The Present & Future Prospects of Japanese Pop Culture

College of Image Arts and Sciences

Summer Program 2016

Date: July 26, 2016 - August 6, 2016
This course overviews the birth, the present and the future prospects for Japanese pop culture. It focuses in particular on those elements of Japanese pop culture that have had a substantial influence globally: manga, anime, computer games, and the character business. The course will look at the uniqueness of the culture and its impact on the world while also studying the connections with traditional Japanese culture as well as Japanese culture more broadly speaking.

2016 Japanese Pop Culture – Taught in English, 90 Mins Each, Subject to Change

1. Field Trip/ Kyoto International Manga Museum
2. Field Trip/ Toyosato Elementary School -Japanese Anime and Contents Tourism
4. The Origin and development of Japanese Comic Industry
5. The development of Japanese Comic Industry
6. Development of Local Characters and Character Business
7. Local Characters and Their Development
8. The Origin of Monsters and Yokai
9. The Development of Japanese Heroes and Robot
10. Groups Project/ Utilizing Entertainment Products to Regional Economy Revitalization
11. The Origin and development of Video Game Industry
12. The Origin and Development of Japanese Heroes
13. The Origin and Development of Japanese VFX Entertainment(Monsters)
14. Group Presentation
15. Integration

Information: Cancellation: No refund will be given after fees are paid to Ritsumeikan University.
A minimum of 15 and maximum of 30 students can be accepted for this program.
rsjprwjp@st.ritsumei.ac.jp Fee:¥140,000. Hotel: T.B.A.
http://www.ritsumei.ac.jp/eng/html/admissions/