

Japanese Pop Culture Class

Program Objective:

In this class we will study, discuss and research about Japanese Pop Culture throughout history in its many and fascinating forms.

Learning outcomes

In this course, students will become familiar with a basic historical outline from which to explain the development of contemporary pop culture.

Outline

① Cool Japan and Kawaii

Introduction to the class.

Pair/ Group discussions of Current Pop Culture

Trends in other countries compared to Japan: what is currently cool/
fashionable/ popular/ etc. Sharing interests with other students.

② Icons of Manga and Anime.

Manga at the heart of pop culture: reasons.

Popularity of Yaoi / BL (Boy Love) and Yuri

Pair/ Group discussion of images. Viewing of relevant clips.

③ “Manga grammar”

Brief history of Japanese Anime and Anime production.

Transmedial qualities of manga/ anime/ games/ light novels

Examples.

Anime Tourism: popularity abroad, students' own experiences and wishes/ plans.

Seiyu (Voice actors)

Mini-presentations: My favorite manga/ anime / game

④ Akiba Culture (Cosplay, Maid Cafés, etc.) and Otome Road Idols

Discussion of student's impressions, likes and dislikes.

Students Perception of Otakus and Weeabos

J-Pop and K-Pop: differences and popularity.

⑤ Wrap-up and Final Report about discussions

Students presentations on one aspect of Japanese Pop Culture from a list.

Pair / Group work.