

科目コード／科目名 (Course Code / Course Title)	Japanese Culture 1			新座(Niiza)
テーマ／サブタイトル等 (Theme / Subtitle)	Cultural production, social values, and creativity in Japanese culture.			
担当者名 (Instructor)	レイゼル, M. (REISEL MARY)			
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)	CMP2331	言語 (Language)	英語 (English)	
備考 (Notes)	<ul style="list-style-type: none"> ・F 科目上級(外国語による総合系科目) ・定員 20 名 ・他に特別外国人学生が履修 ・この授業は英語で実施する ・履修者は TOEIC®700 点相当以上の英語力を有していることを前提に授業を実施する 			

授業の目標 (Course Objectives)

The course is an introduction to Japanese cultural and social values that developed over a long history up to our contemporary time. It provides insights into key theories and ideologies of cultural analysis, and students will gain new academic skills that will help them understand processes that form social and cultural life. The themes focus on aspects and issues of culture from ancient history to the present time, and covers a variety of habits, practices, and core values of society. During the lessons, students will be able to develop their own opinions and study their own research topics and interests.

授業の内容 (Course Contents)

Products and habits that are common in daily life carry a deeper meaning that goes beyond entertainment, and they reflect ideologies and values of the institutions that design them. Throughout the course, students will analyze different cultural habits and products, study social theories, and develop their own ideas and academic analysis skills. The lessons cover the psychology of consumption, the connections between cultural production and national identity, and the differences between popular culture fads and traditional values. Students will analyze specific case studies from different areas of culture, including manga, anime, kawaii culture, J-Pop, idol groups and fans, traditional Japanese festivals, video games, virtual networks, and more. The course is multi-disciplinary and presents theories from different fields of study. Students will learn to analyze texts, understand meaning of products, and apply theoretical ideologies into practice.

授業計画 (Course Schedule)

1. Introduction: the unique aspects of culture and popular culture in Japan.
2. From Shinto shrines to Harajuku: masks, cosplays, and festivals.
3. The role of music in Japanese social life: karaoke, J-pop, and Hip-Hop.
4. Idol groups and fan phenomenon: Amaterasu, AKH48, and the virtual idol.
5. Manga, anime, and Otaku culture (I)
6. Manga, anime, and Otaku culture (II).
7. Virtual life: the rise of influencers, YouTube videos, and self-promotion.
8. Samurai TV and reality shows: national identity in times of crisis.
9. Kawaii culture over half a century.
10. The power and role of youth subcultures in Japanese society.
11. Pokemon, Godzilla, and the super-heroes of the post-Corona age.
12. Kabuki, Takarazuka, and gender in cultural perspective.
13. Social networks, influencers, and virtual love.
14. Summary and closing notes.

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

Reading texts and class assignments will be uploaded on the Blackboard page of the course during the course.

成績評価方法・基準 (Evaluation)

最終レポート(Final Report)(30%)/Attendance and weekly assignments(40%)/midterm paper(30%)

テキスト (Textbooks)

The required reading assignments will be posted online together with additional reading texts.

参考文献 (Readings)

Recommended texts:

Strinati, D., *An Introduction to Theories of Popular Culture*(Routledge, 2004.)

(Available in Japanese translation)

その他(HP等)(Others(e.g.HP))

注意事項(Notice)