Course Description Form

Course number and section: JPST 215 / CULT 205
Course Topic: Introduction to Contemporary Japan through Pop Culture
Credits: 3

Term: 1

Instructor: Nina Langton

Course Description (aim for no more than 80 – 100 words for your course description):

This course, taught in English, examines contemporary Japanese culture and society through topics in popular culture, including examinations of gender representations in the traditional and popular theatre; the role of nostalgia in the formation of popular culture; the affective nature of café culture; fandom; monsters in folklore and contemporary culture; youth culture both as a form of resistance and a model taken up by older generations as an imagined lifestyle. We will also look at Japan's recent influence on global pop culture, particularly in the genres of manga and anime, and in character merchandising.

Tentative Reading List: (Be as concise as possible with your reading list, but please also specify the genre of each required text. See sample below)
Daliot-Bul, Michal. 2014 "Play as a Formative Element of Culture." In License to Play: The Ludic in Japanese Culture, 15-48. Honolulu: University of Hawai'I Press.
Winge, Theresa. 2006. "Costuming the Imagination: Origins of Anime and Manga Cosplay."
Mechademia 1: 65-76.
Galbraith, Patrick W. 2013. Maid Cafés: The Affect of Fictional Characters in Akihabara, Japan.
Asian Anthropology 12 (2): 104-25.
Foster, Michael Dylan. 2009. Pandemonium and Parade: Japanese Monsters and the Culture of Yokai.
Berkeley: University of California Press.
Drummond-Mathews, Angela. 2010. "What Boys Will Be: A Study of Shonen Manga." In Manga: An Anthology of Global and Cultural Perspectives. Edited by Toni Johnson-Woods, 62-76. New York, NY: Continuum.
Benson, Anya. 2015. "The Utopia of Suburbia: The Unchanging Past and Limitless Future in Doraemon."
Japan Forum 27 (2): 235-256.
Orbaugh, Sharalyn. 2002. "Sex and the Single Cyborg: Japanese Popular Culture Experiments in Subjectivity. Science Fiction Studies 29 (3): 436-452.
McVeigh, Brian J. 2000. "How Hello Kitty Commodifies the Cute, Cool and Camp: 'Consumutopia' versus 'Control' in Japan." Journal of Material Culture 5 (2): 225-245.
Steinberg, Marc. 2009. "Anytime, Anywhere: Tetsuwan Atomu Stickers and the Emergence of Character Merchandizing. Theory, Culture & Society 26 (2-3): 113-138.
Daliot-Bul, Michal. 2009. "Japan Brand Strategy: The Taming of 'Cool Japan' and the

Challenges of Cultural Planning in a Postmodern Age." Social Science Japan Journal 12 (2): 247-66.

Other: