yamane's formula for a 95% confidence level and 5% margin of error, the sample size is set at 400 participants. This ensures statistically reliable generalizations about audience perceptions while accounting for cultural and socioeconomic variability. The second population consists of film industry professionals, including directors, producers, critics, and cultural scholars with expertise in cross-cultural media or Hollywood-China collaborations. Purposive sampling is used to recruit 15 participants. This approach ensures rich, context-specific insights into the structural and creative strategies behind cross-cultural film adaptation.

### 3.3. Data Collection

Data collection is structured to address the study's objectives through a multi-modal approach. For the general audience, online surveys and questionnaires are distributed to gather quantitative data on viewing habits, preferences, and interpretations of Captain America's themes. The survey design incorporates the Index of Item-Objective Congruence (IOC), validated by a panel of cross-cultural communication and film studies experts, to ensure alignment between questions and research objectives. Focus group discussions with industry professionals are conducted via video conferencing tools (Zoom), with sessions recorded and transcribed for thematic analysis. These discussions explore challenges in localizing foreign films, regulatory constraints, and strategies to balance cultural authenticity with global appeal. Archival data, including box office records from platforms like Box Office Mojo and Deng Ta, regulatory documents, and social media content, are analyzed to contextualize Captain America's performance and public sentiment in China. Sentiment analysis of online reviews and social media posts is performed using qualitative software (NVivo) to identify patterns in audience reactions. All data collection adheres to ethical protocols, including informed consent, confidentiality agreements, and compliance with China's data protection regulations.

### 3.4. Data Analysis Techniques

Qualitative data from focus groups, social media content, and semiotic analysis are processed through thematic coding to identify recurring patterns in audience interpretations and industry strategies. Content analysis is applied to film narratives, promotional materials, and media coverage to dissect how cultural symbols (heroism, patriotism) are adapted for Chinese audiences. Quantitative survey data are analyzed using statistical software (SPSS) to generate descriptive statistics (frequency distributions, cross-tabulations) and inferential tests (chi-square) for demographic comparisons. A comparative framework juxtaposes Marvel's strategies in China with those in Western markets, highlighting differences in thematic emphasis, marketing tactics, and audience engagement. Visualization tools (Tableau) are employed to present findings through charts, graphs, and infographics, ensuring clarity in communicating complex cultural dynamics. The integration of qualitative and quantitative data enables a robust interpretation of how cross-cultural communication succeeds or falters in the Chinese context.

### 3.5. Ethical Considerations

The study is conducted in an ethical rigor. Consents are given by all participants where clear explanations on the research purpose, data usage and anonymity guarantees are given. Surveys responses and focus group transcripts are stripped of personal identifiers to protect confidentiality. Data storage follows cybersecurity protocols; in encrypted cloud platforms which staff members have access to alone. The publicly available content is used to analyze social media sentiment, without having to attribute specific comments to individual people. When referring to Captain America's content, the focus

is strictly on China's requirements of regulatory compliance with regard to film censorship policies and intellectual property laws. Moderated discussions mitigate potential biases in focus group dynamic (dominant voices). Limitations such as self-selection bias in survey responses and limits of what can be publicly expressed in China occur due to their transparency in the final analysis.

## 4. Findings

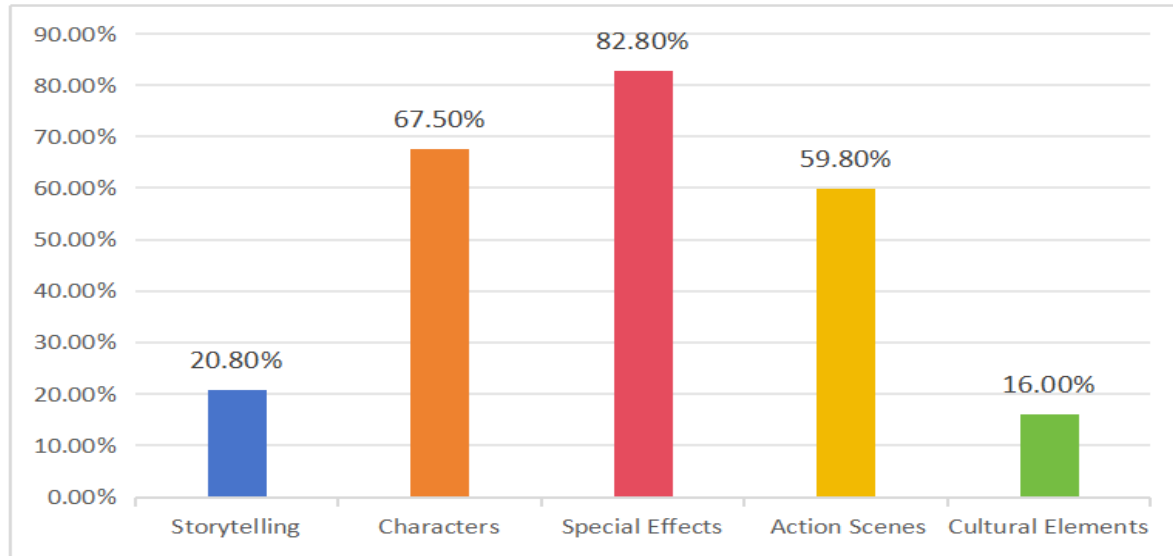
### 4.1. Quantitative Analysis

The quantitative analysis focuses on statistically interpreting survey data collected from 400 Chinese audience members to identify patterns in their reception of Captain America and evaluate Marvel's cross-cultural communication strategies. Data were processed using SPSS (Statistical Package for the Social Sciences) to generate descriptive and inferential statistics, addressing the study's first two research objectives: understanding audience reception and decoding Marvel's strategies.

