semester 5 OF Credits  Notice Withort  NOPYLOVA OLGA  Language Used The course will be conducted in English.  Was 5 objects  The Claba Culture: Media, Industries, and Fandow 2  This course demonstrates how popular cutture in Japan mixes with a more sliche fair (tablet) culture and vice versa.  This course demonstrates how popular cutture in Japan mixes with a more sliche fair (tablet) culture and vice versa.  This course demonstrates how popular cutture in Japan mixes with a more sliche fair (tablet) culture and vice versa.  This course demonstrates how popular cutture in Japan mixes with a more sliche fair (tablet) culture and vice versa.  This course demonstrates how popular cutture in Japan mixes with a more sliche fair (tablet) culture and vice versa.  This course demonstrates how popular cutture in Japan mixes with a more sliche fair (tablet) culture and vice versa.  This course demonstrates how popular cutture in Japan mixes with a more sliche fair (tablet) culture and vice versa.  This course demonstrates how popular cutture in Japan mixes with a more sliche fair (tablet) culture and vice versa.  This course demonstrate his mixes and production in Japan, the mixes and the mixes and their most dedictated consumers, on the one hand, and be able to discover now lines of inquiry potentially applicable in their postadute research, on the other hand.  2) The expoint male made as associated with Japanese trabs unariest, their history, specifics of their production, distribution and consumption, as well as their relations with other media.  2) Recognize key concepts of the oblace cutture and general trends in fain consumption in Japan, but also find analogues and parallels in other countries where possible; use this undestrained of the specific and the common to discern worldwide trends in possible; well as the common to discern worldwide trends in possible; well as the common to discern worldwide with tapen and the specific possible; well as the former and the latter.  1) Consume and evaluate works of Japaneses	Subject	Introduction to Humanities and Social Science	ces		
Sourse Number  LHM ORU3111	Timetable	Fri.3Period			
Course Number  LHM-OHU3111  Language Used  The course will be conducted in English.  Main Subjects  O  The Otake Culture: Media, Industries, and Fandom ⊕  This course demonstrates how popular culture in Japan mixes with a more niche fan (cibilu) culture and vice versa, it describes spicial fan practices and values and proceeds to demonstrate how creative industries for instance, TV in the course Otherches spicial fan practices and values and proceeds to demonstrate how creative industries for instance, TV in the course Synapsis  Source Otherches and course of the course, students will get an opportunity to consider multiple phenomens that distinguish cultural production in Japan, from exome midia and their most dedicated consumers, on the one hand, all be able to discover new lines of linguity potentially applicable in their postgraduate research, on the other hand.  By the one of it the course, students should be able to:  11 Describe major media associated with Japanese obelu market, their history, specifics of their production, distribution and consumption, as well as heir relations with other media.  21 Recognitize key concepts of the citake culture and general transit in fan consumption in Japan; but also find analogous and parallels in other cours the whore heads.  22 Recognitize key concepts of the citake culture and general transit in fan consumption in Japan; but also find analogous wide trends in popular culture.  33 Consume and evaluate works of Japanese popular culture from multiple standpoints, addressing both form and contrast and taking into account factors that might have shaped the former and the latter.  4 Course industriations introduction popular media and obstance and transmedia franchises  5. Presentations. Introduction your favourities and transmedia franchises  6. Idols, celebrities, and promotional agencies I: Transnot  7. Idols, celebrities, and promotional agencies I: It farento  1. Idols in the process of the presentation of the presentation of the presentation industry to be proble	Semester	6	Credit(s)	2Credits	
Sourse Title  The Otaku Culture: Media, Industries, and Fandern ②  This course demonstrates how popular culture in Japan mixes with a more niche fan (tatiku) culture and vice versa. It dissectives yogical fram practices and values and praceeds to demonstrate how creative industries (for instance, TV producers, publishers, or creative workers) interact vith consumers (especially fans) and how different types of IP are disseminated and used. Through this course, students will gain an opportunity to consider multiple phenomena that distinguish cultural production in Japan, from economic conditions that influence creative industries, to consumption patterns and fan activities, to strytelling techniques, to the specificity of various emotics, to depend a shall be discover new lines of inquiry potentially guides to the vice production, on the other hand, and be abit to discover new lines of inquiry potentially supplied to in their production, of the other hand consumption, as well as their relations with other media.  2) Recaptal keep yearches for the enable culture and general trends in fan consumption in Japan; but also find analogues and parallels in other countries where possible; use this understanding of the specific and the common to discorn world-wide trends in popular culture.  3) Consume and evaluate works of Japanese popular culture from multiple standpoints, addressing both form and content and tabling into account factors that might have shaped the former and the latter.  1. Course introducing oppular media and otakus markets.  2. What is media mai? Crastine indications and transmedia franchises and the common to discorn world-wide trends in popular culture from multiple standpoints, addressing both form and content and tabling into account factors that might have shaped the former and the latter.  2. What is media might crastine indicates and transmedia franchises.  3. A brief history of Japanese video games because the former classes and contents and transmedia franchises.  3. Korau and successing the	Instructor	KOPYLOVA OLGA			
The Otaku Culture: Media, Industries, and Fandom ②  This course demonstrates how popular culture in Japan mixes with a more niche fan (staku) culture and vice versa. It describes bytical for naticles and values and proceeds to demonstrate how creative industries (for instance, TV producers, publishers, or creative workers) interact with consumers (especially fans) and how different types of IP and dissuminated and used. Through this course, subtents will stain an opportunity to consider multiple-more may a dissuminated and used. Through this course, subtents will stain an opportunity to consider multiple-more than a constraint of the course of multiple production in Japan, from economic conditions that influence creative industries, to consumption patterns and no activities, to subsystelling clearly explication in production, and be able to discover new lines of inquiry potentially applicable in their prostgraduate research, on the other hand.  Sy the and of the course, students should be able to:  1 Describe more made associated with Japanese obtain marked, their history, specifics of their production, distribution and consumption, as well as their relations with other media.  2 Recognize key concepts of the orabic culture and general trends in fan consumption in Japan; but also find analogues and parallels in other countries where possible; use this understanding of the specific and the common to discern world-wide trends in popular culture.  3 Consume and evaluate works of Japanese popular culture from multiple standpoints, addressing both form and content and taking into account factors that might have shaped the former and the latter.  1. Course introduction; popular media and otaku markets 2. What is media mark? Creative industries and trisnended franchises 3. A first history of Japanese value parallels in work of the special culture. 3. Consume and evaluate works of Japanese popular culture and trisnended franchises 4. Presented in the program screenings in Turnduction; your finourite franchises. 5. Indi	Course Number	LHM-OHU311J	Language Used	The course will be conducted in English.	
