Course title: Japanese Popular Culture
Course code: JAPN 2004 TOJA
Programs offering course: Summer Japanese Studies
Language of instruction: English
U.S. semester credits: 3.00
Contact hours: 45.00
Term: Summer 2020

Course Description
This course aims to provide students a basic understanding of Japanese Popular culture, notably anime, video games, music, and television. This course will explore the social, economic, and cultural dynamics of popular culture mediums in Japan as well as the spread of popular culture globally.

Learning Objectives
By completing this course, students will:

- Explain the origins of certain Japanese popular culture phenomena
- Compare and contrast central artistic / narrative themes in various popular culture phenomena
- Investigate domestic social, cultural, and economic impacts of popular culture phenomena
- Examine the global impact of Japanese popular culture

Course Prerequisites
None

Methods of Instruction
This course will incorporate in-class lectures, discussions, readings, videos, and field research.

Assessment and Final Grade
1. Online Journals 20%
2. Presentation 20%
3. Mid-term Paper 20%
4. Final Exam 20%
5. Participation 20%
TOTAL 100%

Course Requirements

Online Journals
Students will be expected to post a short journal entry to the online discussion group by 11:59pm about the readings assigned that day. The entries must be between 370 and 450 words long. These posts will aid the discussions to be held the following day.

Presentation
Students will present on a topic of their choice that is relevant to the course’s learning goals, subject to instructor approval. Presentations should be 10 to 15 minutes including a Q&A session.

Mid-term Paper
Students must write a Mid-term Paper on a topic of their choice that is relevant to the course’s learning goals, subject to instructor approval. The paper must be thoroughly and consistently referenced and must be 1500 to 2500 words in length.

**Final Exam**

Closed books exam covering topics covered throughout the class. The exam will include a combination of multiple-choice questions as well as short-essay questions.

**Participation**

Students are expected to actively participate in class. This includes preparing in advance, engaging in discussions, and being attentive and responsive.

**Attendance**

Regular class attendance is required throughout the program, and unexcused absences may result in a lower grade for any affected CIEE course. Unexcused absences from 10 to 20% of the course will result in a reduction of your final grade. Unexcused absence from 20% or more of the course may result in failure of the course. Points may also be deducted for tardiness. Please see the CIEE Academic Manual for more information on CIEE’s attendance policies.

*Course schedule is subject to change due to study tours, excursions, and local holidays. Final schedules will be included in the final syllabus provided to students on site.*

**Weekly Schedule**

**Week 1**

Class: 1.1 Course Introduction

Origins of Manga

Readings: (Darling-Wolf 2018 Section 5)

**Week 2**

Class: 2.1 Manga in the 1980s

Readings: (Atkins 2017 Chapter 9)

Class: 2.1 Manga in the 1990s

Readings: (Iwabuchi 2002 Section 4)

Due: Online Journal

Class: 2.3 Manga in the 2000s

Readings: (Steinberg 2004)

Class: 2.4 Field trip to a location related to popular / “otaku” culture

**Week 3**

Class: 3.1 Origins of anime

Readings: watch video What is and What is not Anime before class

Class: 3.2 Anime in the 1980s

Readings: (Freedman and Slade 2018 Chapter 21)

Due: Online Journal
Week 4

Class: 3.3 Anime in the 1990s
Readings: (Freedman and Slade 2018 Section 25)
Due: Mid-term Paper

Class: 4.1 Anime in the 2000s
Readings: (Freedman and Slade 2018 Section 26)

Class: 4.2 J-pop music and Japanese "idol" culture
Readings: (Freedman and Slade 2018 Chapter 13)
Due: Online Journal

Class: 4.3 J-pop music and Japanese "idol" culture (2)
Readings: (Freedman and Slade 2018 Chapter 15)

Week 5

Class: 5.1 Japanese comedic TV and "manzai" comedy

Class: 5.2 Video game culture
Readings: (Freedman and Slade 2018 Section 7)
Due: Online Journal

Class: 5.3 Due: Presentations

Week 6

Class: 6.1 Japanese popular culture, globalization, and "Cool Japan" initiatives
Readings: (Freedman and Slade 2018 Chapter 3)

Class: 6.2 Course review
Due: Presentations
Readings: (Atkins 2017 Section Afterword)

Class: 6.3 Final Exam

Course Materials
Readings


Media Resources
What is and What is not Anime by Digibro, https://www.youtube.com/watch?v=Qc0tIjw7fII