

## Syllabus format 2025

Semester	2025Summer			
Course	Video Games, Media, and Culture			
Instructor				
Instructed only by foreign languages				
Instruction Language	English			
Active Learning included				
Active Learning Type	Discussion, Debates		Group work	Presentation
	Flipped Classroom	Practicum/Fieldwork		Experience
	Investigation	Mock classes	PBL	Others
Course Description	Video games have emerged as a significant form of media and entertainment, shaping contemporary culture and influencing various aspects of society. This course explores the dynamic and multifaceted relationship between video games, media, and culture. Through critical analysis and discussion, students will gain a comprehensive understanding of the cultural, social, and artistic dimensions of video games and their impact on individuals and communities. During their time in Japan, students will explore the cultural roots of the birthplace of video games, and experience the modern nuances of video games in Japanese culture. The course allows students to explore the differences between two media-centric countries, whose relationship to video games is quite different. The course meets for a minimum of 45 hours in the two-week period. Students receive 4 Oberlin University credits with a minimum grade of a D.			
Course Objectives	By the end of this study abroad course, students will have developed a comprehensive understanding of the role of video games, media, and culture in Japan. They will be able to critically analyze the historical and cultural significance of Japanese video games, evaluating their impact on global gaming culture and their intersection with other forms of media, such as anime and manga. Students will also gain insight into the technological innovations that have shaped Japanese gaming and media industries. Through hands-on experiences and visits to relevant cultural sites, students will deepen their understanding of Japanese language, culture, and society. They will be able to create multimedia projects that demonstrate a nuanced understanding of Japanese video games, media, and culture, and engage in discussions about their impact on contemporary society. Through reflection, students will integrate personal experiences and insights gained from their study abroad experience, fostering a deeper appreciation for Japanese culture and its influence on global popular culture.			
Course Schedule	※Fill in according to the number of times the class is to be held.			
	Date	Details		
1st	3-Jun	Introduction to Video Games and Japanese Culture: Course orientation and overview of objectives. Lecture on the history of video games in Japan, including key milestones and influential titles. Group discussion on personal experiences with video games and initial perceptions of Japanese gaming culture.		
2nd	4-Jun	Lecture: Historical Roots of Video Games in Japan Guest Speaker: The Evolution of Japanese Gaming Culture Field Visit: Visit to a Video Game Museum/Arcade in Japan Reflection Session: Observations and Insights from the Visit		
3rd	5-Jun	Video Games as Media and Entertainment: Lecture: Video Games as a Form of Media and Entertainment Critical Analysis: The Cultural Impact of Video Games Group Discussion: Social and Artistic Dimensions of Video Games		
4th	6-Jun	Intersection of Video Games, Anime, and Manga in Japan: Lecture: The Intersection of Video Games, Anime, and Manga in Japan Case Study: Iconic Japanese Video Games and Their Global Influence Interactive Session: Analyzing Japanese Video Games <del>Group Discussion: Technological Innovations in Japanese Gaming</del>		
5th	9-Jun	Technological Innovations in Japanese Gaming: Overview of technological advancements in the gaming industry (VR, AR, mobile gaming). Visit to a gaming studio or tech company to see innovations in action. Q&A session with industry professionals discussing the future of gaming technology in Japan.		
6th	10-Jun	Hands-On Multimedia projects for presentations: Lab Period: Working on Multimedia project presentations Individual Consultations: Feedback and Guidance on project presentations		
7th	11-Jun	Hands-On Gaming Experience: Workshop on game design principles, where students create a small game concept or design element. Collaborative group activities to share and critique each other's designs. Fieldwork to explore local gaming cafes.		
8th	12-Jun	Finalizing Multimedia Project presentations: Lab Period: Finalizing Multimedia Project presentations Group Activity: Peer Review and Feedback Assignment: Preparing Final Portfolio for Presentations		
9th	13-Jun	Presentations and Course Reflection: Student Presentations Group Discussion: Reflections on the Study Abroad Experience		
Supplementary Activities	※Fill in according to the number of times the class is to be held.			
	Date	Details		
1st				
2nd				
3rd				
Textbook	Course materials will be provided in class			

Supplementary Reading	
Homework	Daily homework will focus on study and fieldwork for development of the final presentation/project/test.
Grading	100-90 = A 89-80 = B 79-70 = C 69-60 = D 59 and below = F Breakdown: <ul style="list-style-type: none"> <li>● Participation: 1/3%</li> <li>● Attendance: 1/3%</li> <li>● Final Exam &amp; Presentation: 1/3%</li> </ul>
Contact with Instructor	
U R L	
Courses taught by faculty with practical experience	
Keywords	
Others	