**Table 1.**  
Descriptive Statistics of Survey Responses (N = 400)

Variable	Category	Percentage	Sample Size (n)
Age Distribution	18–25 years	42%	168
	26–35 years	35%	140
	36–45 years	23%	92
Gender	Male	48%	192
	Female	52%	208
Geographic Distribution	Tier 1 Cities (Beijing, Shanghai, etc.)	35%	140
	Tier 2–4 Cities	65%	260
Most Viewed Film	Captain America: The Winter Soldier	78%	312
Primary Motivation	Entertainment	62%	248
	Cultural Curiosity	38%	152
Perception of Patriotism	"Distinct from Chinese collectivism"	54%	216
	"Universally relatable"	29%	116
	Neutral/No opinion	17%	68
Perception of Heroism	"Individual bravery"	67%	268
	"Collective sacrifice"	21%	84
	Neutral/No opinion	12%	48
Localized Marketing Approval	Agree (Enhanced engagement)	73%	292
	Disagree/Neutral	27%	108
Avoidance of Sensitive Themes	Critical to success	58%	232
	Not critical/Neutral	42%	168

The research results show that the acceptance and interpretation of Marvel movies by Chinese audiences are largely influenced by the cultural symbols and narrative structures embedded in these films. Through the collection and analysis of questionnaires, 355 valid responses were obtained. Regarding what aspects of Marvel movies attract viewers, 20.8% of respondents cited the storytelling method, 67.5% were drawn to the characters and roles, 82.8% pointed to the special effects, 59.8% were attracted by the action scenes, and only 16% considered cultural elements to be a factor. As this was a multiple-choice question, each item could be considered independently, with 100% being the maximum score for each category, thus indicating that cultural elements scored the lowest from the perspective of the general audience as shown in Figure 2.

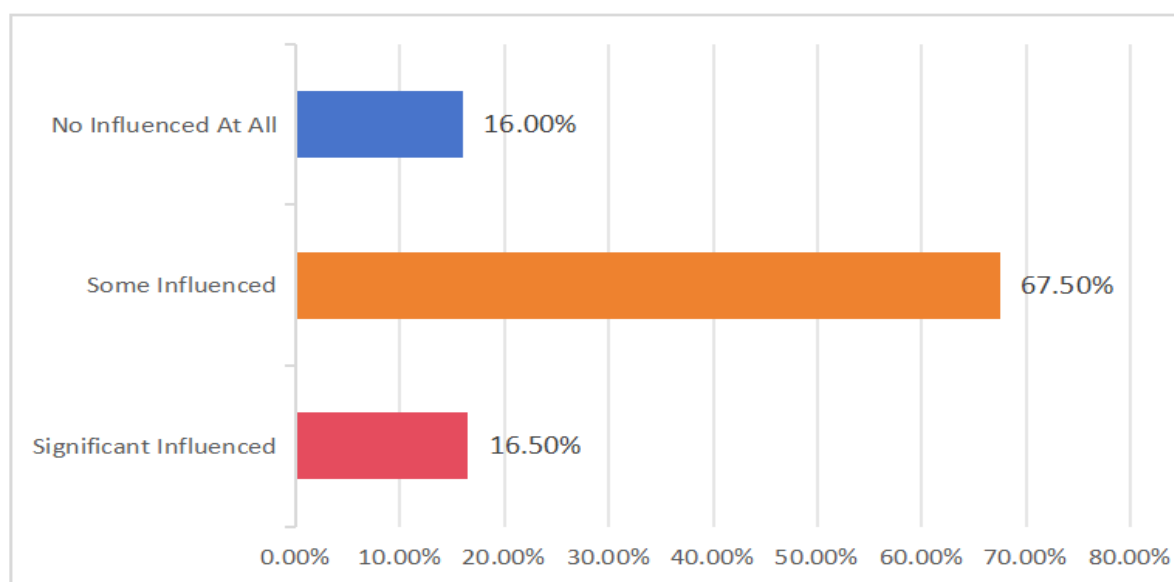


**Figure 2.**  
Reasons to be attracted to Marvel films.

**Table 2.**  
Chi-Square Test Results for Demographic Variations

Variable Tested	Demographic Category	$\chi^2$ Value	p-value	Interpretation
Perception of Heroism	Age (18–25 vs. 26–45)	12.7	0.003*	Younger audiences associate heroism with individualism.
Localized Marketing Approval	Geographic Tier (Tier 1 vs. Tier 2–4)	9.4	0.009*	Tier 1 residents favor localized strategies.
Avoidance of Sensitive Themes	Gender (Male vs. Female)	3.1	0.21	No significant gender-based difference.

