Course Syllabus

Japanese Pop Culture Represented in Anime and Manga 7.5 Credits*, First Cycle

Learning Outcomes

On successful completion of the course, students will be able to:

- describe the development of Japanese popular culture since WWII
- demonstrate basic knowledge of the cultural and economic conditions for the Japanese manga and anime industry
- identify different forms of expression and narrative in the historical development of Japanese manga and anime genres
- discuss the history and background of how Japanese manga and anime have been exported abroad.

Course Content

The course covers various aspects of Japanese manga and anime as a part of Japanese popular culture.

After a brief overview of the development of Japanese popular culture since the Second World War up to the present-day, the formation of the Japanese market of manga and anime will be examined, as well as the development of these and related genres. Otaku culture and similar phenomena will also be studied, at the same time as some concepts and theories related to the field are introduced. The exportation of, and acceptance outside Japan for, such cultural expressions in various forms will also be discussed.

Assessment

Examination takes place through assessment of the students' performance in the seminars, written assignments and a final essay.
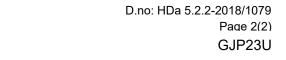
Forms of Study

The course consists of lectures and seminars. The main languages of instruction are English and Japanese.

Grades

The Swedish grades U–VG.

Prerequisites

General entry requirements and English 6. No knowledge of Swedish is required

* 1 Credit = 1 ECTS

Other Information
Replaces JP1051.

Subject:
Japanese

Group of Subjects:
Japanese

Disciplinary Domain:
Humanities, 100%

This course can be included in the following main field(s) of study:
1. Japanese

Progression Indicator within (each) main field of study:
1. G1N

Approved:
Approved 23 August 2018
Valid from 23 August 2018