

## Syllabus format 2025

Semester	2025Summer			
Course	Japanese Anime and Pop Culture			
Instructor	TBD			
Instructed only by foreign language				
Instruction Language	English			
Active Learning included				
Active Learning Type	Discussion, Debates		Group work	Presentation
	Flipped Class	Practicum/Fieldwork		Experience
	Investigation	Mock classes	PBL	Others
Course Description	This course is a survey of Japanese popular culture with particular topics covered as anime manga, fashion, music, art, and sports. Part of the course will focus on Japanese animation within a historic and popular cultural perspective. Both anime and manga will be examined with particular emphasis on the art, culture and national and international popularity. In addition, we will cover the history of how Japan took over the video game market, became a fashion powerhouse, and some of its popular sports such as baseball, professional wrestling, and combat sports, and how they became popular domestically and worldwide.The course meets for a minimum of 45 hours per two week period. Students receive 4 Oberlin University credits with a minimum grade of a D.			
Course Objectives	By the end of the session, students should be able: 1) Have a better understanding about Japanese culture through popular culture themes. 2) Be able to connect popular cultural themes to Japanese ways of thought, perception, ideals, history, and behavior. 3) Understand more about the popular anime works and develop a critical analysis of material and its authors. 4) Understand the historic themes of anime and manga and how they tie into Japanese culture. 5) Understand how video games and fashion were influenced by the West, and how Japan appropriated the mediums into the identities of their youths and popularized them worldwide. 6) How baseball came to Japan and how an American past time become popular. 7) How professional wrestling shaped the spirit of the Japanese after World War II and how it influenced Mixed Martial Arts. 8) Develop presentation skills through discussion and in class assignments.			
Course Schedule ※Fill in according to the number of times the class is to be held.				
	Date	Details		
1st	3-Jun	Self-introductions. Field Trip: Akihabara		
2nd	4-Jun	1. Osamu Tezuka: The Godfather of Manga 2. Other Manga artists who helped shaped The industry. -Go Nagai, Masami Kurumada, Leiji Matsumoto, CLAMP, etc		
3rd	5-Jun	Anime Viewing Day: We will be watching some select anime appropriate for the class and discuss them after watching.		
4th	6-Jun	1. Anime between the 1970s and 1980s -Discuss how certain genres became prominent in these decades such as mech. Anime between the 1990s and 2000s (ie, Gatchaman, Yamato, Gundam) 2.-Discuss how shonen and shojo became popular around this time (ie DBZ and Sailor Moon)		
5th	9-Jun	Create your own anime: students will be given select tropes, characters, setting to create their own anime.		
6th	10-Jun	1. How Japanese video games came to dominate the international market 2. A History of Nintendo Nintendo figures: Hiroshi Yamauchi, Yokoi Gunpei, and Shigeru Miyamoto 3. History of Sega Sega figures: Yuji Naka, Yu Suzuki, and Rie Kodma		

7th	11-Jun	<p>Hello Kitty and fashion influences (Documentary); idol and kawaii culture How Ginza and Harajuku became fashion centers of Tokyo. -Gyaru, Gothic Lolita, Visual Kei, School Uniforms -Brands such as Uniqlo, Gape, and VAN</p> <p>Sports in Japan (Baseball, Pro-Wrestling, and Combat Sports in Japan) -How baseball came to Japan, Koshien -How pro wrestling shaped TV culture in post WWII Japan -How pro wrestling paved the way for MMA in Japan</p>
8th	12-Jun	<p>Class Field Trip: Suginami Anime Museum and Nakano Broadway -To learn the history of the process of how anime is made -Make your own original animated short -Experience the voice acting booth</p> <p>At Nakano Broadway, students will also learn and experience -Tokyo's first main market after World War II -How it also became another hub for anime and pop culture</p>
9th	13-Jun	Final presentations: Students must individually and/or in groups provide an anime to recommend or something about Japanese culture that interests them.
<b>Supplementary Activities</b> ※Fill in according to the number of times the class is to be held.		
	<b>Date</b>	<b>Details</b>
1st		
2nd		
3rd		
<b>Textbook</b>	The instructor will provide class materials.	
<b>Supplementary Reading</b>	Optional reading at one's own leisure includes: 1. "Pure Invention" by Matt Alt 2. "Otaku and the Struggle for Imagination" by Patrick Galbraith 3. "Ametora How Japan Saved American Style" by W. David Marx	
<b>Homework</b>	Daily homework will focus on study and fieldwork for development of the final presentation/project/test.	
<b>Grading</b>	90-100 = A 80-89 = B 79-70 = C 60-69 = D 50 and below = F Breakdown: •Class Participation: 25% • Attendance: 25% •Assignments: 20% • Final Project: 30%	