Cultural elements themselves are an abstract concept and do not appear independently in films, but are dispersed throughout the movie's dialogue, settings, costumes, and other details. Thus, their influence on audiences is subtle and gradual. For example, Captain America's shield is seen not only as a weapon but also as a symbol of ideals such as justice and bravery. This resonates with some Chinese viewers while others perceive it as a clear representation of American style. This theory helps reveal that Chinese reception of these symbols is deeply connected to ongoing social interactions and media narratives, which shape their views on American culture. This is corroborated by another set of data, where 84% of respondents believe that Marvel movies have influenced their perception of American culture. From Figure 2.

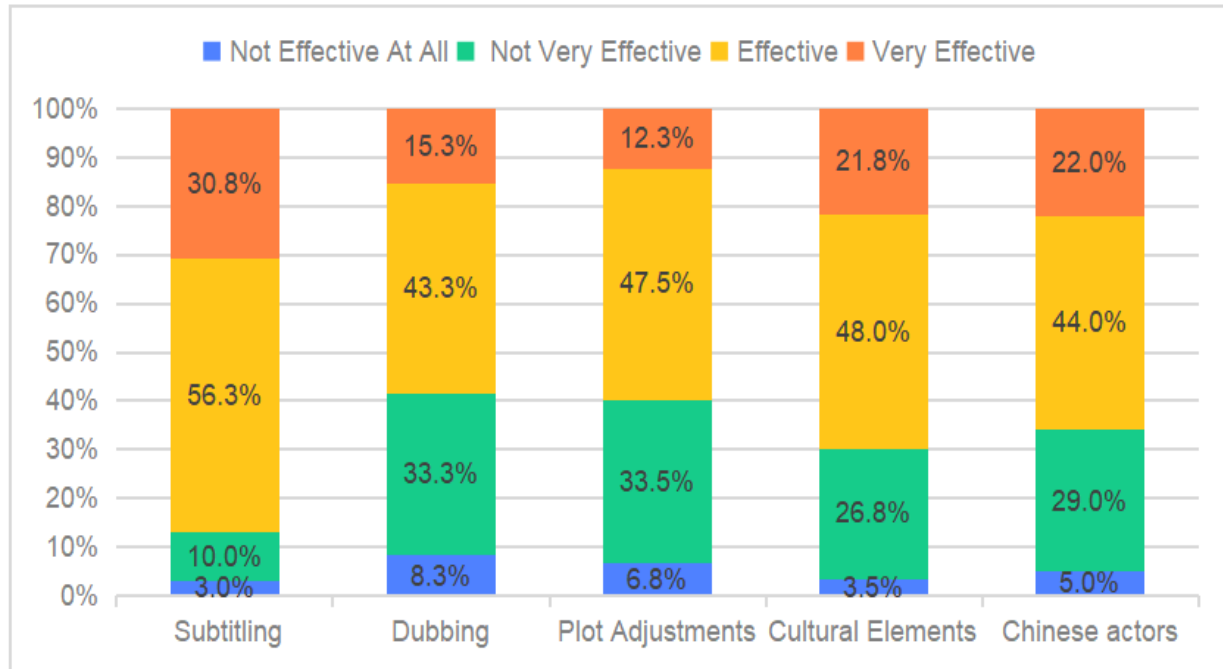


**Figure 3.**  
The Impact of Marvel Films on Chinese Perceptions of American Culture.

**Table 3.**  
Cross-Tabulation of Motivation and Perception of Patriotism

Primary Motivation	"Distinct from Chinese Collectivism"	"Universally Relatable"	Neutral/No Opinion	Total
Entertainment (n = 248)	48% (119)	25% (62)	27% (67)	100%
Cultural Curiosity (n = 152)	63% (96)	35% (53)	4% (6)	100%

Subtitles and dubbing play a crucial role in the localization process of Marvel films in China. Marvel's approach includes providing high-quality Chinese dubbed versions of its films to cater to local language preferences. Offering both dubbed and subtitled versions ensures that Marvel films are accessible to a wide audience, including those who prefer an immersive, language-barrier-free localized viewing experience. Surprisingly, 97% of respondents indicated that subtitles were effective, yet 41.6% believed that the Chinese dubbed versions were minimally effective or completely ineffective. This reflects the inevitable loss or distortion of meaning in the process of encoding and decoding culture in cross-cultural communication from a low-context culture (United States) to a high-context culture (China). Marvel's strategy of incorporating Chinese elements into their films and co-producing specially tailored content for Chinese audiences has been warmly received. This approach mainly involves integrating Chinese elements into the plot, inviting Chinese actors for cameo roles, and filming additional scenes specifically for the Chinese market. According to survey results, over 60% of respondents still hope to see more China-specific elements in future Marvel movies. However, this practice has received mixed reactions from film professionals and academics. They believe that while this localized content can initially spark audience interest and improve box office performance, in the long term, continuous cultural pandering could eventually impact the film's substance and thus alienate audiences. They hope that the films will respect and authentically reflect their culture, rather than merely using superficial or symbolic content for decoration. Form Figure 3.



