COURSE DETAIL

JAPANESE ANIMATION AND TV GAMES

Country
Japan

Host Institution
Keio University

Program(s)
Keio University

UCEAP Course Level
Upper Division

UCEAP Subject Area(s)
Asian Studies

UCEAP Course Number
114

UCEAP Course Suffix

UCEAP Official Title
JAPANESE ANIMATION AND TV GAMES

UCEAP Transcript Title
ANIMATION &TV GAMES

UCEAP Quarter Units
3.00

UCEAP Semester Units
2.00

Course Description

This course is taught in an omnibus format. Lectures and practical training will be provided on anime and video games.

This course features host directors and producers who work on the front lines of animation production as guest speakers. Video materials are utilized to learn the origins of Japan's unique animation.

Video games are now a major pillar of Japanese subculture. Thirty years have passed since the first video game, PONG, which started in the United States, achieved commercial success. This course discusses the history of how American-born video games developed in Japan.
Next, it looks at the current scale and trends of Japan's game industry, including some of its challenge, as well as how games are made; what kind of tasks are involved; the development process, and different jobs in game development.

Language(s) of Instruction
Japanese

Host Institution Course Number
N/A

Host Institution Course Title
JAPANESE ANIMATION AND TV GAMES

Host Institution Campus
Keio University

Host Institution Faculty

Host Institution Degree

Host Institution Department
Center for Japanese Studies

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