This coursed demonstrates how popular culture in Japan mixes with a more niche fan (ataku) culture and vice versa. It describes typical fan practices and values and proceeds to demonstrate how creative industries for instance, TV producery, publishers, or creative workery; interact with consumer (sepecially fance) and how differency so IT are disseminated and used. Through this course, students will gain an opportunity to consider multiple phenomen that distinguish cultural production in Japan, from economic conditions that influence receiver industries, be consumption patterns and fan activities, to storyfelling techniques, to the epecificity of various media. Students will develop a more nanced understanding of various entertainment media and their most delicated consumers, on the enal, and be able to citizen and consumption, as well as their relations with their media.  By the end of the course, students should be able to:  1) Describe major media associated with Japanese rateu market, their history, specifics of their production, distribution and consumption, as well as their relations with other media.  2) Recognite key concepts of the otaku culture and general trends in fan consumption in Japan, but also find analogues and parallelis in other countries where possible use this understanding of the septic final the common of discern world-wide trends in popular culture.  3) Consume and evaluate works of Japanese popular culture from multiple standpoints, addressing both form and content and taking into account factors that might have shaped the former and the latter.  1) Course introduction popular media and obtain markets  2) A birth history of Japanese video games  3) A development of the country and the latter.  2) Consume and evaluate works of Japanese popular culture from multiple standpoints, addressing both form and content and taking into account factors that might have shaped the former and the latter.  2) Consume and evaluate works of Japanese popular culture and fanchines.  3) Presentations Intr	Course of Media Class		Main Subjects	0	
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2. What is media mix? Creative industries and transmedia franchises 3. A brief history of Japanese video games 4. Adventure novels and video games 5. Presentations: Introducing your favourite franchises 6. Idols, celebrities, and promotional agencies I: Tarento 7. Idols, celebrities, and promotional agencies I: Idols 8. Korean waves in Japan 9. Asian TV Drama: Translations, localizations, remakes 10. Anime industry: How anime is made 11. Anime industry: How anime is made 12. Animated TV series screening: Shirobako (2014–15) 13. Manga industry: Who is involved in manga production? 14. TV program screening: Manben: Behind the Scenes of Manga with Urasawa Naoki (2015–23) 15. Manga industry in the 21 century (誘義病は主変更することがあります) (the lecture content may be subject to change)  ATTENDANCE (15%) Students absent for five or more classes may be disqualified from the course. If you must be absent from class, you must notify the lecturer in advance. Presence in class—1, participating online (without special reason)—0.5  ASSIGNMENTS (85%) Reading assignments (30%): reading assignments are based on publications by Japanese cultural critics and Western academics on Japanese popular culture and fandom.  Reaction papers (45%): You will write a reaction paper after some lectures, outlining your thoughts on the lecture content. The rubric for reaction papers will be provided separately.  Short presentation (10%): You will introduce favourite transmedia franchise. The guideline and rubric for the presentation will be provided separately.  extbooks and lecommended Readings  No textbook will be required as readings will be provided by the instructor.	Learning Goals	<ol> <li>Describe major media associated with Japanese otaku market, their history, specifics of their production, distribution and consumption, as well as their relations with other media.</li> <li>Recognize key concepts of the otaku culture and general trends in fan consumption in Japan; but also find analogues and parallels in other countries where possible; use this understanding of the specific and the common to discern worldwide trends in popular culture.</li> <li>Consume and evaluate works of Japanese popular culture from multiple standpoints, addressing both form and</li> </ol>			
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ractical business	Assignments	> revision of lecture contents based on slides (slides to be distributed after class) (<1 h) > reading and writing assignments (2-5 h) > reaction papers completed and submitted after the lecture or screening (1 h)			
	Practical business				

Other Remarks	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.
	私の主な連絡先: kopylova.olga.d4@tohoku.ac.jp

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.