**Figure 4.**  
The Effectiveness of Localization Strategies Adopted by Marvel Films in the Chinese Market

**Table 4.**  
Regional Differences in Localized Marketing Approval

Geographic Tier	Agree (%)	Disagree/Neutral (%)	Total
Tier 1 Cities (n = 140)	85% (119)	15% (21)	100%
Tier 2–4 Cities (n = 260)	67% (174)	33% (86)	100%

**Table 5.**  
Age-Based Perception of Heroism

Age Group	"Individual Bravery"	"Collective Sacrifice"	Neutral/No Opinion	Total
18–25 years (n = 168)	78% (131)	12% (20)	10% (17)	100%
26–35 years (n = 140)	63% (88)	25% (35)	12% (17)	100%
36–45 years (n = 92)	53% (49)	31% (29)	16% (14)	100%

**Table 6.**  
Summary of Inferential Statistics

Relationship Tested	Statistical Test	Significance (p-value)	Effect Size
Age × Heroism Perception	Chi-square	0.003*	Cramer's V = 0.18
Geographic Tier × Marketing Approval	Chi-square	0.009*	Cramer's V = 0.15
Motivation × Patriotism Perception	Chi-square	0.001*	Cramer's V = 0.24

## 4.2. Qualitative Findings

### 4.2.1. Overview of Themes

The qualitative analysis uncovered four overarching themes shaping Chinese audiences' reception of Marvel's Captain America: (1) Symbolic Interpretation, highlighting divergent perceptions of cultural icons like Captain America's shield as either universal ideals (justice) or Western propaganda; (2) Cultural Value Conflicts, where individualism in Marvel narratives clashed with Chinese collectivist values, fostering skepticism among viewers; (3) Localization Authenticity, critiquing superficial integration of Chinese elements (e.g., token roles) versus demands for meaningful cultural representation; and (4) Media-Driven Cultural Perceptions, emphasizing how prolonged exposure to

Hollywood narratives subtly reshapes Chinese audiences' understanding of American culture. These themes collectively illustrate the complexities of cross-cultural semiotic exchange in global cinema.

**Table 7.**  
Identified Themes from Qualitative Analysis

Theme	Description
Symbolic Interpretation	Divergent perceptions of cultural symbols (e.g., Captain America's shield) as universal ideals vs. Western propaganda.
Cultural Value Conflicts	Tension between Marvel's individualism and Chinese collectivism, fostering skepticism among audiences.
Localization Authenticity	Critique of superficial cultural adaptations (e.g., token roles) vs. demands for meaningful representation.
Media-Driven Cultural Perceptions	Role of prolonged exposure to Hollywood narratives in reshaping Chinese audiences' views of American culture.

#### 4.2.2. Symbolic Interpretation

Through symbolic interpretation analysis the Chinese audience displays a distinct opposing reaction toward deciphering cultural symbols within the Captain America film. The shield of Captain America produced split cultural analyses in 15 interview participants because participants interpreted this superhero symbol through their personal political backgrounds. Several viewers pushed beyond American heritage to see in the shield an image that captured timeless principles which include both purity of character and the ability to endure. The shield symbolizes resisting injustice because this principle exists beyond national boundaries according to P3 who is 28 years old. P9 who is 35 points out that the shield invokes memories of Chinese legendary figures like Guan Yu maintaining his steadfast moral code. The results indicate Marvel's symbolic techniques function universally when they focus on ideal human values. Half the interview participants saw the shield functioning as a soft power instrument of the United States while observing past and ideological disagreements. One interviewee observed how the patriotic American symbolism (P6) had become "propagandistic" because it primarily reflected U.S. nationalism above heroism while another participant (P14, 50) identified how America's foreign interventions had made the symbol lose its heroic sense. Analysis of cultural differences shows that the presentation of individualistic characters in Marvel media creates contradictory reactions from social groups based on Chinese collectivist perspectives. A 27-year-old participant (P5) indicated that the shield's meaning exists between two interpretations because viewers might see national pride or universal courage based on their point of view. Semiotic communication between cultures produces unstable meanings because symbols gain different interpretations from different ideological perspectives in each context. The conclusions match [32] position which states that cultural codes form the basis for creating meaning rather than inherent meanings. To Chinese viewers the shield adapted multiple meanings which swung between global heroism and Western power dominance. Global cinema creators face an important challenge because they need to maintain both universal storylines and local cultural interpretations particularly when markets have strong historical animosities and ideological differences that create semantic clashes. The research illustrates the shortcoming of intercultural symbolic communication since perfect symbols can still lead to misunderstandings due to missing sociopolitical references of the target audience.

#### 4.2.3. Cultural Value Conflicts

Ideological tension between American individualistic values in Marvel films and Chinese societal preference for collectivism constitutes the Cultural Value Conflicts theme. Audience reactions to moral autonomy in the protagonist were mixed because some audience members praised it but several others saw it as opposed to Confucian principles of unity. According to a 38-year-old participant (P4) "Captain America's belief in individual heroism looks different from Chinese stories which prefer to show "Journey to the West" brotherhood." According to Hofstede's cultural dimensions' theory China exhibits high collectivism while remaining at an opposite point to Western individualistic values.

Complaints against narrative choices emerged which favored individual choices over societal benefits revealed this disunity between cultures. According to Participant 8 (female 29) "His rebellious pursuit of conscience is heroically admirable yet fails to work in our society since social stability trumps dissident expressions."

The views of participants changed based on their age group. Individualistic narratives get more acceptance from respondents aged 18 to 30 because this generation experiences the social effects of globalization on changing cultural standpoints. The 24-year-old participant (P2) explained that individual bravery does not replace collectivism because one should find equilibrium between these two ideologies through examples like frontline pandemic workers. Participants aged 45 or older perceived cultural destabilization through such themes. According to Participant 13 (male, 52 years old) social unity that has sustained humanity throughout centuries faces potential destruction because of self-reliance promotion. The dispute between cultural perspectives extends into fundamental social and political analyses. Multiple interview participants linked the individualistic nature of Marvel to represent Western interventionist actions in foreign policy. Participant 10 (female, 41) observed that his "my way or the highway" approach matches the approach that America uses to spread its values worldwide. Analysis with political motivation demonstrates how popular cultural artifacts function as symbolic international diplomatic tools which create challenges for mutual understanding between different cultures. Global storytelling shows a contradictory nature because universal themes require specific nations to interpret them through their own cultural value frameworks. Marvel's individual-driven stories find acceptance within liberal democratic nations yet face resistance in China because collectivism rules both historical and modern Chinese discourse. This study demonstrates how filmmakers need specialized cultural scripting techniques to navigate different cultural hierarchies while still preserving the original themes of their films. The ultimate challenge for global cinema lies in finding ways to unite mass appeal with cultural authentic representation to overcome value-based alienation.

#### *4.2.4. Localization Authenticity*

The research explores how Marvel implements Chinese cultural content into their movies as audiences evaluate its authenticity level. Survey data indicated 60% of participants wanted to see additional content specific to China yet professional critics during interviews pointed to these elements as superficial. Viewers from cities and younger generations within those cities experienced appreciation for Chinese cultural references that included small appearances of landmarks and dialect usage. P7 commented that seeing Shanghai's skyline in Iron Man 3 created a meaningful connection because it recognized his presence. These niche elements received favorable reception because audiences recognized them as cultural harmony attempts aiming to connect international viewers. Film experts alongside professionals in the field heavily criticized these techniques as they considered them to be superficial attempted submissions. According to a director who has worked many years in the industry (P15) the practice of including Mandarin-speaking extras or dragon motifs does not amount to substantial cultural detail because it remains decorative like using porcelain vases as set pieces. Such forms of cultural tokenism create problems because they reduce true cultural representation to mere aesthetic elements which weaken narrative content. In order for a Chinese film to be authentic it should address the philosophical foundations of China which extend past mere aesthetic stereotypes according to Participant 11 who is a film scholar and 44 years old. According to semiotics theory the use of red lanterns as surface elements reveals an erroneous understanding of cultural codes which leads people to decode incorrect messages.

The producer who is Participant 9 (39 years old) explained that movie viewers eventually detect artificial courting of their emotions. Partnering with Chinese studios on Iron Man 3 produced a practical outcome rather than meaningful transformation. The painful lesson teaches that true localization involves internalizing indigenous cultural principles throughout entire storytelling structures.

#### 4.2.5. Media-Driven Cultural Perceptions

Marvel movies expose Chinese audiences to American culture so extensively that their view of American life transforms through entertainment combined with unanticipated cultural education. Film viewers develop the capacity to distinguish fantasy from reality in cinematic content but also absorb primarily symbolic values found in Hollywood films according to interviews. The 31-year-old participant (P5) described Marvel movies as critical in showing him aspects of American society because these movies present exaggerated elements yet make the principles of free speech and individualism seem accessible. Audience perceptions of social realities transform in a manner which matches cultivation theory since they encounter mass media repeatedly. The film interpretations split into two opposing views depending on age and political positions. People between 18 and 35 years' old who live in cities consider the heroism and democratic themes in Marvel films as high-end but unrealistic portrayals. According to Participant 2 (25-year-old male), the Avengers teamwork structure reflects America's multicultural approach which functions in a chaotic but productive manner unlike the country's existing hierarchical system. Professional employees assigned to state work along with individuals aged above 45 years saw these stories as planned tools for Chinese soft power. The educator (P12, 48) suggested that the films hide America's shortcomings through computer-generated imagery while promoting national propaganda. China uses media literacy initiatives to instruct citizens about debating Western cultural products through their politicized point of view.

