

科目コード／科目名 (Course Code / Course Title)	EX586／法学基礎演習 (Introductory Seminar on Law)		
テーマ／サブタイトル等 (Theme / Subtitle)	Design and Technology for Access to Justice		
担当者名 (Instructor)	渡邊 真由(WATANABE MAYU)		
学期 (Semester)	秋学期(Fall Semester)	単位 (Credit)	2単位(2 Credits)
科目ナンバリング (Course Number)	LPX2911	言語 (Language)	英語 (English)
備考 (Notes)	その他登録		

授業の目標(Course Objectives)

This seminar is intended for students interested in interdisciplinary subjects of legal, design, and technology. Students will learn the human-centered legal design approach and current legal technologies.

授業の内容(Course Contents)

The term “access to justice” is often equated with access to the courts and efforts for the less expensive, simpler, and faster legal process. In the pre-digital era, access to justice had a court-centric view, focused efforts on lowering litigation costs for low-income disputants and leveling the playing field for those who could not previously reach court. However, people’s legal needs remain unmet, with only a few legal problems resolved in courts. People often cannot afford to resolve their legal issues through formal processes—what are the insights for improving access to justice in today’s society? Students will pick a theme in a group and discuss how to design a legal system related to that chosen topic throughout the semester. Students will present their findings at the finale.

授業計画(Course Schedule)

1. Introduction: Why access to Justice?
2. Technology and design for expanding access to justice
3. Ideas for new legal services: group work exercise (1)
4. Group work exercise (2)
5. Group work exercise (3)
6. Group work exercise (4)
7. Group work exercise (5)
8. Group work exercise (6)
9. Group work exercise (7)
10. Group work exercise (8)
11. Group work exercise (9)
12. Group work exercise (10)
13. Group work exercise (11)
14. Presentation

授業時間外(予習・復習等)の学習(Study Required Outside of Class)

This is an interactive seminar that will require group discussion and research. Participation in the class discussion is valued; attendance, class participation, and written assignments are the core evaluation components.

成績評価方法・基準(Evaluation)

Attendance and Class Participation(70%)/最終レポート(Final Report)(30%)

テキスト(Textbooks)

Readings will be distributed in the class.

参考文献(Readings)

1. Ethan Katsh, Orna Rabinovich-Einy. 2017. Digital Justice: Technology and the Internet of Disputes. Oxford University Press (ISBN:978-0190464585)
2. Lisa Blomgren Amsler, Janet K. Martinez, Stephanie E. Smith. 2020. Dispute System Design: Preventing, Managing, and Resolving Conflict. Stanford Univ Press (ISBN:978-0804771764)

その他(HP等)(Others(e.g.HP))

<選考方法>

採用人数: 10-20

配当年次: 1年次

選考方法: Short essay

①題目: What do you hope to learn from this class?

②字数: 400 words (approx.)

注意事項 (Notice)