

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 CULTURAL STUDIES 7B: JAPANESE ANIMATION AND TV GAME

Host Institution Course Details

<https://gslbs.keio.jp/pub-syllabus/detail?ttblyr=2024&entno=19882&lang=en>

Host Institution Campus

Keio University

Host Institution Faculty

Host Institution Degree

Host Institution Department

Center for Japanese Studies

Course Last Reviewed

2023-2024

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