



CIEE Tokyo, Japan

Course name:	Japanese Popular Culture
Course number:	JAPN 2004 TOJA
Programs offering course:	Summer Japanese Studies
Language of instruction:	English
U.S. Semester Credits:	3
Contact Hours:	45
Term:	Summer 2019

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 the end of this course students will:

- Learn of the origins of certain Japanese popular culture phenomena
- Understand central artistic / narrative themes in various popular culture phenomena
- Understand domestic social, cultural, and economic impacts of popular culture phenomena
- Understand 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

- | | |
|--------------------------------|-----|
| • Participation and Attendance | 20% |
| • Online Journals | 20% |
| • Presentation | 20% |
| • Final Paper | 20% |
| • Final Exam | 20% |

Course Requirements

Participation and 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.



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

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. These posts will aid the discussions to be held the following day.

Presentation

Students will present on a topic of their choice, subject to instructor approval.

Final Paper

Students must write a Final Paper on a topic of their choice, subject to instructor approval.

Final Exam

Closed books exam covering topics covered throughout the class.

Weekly Schedule

NOTE: The following schedule and assignments are subject to change.

Week 1:

- 1.1 Course Introduction
Origins of Manga

Week 2:

- 2.1 Manga in the 1980s
- 2.2 Manga in the 1990s
- 2.3 Manga in the 2000s
- 2.4 Field trip to a location related to popular / “otaku” culture

Week 3:

- 3.1 Origins of anime
- 3.2 Anime in the 1980s
- 3.3 Anime in the 1990s

Week 4:

- 4.1 Anime in the 2000s
- 4.2 J-pop music and Japanese “idol” culture



4.3 J-pop music and Japanese “idol” culture (2)

Week 5:

5.1 Japanese comedic TV and “manzai” comedy

5.2 Video game culture

5.3 Japanese popular culture, globalization, and “Cool Japan” initiatives

Week 6:

6.1 Course review
Due: Presentations

6.2 Due: Presentations

6.3 Final Exam
Due: Final Paper

Course Materials

Possible texts:

- Craig, Timothy J. *Japan Pop! inside the World of Japanese Popular Culture*. Routledge, 2015.
- Iwabuchi, Koichi. *Recentring Globalization: Popular Culture and Japanese Transnationalism*. Duke University Press, 2007.