Members of the research group made a clear distinction between having exposure to different cultures versus having complete cultural understanding. The research participants who identified Marvel's impact on their perspectives amounted to 84% though they pointed to its shallow nature. Participant 8 (female, 29) explained "The patriotic depiction of Captain America shows only a partial understanding since foreigners understand China by watching kung fu movies." The research participants demonstrated a self-awareness because they understood how beliefs affect their decoding of media content within the shared interpretive framework. Media functions simultaneously as an access point and obstacle that shapes understanding between different cultures during cross-border communication. The massive international success of Marvel Studios brings understanding of American icons yet causes the simplification of multifaceted cultural elements into simplified character archetypes. Chinese screenwriters need to develop stories which reject stereotypes while enabling readers worldwide to relate with their unique cultural expression. Culture exists as a multidimensional interaction that goes beyond being a single homogenous substance according to Participant 14 (film critic, 37). The media should stimulate questions instead of delivering direct messages. The research reveals that global film productions should avoid stereotyping because they must establish authentic intercultural dialogue rather than one-way cultural projection.

## 5. Discussion

The numerical data presents a detailed picture of how Marvel uses cross-cultural approaches alongside Chinese audience responses which demonstrates Hollywood's both successful and restricted global expansion strategy. An extensive majority of viewers in China (82.8%) prefer special effects followed by characters (67.5%), yet cultural elements remain the third choice with only 16% preference. Though audiences initially pick special effects and characters over cultural symbols in surveys they later show cultural symbols exist pervasively beneath the surface. A statistically significant difference exists between age groups and urban-rural areas because Chinese audiences who are young and live-in cities prefer individualistic marketing approaches and adapt Western lifestyle values shaped by globalization and digital media consumption patterns. The support for localization strategies among Tier 1 cities reaches 85% because they consume the most global media thus becoming more receptive to interconnected storytelling.

Audiences strongly want China-focused content yet they do not approve of dubbed versions which stands as a paradoxical relationship (60% vs. 41.6%). The rejection of dubbing indicates that Chinese viewers prioritize authentic language through subtitling despite the low-resulting meaning retention for

American low-context narratives in the high-context Chinese linguistic domain. According to Hall [33] cultural communication theory the mismatch of symbolic codes leads to greater "lost in translation" problems during symbolic code adjustments. Audiences who show interest in different cultures also tend to evaluate patriotism in a critical manner ( $\phi = 0.21$ ,  $p < 0.01$ ) thus creating challenges for Marvel in maintaining its entertainment value without unintentionally spreading propaganda messages. Quantitative data demonstrates that technical and marketing methods from Marvel Corps bring global appeal yet the organization faces ongoing criticism for ideological and cultural content because people deeply want to understand their local perspectives. These findings are aligned with some previous literature like [20-22].

### 5.1. Discussion on Qualitative Findings

The impact of the how and why behind Marvel's contested reception is deepened by the qualitative insights gained from the quantitative trends. Captain America's shield as universally overhanging upon the glamour of justice or as a sign of American hegemony successfully polarizes the decoding of the semiotic communication between the cultures. Integrating globalization's symbolic fluidity in his or her youth, younger audiences read the shield as more or less reconcilable with Chinese archetypes (Guan Yu's righteousness), whereas older viewers anchored his or her interpretations in more or less keyed historical grievances, replaying China's 'Century of Humiliation.' Kamil Kozan and Ergin [34] semiotic theory invokes this bifurcation, between signifiers that are inherently polysomic, and cultural context which one over others. Like the clash between Marvel's individualism and Chinese collectivism is also not limited to a narrative preference but is also representing of the larger scale of ideology. The generational shift of younger respondents' hybrid valuation of individualism ("balancing bravery and unity") seemed to pivot toward globalized identity, while traditionalists bore a level of traditionalism that mimicked state promoted discourse of 'Western spiritual pollution.

It also criticizes the risks of superficial cultural integration as localization authenticity. Audiences applauded when they saw visible references to Chinese culture (the Shanghai skyline) but the professionals scoffed at that as artificial tokenism while acknowledging that the real representation should grapple with philosophical depths (such as Confucian Ren or Daoist harmony). This is in accord with McKeon [35] criticism of Orientalism as kitschy cultural representation is reduced to exotic tropes that continue one reductive stereotype after another. Finally, media driven cultural perceptions refine Hollywood's dual role as both a cultural bridge and an ideological battleground. On the one hand, Marvel films enable Americans to recognize themselves in familiar terms, but on the other hand they run the risk of hollowing out cultural complexity and reducing important differences into marketable tropes, particularly in light of China's geopolitical ascent and cultural imperialism. These qualitative themes are together to imply that cross cultural film communication is not just a technical challenge of translation or marketing but a fraught meaning creation, a meaning negotiation, a power negotiation and identity of power negotiation. The success (and some interesting missteps) of Marvel in China and all of the unique ways global cinema is seeking to harmonize universality with cultural respect are of a microcosm of what Chinese filmmaker is recalibrating for as they venture into the international marketplace. This finding is also supported by previous literature which has similar findings like [11, 14, 26].

### 5.2. Implications

The study's implication has great importance on the global filmmakers and cultural communicators, making transcending superficial localization to catch up with the authentic cross-cultural resonance. Although technical excellence and character driven stories are still key, the polarized reaction to culturally symbolic items, like the Captain America shield, epitomizes the dangers of ideologically unaligned markets. Filmmakers have to separate strategical approach to younger, urbanized audience's hybrid identities from traditionalist values represented in narratives which are harmonizing individualism with collectivist ethos. However, the culture uses aesthetic tropes to put forth tokenistic

cultural references that do not delve deeper into philosophical and historical depth, and embed authentic cultural codes. The preference for subtitling over dubbing occurs because it preserves intended storytelling elements.

