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| 科目ナンバリング | | U-LAS01 20019 LE38 | | | | | | | | | |
| 授業科目名 <英訳> | | Japanese Popular Culture II-E2 Japanese Popular Culture II-E2 | | | | 担当者所属 職名・氏名 | | 法学研究科 准教授 MURPHY, Mahon | | | |
| 群 | 人文・社会科学科目群 | | | 分野(分類) | | 歴史・文明(各論) | | | 使用言語 | | 英語 |
| 旧群 | A群 | 単位数 | 2単位 | 週コマ数 | 1コマ | 授業形態 | 講義（対面授業科目） | | | | |
| 開講年度・ 開講期 | 2025・後期 | | 曜時限 | 水2 | | 配当学年 | 主として1・2年生 | 対象学生 | 全学向 | | |
| 【授業の概要・目的】 | | | | | | | | | | | |
| <p>The purpose of this course is to study the historical development of popular culture in Japan from 1945 to the present day. The phenomenon of Cool Japan is one of the distinctive features of how the Japanese government uses popular culture as a diplomatic tool. This course will look at the development of popular culture from the ruins of post-war Japan into its current form as an integral part of a presentation of Japan a soft-power super-power. The course will combine high politics and diplomacy with trends in music, manga and video games to show how popular culture came to be such an important political tool. The course is suitable for both students who have a deep understanding of popular culture and those who are new comers.</p> | | | | | | | | | | | |
| 【到達目標】 | | | | | | | | | | | |
| <p>The Course has 3 goals</p> <p>1 Gain an understanding of the history of popular culture</p> <p>2 Recognize the political importance of popular culture</p> <p>3 Read, analyze and discuss academic texts in English</p> | | | | | | | | | | | |
| 【授業計画と内容】 | | | | | | | | | | | |
| <p>The course will develop as follows:</p> <p>1. Introduction: Popular Culture Theory</p> <p>The Post-War Period</p> <p>2. 'Horizontal Westernization' in Occupied Japan.</p> <p>3. King of the Monsters: Godzilla in The Atomic Age</p> <p>4. Pro-Wrestling as a mass event: TV culture</p> <p>Japan Back in the World</p> <p>5. The 1964 Olympics: Rejoining the Family of Nations</p> <p>6. Beatlemania hits Japan: Music and Revolution</p> <p>7. Visualizing Popular Culture: The Manga Boom</p> <p>Hi-Tech Popular Culture</p> <p>8. Pachinko: A truly Japanese Popular Culture?</p> <p>9. Japan-Bashing: Anti-Japanese Movements in the USA</p> <p>10. Video Games and Japanese Identity</p> <p>Japanese Popular Culture becomes Global Popular Culture</p> <p>11. Defining Food: Global Washoku</p> <p>12. Anime and its International Impact</p> <p>13. A 21st Century Popular Culture Super Power? Cool Japan</p> | | | | | | | | | | | |
| ----- Japanese Popular Culture II-E2(2)へ続く ----- | | | | | | | | | | | |

Japanese Popular Culture II-E2(2)

14. Review Lecture

15. Feedback

Total:14 classes and 1 feedback

【履修要件】

特になし

【成績評価の方法・観点】

Evaluation is based on the following:

Active participation in class 20%

Assignments 40%

End of Term Paper 40%

- Those who are absent from four classes or more without good reason will not pass.

【教科書】

使用しない

【授業外学修（予習・復習）等】

Every week students will be given an academic text and primary source in English and complete an assignment in preparation for in class discussion.

【その他（オフィスアワー等）】