

シラバス参照

科目名	日本語・日本文化論各論 I
科目名/Subject	Studies of Japanese Culture(Special Lecture)I
曜日・講時	前期 木曜日 4講時
単位数	2
担当教員/Instructor	KOPYLOVA OLGA
セメスター	5
科目ナンバリング	LHM-OHU308E
使用言語	英語
メディア授業科目 /Media Class Subjects	
主要授業科目 /Essential Subjects	日本語・日本文化論各論 I

授業題目	日本文化論各論I
Course Title (授業題目)	Studies of Japanese Popular Culture (Special Lecture)I
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。
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 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 factors and powers involved 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.
学習の 到達目標	——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。 ——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。 ——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。
Learning Goals (学習の到達目標)	By the end of the course, students should be able to: 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 worldwide trends in popular culture.
授業内容・ 方法と 進捗予定	The course will be conducted in English, however supplementary reading may include materials in Japanese. 1. Introduction: Defining popular culture 2. Proto-popular culture in Edo period I: Life and entertainment in cities and in the countryside 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. Proto-popular culture in Edo period IV: Yōkai and hayarigami 6. Yōkai in the 20th century: from documented folklore to urban legends 7. The Taishō period I: Urbanization, westernization, new media 8. The Taishō period II: Entertainment in print, shōjo culture, and Takarazuka Revue 9. The Taishō period III: Early Japanese cinema; media and censorship 10. WWII aftermath: Japan during and after the occupation 11. The tumultuous 60s and new forms of entertainment 12. The affluent 70s: The arrival of kawaii culture 13. Many faces of 'kyara': yurukyara 14. Early history of game centers and video games in Japan 15. Mass media and scandal in Japan (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>Class Schedule and Activities (授業内容・方法と進捗予定)</p>	<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: Defining popular culture 2. Proto-popular culture in Edo period I: Life and entertainment in cities and in the countryside 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. Proto-popular culture in Edo period IV: Yōkai and hayarigami 6. Yōkai in the 20th century: from documented folklore to urban legends 7. The Taishō period I: Urbanization, westernization, new media 8. The Taishō period II: Entertainment in print, shōjo culture, and Takarazuka Revue 9. The Taishō period III: Early Japanese cinema; media and censorship 10. WWII aftermath: Japan during and after the occupation 11. The tumultuous 60s and new forms of entertainment 12. The affluent 70s: The arrival of kawaii culture 13. Many faces of 'kyara': yurukyara 14. Early history of game centers and video games in Japan 15. Mass media and scandal in Japan <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(70%)、および授業への貢献を加味する(10%) 課題は重要! 出席=1、遠隔での参加(特別の理由がない限り)=0.5</p>
<p>Grading Plan (成績評価方法)</p>	<p>Attendance – 20%, work in class – 10%, assignments – 70% ASSIGNMENTS ARE VERY IMPORTANT! If you have to be absent from class, you must notify the lecturer in advance. Presence in class=1, participating online (without special reason)=0.5</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>授業時間外学習</p>	<p>The course will be conducted in English. 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 in Japan and overseas.</p> <p>If you have any questions regarding the course, feel free to contact me via the following email: kopylova.olga.d4@tohoku.ac.jp You can also find me in my office (building C13, 827) on Mon.~Fri. 8:30 am–17.30 pm.</p> <p>私の主な連絡先: kopylova.olga.d4@tohoku.ac.jp</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>使用言語は__英語__です。</p>
<p>更新日付</p>	

1単位の授業科目は、45時間の学修を必要とする内容をもって構成することを標準としています。1単位の修得に必要な学修時間の目安は、「講義・演習」については15～30時間に授業および授業時間外学修(予習・復習など)30～15時間、「実験・実習及び実技」については30～45時間の授業および授業時間外学修(予習・復習など)15～0時間です。

One-credit courses require 45 hours of study. In lecture and exercise-based classes, one credit consists of 15–30 hours of class time and 30–15 hours of preparation and review outside of class. In laboratory, practical skill classes, one credit consists of 30–45 hours of class time and 15–0 hours of preparation and review outside of class.