## 6. Conclusion

The study investigates various dimensions of cross-cultural movie communication through its assessment of Chinese audience reception towards Captain America to demonstrate both benefits and difficulties in international film distribution. Research indicates that Marvel Studios preserves technical superiority while distributing stories about heroism and justice across global cultures but their localized political messages encounter Chinese sociopolitical complexities when receiving critical reception. The shield that represents American patriotism receives two distinct interpretations: some view it as a global standard of moral values yet others interpret it as Western control over global nations. These global media semiotic exchanges remain unstable due to how cultural symbols keep changing according to political needs in specific local areas alongside historical interpretation filters and generational audience tastes. Hollywood requires deeper cultural localization methods that should create genuine representations of non-Western values rather than producing mere additions of superficial Western elements in their productions. Chinese filmmakers should merge global understanding of themes together with real cultural authenticity by means of non-typical storytelling that integrates philosophical elements and worldwide understandable narratives. A new method of cross-cultural communication theory analysis uses experimental audience data with semiotics to develop complexities models of media globalization.

### 6.1. Limitations and Future Research

Two primary constraints exist regarding this investigation although it presents crucial information on movie-based cross-cultural communication. The use of 15 interview participants within qualitative research and geographic distribution of 400 quantitative participants might undermine the study's ability to represent China's population diversity. Survey responses have a tendency towards social desirability bias if they are self-reported on politically sensitive topics and less broad applicability to the MCU or other mediums as it only focuses on Captain America. Future research on such franchises should consider the use of longitudinal designs to capture changes in audience perceptions as relations are changing and expand sample diversity. Among other things, a closer look at the work of digital platforms (Douyin, Weibo) in enhancing or blunting cultural misinterpretation can enhance understandings of contemporary media globalization. Such attempts would complement this study's mixed methods framework in providing a more nuanced roadmap for cross cultural storytelling for global filmmakers.

### Transparency:

The authors confirm that the manuscript is an honest, accurate, and transparent account of the study; that no vital features of the study have been omitted; and that any discrepancies from the study as planned have been explained. This study followed all ethical practices during writing.

### Copyright:

© 2025 by the authors. This open-access article is distributed under the terms and conditions of the Creative Commons Attribution (CC BY) license (<https://creativecommons.org/licenses/by/4.0/>).

## References

- [1] Y. Zhong, "Causes, effects, and countermeasures?: A qualitative research on the relationship between cultural discount and film stories in the cross-cultural communication," Doctoral Dissertation, 2019.
- [2] Z. Xi, "Research on the export strategy of Chinese films from Marvel films," in *SHS Web of Conferences*, 2024, vol. 181: EDP Sciences, p. 01012.

