

シラバス参照

④ 科目名	日本語・日本文化論各論 I
④ 科目名/Subject	Studies of Japanese Culture(Special Lecture) I
④ 曜日・講時	前期 金曜日 3講時
④ 単位数	2
④ 担当教員	KOPYLOVA OLGA
④ セメスター	
④ 科目ナンバリング	-
④ 使用言語	

④ 授業題目	日本語・日本文化論各論 I : 近代のポピュラー・カルチャー
④ Course Title (授業題目)	Studies of Japanese Culture(Special Lecture) I : Modern and Contemporary Popular Culture
④ 授業の目的と概要	本授業は江戸時代初期から2000年代までの期間に焦点を絞り、日本のポピュラー・カルチャーの進展を辿っている。日本における創造生産の特徴、人気のあるコンテンツの種類及び典型的な消費パターンを紹介し、それを形成した要素を学生に考察させる。それによって日本のポピュラー・カルチャーの概要だけでなく、大衆文化の根本的な原理の理解が成立することが期待される。さらに、皆さんが講義と課題によって日本のポピュラー・カルチャーをめぐる研究と接触し、これから自分の研究において活用できる観点や考え方を見つけたらありがたいと思う。
④ Course Objectives and Course Synopsis (授業の目的と概要)	This course focuses on the history of popular culture in modern and contemporary Japan (from Edo to the early 2000s): its main media forms, genres, and practices. It aims to describe multiple phenomena that have shaped cultural production and consumption patterns in Japan, as well as various media and artifacts that are now known worldwide. Beyond the main topic of the course, described above, students will get a better grasp of popular culture in general and understand the main principles of its development. The assignments introducing various samples of academic writing on the Japanese popular culture will allow students to discover new lines of inquiry potentially applicable in their postgraduate research.
④ 学修の到達目標	<p>——江戸時代初期から2000年代にかけての日本の大衆文化の全貌を把握する。</p> <p>——各々のメディア、ジャンル、また創造産業の登場と展開を裏付ける歴史的状況、技術、そして社会の相互作用を理解する。</p> <p>——日本におけるメディアや消費活動などの特徴についての知識を活用し、世界中の大衆文化における傾向、また消費者と生産者の関係などを分析できる。</p>
④ Learning Goals (学修の到達目標)	<p>By the end of the course, students should be able to:</p> <ol style="list-style-type: none"> 1) Describe the overall history of popular culture in Japan from the Edo period to the early 2000s. 2) Explain how historical circumstances, technological developments, and social changes came together to give life to new forms of entertainment media, genres, professions, and creative industries. 2) Recognize specific features of Japanese media and consumer behavior, but also find analogs and parallels in other countries where possible; use this understanding of the specific and the common to discern world-wide trends in popular culture.
④ 授業内容・方法と進捗予定	<p>The course will be conducted in English, however supplementary reading may include materials in Japanese.</p> <ol style="list-style-type: none"> 1. Introduction: Various cultures – popular culture 2. Proto-popular culture in Edo period I: Yōkai and hayarigami 3. Proto-popular culture in Edo period II: Life and entertainment in cities and in the countryside 4. Proto-popular culture in Edo period III: Play and liminal spaces, traveling 5. The Taishō period: Urbanization, westernization, new forms of entertainment 6. Mid-term test 7. After the World War II: From the occupation into the tumultuous 60s 8. The affluent 70s: The arrival of kawaii culture 9. Many faces of 'kyara' 10. A brief history of Japanese TV 11. Idols, celebrities, and promotional agencies: Tarento 12. Idols, celebrities, and promotional agencies: Idols 13. Proliferation of otaku hobbies at the turn of the century 14. Final test 15. Review of test results and closing notes <p>(講義構成は変更することがあります) (the lecture content may be subject to change)</p>
④ Class Schedule and Activities	<p>The course will be conducted in English, however supplementary reading may include materials in Japanese.</p> <ol style="list-style-type: none"> 1. Introduction: Various cultures – popular culture

<p>(授業内容・方法と進度予定)</p>	<p>2. Proto-popular culture in Edo period I: Yōkai and hayarigami 3. Proto-popular culture in Edo period II: Life and entertainment in cities and in the countryside 4. Proto-popular culture in Edo period III: Play and liminal spaces, traveling 5. The Taishō period: Urbanization, westernization, new forms of entertainment 6. Mid-term test 7. After the World War II: From the occupation into the tumultuous 60s 8. The affluent 70s: The arrival of kawaii culture 9. Many faces of 'kyara' 10. A brief history of Japanese TV 11. Idols, celebrities, and promotional agencies: Tarento 12. Idols, celebrities, and promotional agencies: Idols 13. Proliferation of otaku hobbies at the turn of the century 14. Final test 15. Review of test results and closing notes</p> <p>(講義構成は変更することがあります) (the lecture content may be subject to change)</p>
<p>成績評価方法</p>	<p>成績評価は、次の方法と割合で行う: 出席(20%)、課題(35%)、中間と期末テスト(35%)、および授業への貢献を加味する(10%)。</p>
<p>Grading Plan (成績評価方法)</p>	<p>Attendance – 20%, assignments – 35%, tests – 35%, work in class – 10% If you have to be absent from class, you must notify the lecturer in advance.</p>
<p>教科書および参考書</p>	<p>必要な適宜資料を配布する。 No textbook will be required as readings will be provided by the instructor.</p>
<p>授業時間外学修</p>	<p>Students are required to read the materials provided to them by the lecturer and complete corresponding assignments before class. Students are also encouraged to actively draw examples and cases from their own experience of popular culture within and outside Japan.</p>
<p>実務・実践的授業 /Practical business ※○は、実務・実践的授業であることを示す。 /Note: "○" Indicates the practical business</p>	
<p>その他</p>	<p>If you have any questions regarding the course, feel free to contact me via the following email: olga.s.kopilova@gmail.com You can also find me in my office on Mon.~Fri. 8:30 am-17.30 pm.</p>
<p>更新日付</p>	
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