Course nur	mber	E38											
	apanese Popular Culture-E2 apanese Popular Culture-E2					name and d	Instructor's name, job title, and department of affiliation			Graduate School of Law Associate Professor, MURPHY, Mahon			
Group Humanities and Social Sciences					Field	Field(Classification)			History and Civilization(Issues)				
Language of instruction					Old	Old group Group A			Number of credits 2			2	
Number of weekly time blocks	1	I Class style		ecture (Face-to-	cure ce-to-face course)			Year/semesters		2025 •	First semester		
Days and periods				Mainly 1st & 2nd year students			Eligible students		For all majors				

[Overview and purpose of the course]

The phenomenon of 'Cool Japan' is one of the distinctive features of modern global pop culture. This lecture series will discuss the development of this phenomenon from its 19th century roots to the present day. The Meiji Period which ushered the 'opening' of Japan attracted a new global audience to Japanese culture. Japanese culture itself was of course affected by these new interactions. Combining high politics with music, sport, film, magazines and comics this lecture series will discuss Japanese popular culture as shaped by domestic and international counter-culture trends. This course will be suitable for both students who have a deep understanding of Japanese culture and those who are new comers.

[Course objectives]

Students will gain a knowledge of Japanese popular culture and will be able to demonstrate this through essays and class discussion.

[Course schedule and contents)]

The course will develop as follows:

- 1. Introduction Lecture: What is Popular Culture?
- 2. A brief history of popular protest in Japan
- 3. The Popularization of Japanese art
- 4. You gotta have wa! Sport as a mass event
- 5. Feminism, Consumerism, and the Modern Girl
- 6. The Propaganda War: Creating an Empire
- 7. Japanese Film in the Atomic Age.
- 8. TV, Professional Wrestling, and post-war Japan.
- 9. Beatlemania and Budokan: Rock 'n 'Roll hits Japan
- 10. The growth of Anime and Manga Culture
- 11. Nintendo takes over America: Video Games in the 1980s
- 12. Anti-Japanese movements in the USA
- 13. Dreaming of Sushi: Food as culture
- 14. Review Lecture
- 15. Exam
- 16. Feedback

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Japanese Popular Culture-E2(2)
[Course requirements]
None
[Evaluation methods and policy]
Evaluation will be based on the following:
Active participation in class 20%.
Mid term essay 30%. End of Term Exam 50%.
- Those who are absent from four classes or more will not pass.
- Students have to submit the mid term essay.
[Textbooks]
Not fixed
Students will be given a list of recommended reading for each topic.
[Study outside of class (preparation and review)]
Students will be given a short article and/or primary source document to read before class.
[Other information (office hours, etc.)]
Classes will be conducted in two parts:
1. Lecture on the topic 2. Class discussion using primary and secondary source meterial
2. Class discussion using primary and secondary source material.
[Essential courses]