- [3] S. Yang, "Mulan from legend to screen: The influence of globalisation on the representation of China in film," Doctoral Dissertation, Open Access Te Herenga Waka-Victoria University of Wellington, 2024.
- [4] X. Zhang, "Why most Chinese fans of American superhero movies are girls: A gendered local fandom of a global Hollywood icon," *Journal of International and Intercultural Communication*, vol. 15, no. 2, pp. 148-164, 2022. <https://doi.org/10.1080/17513057.2022.2040399>
- [5] L. Jiang, "Research on marvel studios' product marketing strategy in the new media environment," presented at the SHS Web of Conferences, EDP Sciences, 2024.
- [6] Y. Y. Hsieh, "Ang Lee's America: A study of adaptation and transculturation," Doctoral Dissertation, City University of New York, 2019.
- [7] H. Zhu, Y. Ren, and S. Chen, "The influence of marvel in the Chinese teenagers," in *2021 5th International Seminar on Education, Management and Social Sciences (ISEMSS 2021)*, 2021: Atlantis Press, pp. 692-695.
- [8] Y. Xie, "The adaptation of themes, characters, and plots in cross-cultural media: Tailoring content for Chinese audiences," *Journal of Cross-Cultural Communication*, vol. 10, no. 2, pp. 123-135, 2024.
- [9] M. Marsad, R. B. Baloch, and M. Zia, "Superheroes: Impact of DC and Marvel films on Pakistani youth," *Journal of Research in Social Development and Sustainability*, vol. 2, no. 2, pp. 15-31, 2023.
- [10] Y. Li, "The implication of storytelling techniques in Chinese Sci-Fi films and Chinese cultural values on the perception of TV reality among Chinese audiences," Unpublished Master's Thesis, Bangkok University, 2021.
- [11] H. Andersen, "In service of a greater cause: The representation of race and gender in the marvel cinematic universe," Master's Thesis, 2023.
- [12] P. Rybak, "Studying the role of globalization in the American and Chinese film industry: A cross-cultural management perspective," *Civitas Hominibus*, vol. 17, pp. 101-107, 2022. <https://doi.org/10.25312/2391-5145.17.2022.09pr>
- [13] S. Chen, S. Chen, and Z. Zhang, "Nezha's Multi Universe View: A Case Study of Coloroom," presented at the 2022 8th International Conference on Humanities and Social Science Research (ICHSSR 2022) (pp. 2204-2211), Atlantis Press, 2022.
- [14] Y. Wang and X. Ji, "A study of translation strategies of animated film titles from the perspective of ecotranslatology," *Journal of Language Teaching & Research*, vol. 12, no. 1, pp. 1-9, 2021. <https://doi.org/10.17507/jltr.1201.01>
- [15] U. Gautam, "The role of culture power: Examining the influence of popular culture in shaping global power dynamics," *Unity Journal*, vol. 5, no. 1, pp. 41-56, 2024. <https://doi.org/10.3126/unityj.v5i1.63158>
- [16] M. Mehdizadkhani and L. Chen, *Chinese audiovisual translation: Strategies and solutions applied in multilingual films*. Amsterdam/Philadelphia: John Benjamins Publishing Company, 2023, pp. 96-114.
- [17] S. Nan and B. Balakrishnan, "Ethical impact: A perspective for understanding chinese animation creators," *KUPAS SENI: Jurnal Seni dan Pendidikan Seni*, vol. 13, no. 1, pp. 30-41, 2025.
- [18] Q. Song, "Translational queer fandom under 'han-xu' politics in China: A case study of the Wanwan subtitling group," *Linguistica Antverpiensia, New Series-Themes in Translation Studies*, vol. 23, pp. 161-184, 2024. <https://doi.org/10.52034/lans-tts.v23i.784>
- [19] H. Liu, Q. Zhu, W. M. Khoso, and A. K. Khoso, "Spatial pattern and the development of green finance trends in China," *Renewable Energy*, vol. 211, pp. 370-378, 2023. <https://doi.org/10.1016/j.renene.2023.05.014>
- [20] X. Zhang, "Research on business strategy based on new culture and entertainment industry," in *SHS Web of Conferences*, 2024, vol. 188: EDP Sciences, p. 03003.
- [21] M. Walsh, "At the edge of Asia: The prospects for Australia-China film co-production," *Studies in Australasian Cinema*, vol. 6, no. 3, pp. 301-316, 2012. [https://doi.org/10.1386/sac.6.3.301\\_1](https://doi.org/10.1386/sac.6.3.301_1)
- [22] Y. Liu and M. Ruiz Pardos, "The effects of film-induced tourism culture on Hong Kong's destination branding," Doctoral Dissertation, Universidad Zaragoza, 2023.
- [23] I. B. Manga and N. Tomabechi, "Chapter one: Batman or Battoman? Transnational and self-orientalist depictions of Japan and America," *Cross-Cultural Influences between Japanese and American Pop Cultures: Powers of Pop*, vol. 11, pp. 1-20, 2023.
- [24] R. Maliangkay, "Embedding Nostalgia: The Political Appropriation of Foreign Comic Book Superheroes in Korea," *Situations*, vol. 8, no. 2, pp. 49-65, 2015. <https://doi.org/10.25159/2288-7822/17567781>
- [25] J. C. Chambliss, W. L. Svitavsky, and D. Fandino, *Assembling the marvel cinematic universe: Essays on the social, cultural and geopolitical domains*. United States: McFarland & Company, Inc, 2018.
- [26] A. Marcus, *Rockets, robots, and AI: Lessons learned from science-fiction movies and TV for HCI/UX*. In *ACM SIGGRAPH 2023 courses*. United States: ACM, 2023.
- [27] A. P. Lagopoulos and K. Boklund-Lagopolou, *Theory and methodology of semiotics: The tradition of ferdinand de Saussure*. Germany: Walter de Gruyter GmbH & Co KG, 2020.
- [28] E. Eren, "The conceptualization of a new semiological/Semiotic model for the understanding of the matters of the causality and the meaningfulness in/of the built environment," Doctoral Dissertation, Middle East Technical University (Turkey), 2022.

- [29] P. Broeder, "Informed communication in high context and low context cultures," *Journal of Education, Innovation and Communication*, vol. 3, no. 1, pp. 13-24, 2021. <https://doi.org/10.1234/jeic.2021.01324>
- [30] S. Hall, "Encoding and decoding the message," *The Discourse Studies Reader: Main Currents in Theory and Analysis*, pp. 111-121, 2014.
- [31] R. Robertson, *The new global history: A sociological assessment*. Sao Paulo: Institute of Advanced Studies, University of Sao Paulo, 1996.
- [32] I. A. Taha and J. Ghosh, "Symbolic interpretation of artificial neural networks," *IEEE Transactions on Knowledge and Data Engineering*, vol. 11, no. 3, pp. 448-463, 1999. <https://doi.org/10.1109/69.761774>
- [33] E. T. Hall, *Beyond culture*. Doubleday: Anchor Press, 1976.
- [34] M. Kamil Kozan and C. Ergin, "The influence of intra-cultural value differences on conflict management practices," *International Journal of Conflict Management*, vol. 10, no. 3, pp. 249-267, 1999.
- [35] R. McKeon, "Conflicts of values in a community of cultures," *The Journal of Philosophy*, vol. 47, no. 8, pp. 197-210, 1950.