

HUM 162: JAPANESE CULTURE THROUGH ANIME AND MANGA

Citrus College Course Outline of Record

| Heading | Value |
|-------------------------------|---|
| Effective Term: | Fall 2024 |
| Credits: | 3 |
| Total Contact Hours: | 54 |
| Lecture Hours : | 54 |
| Lab Hours: | 0 |
| Hours Arranged: | 0 |
| Outside of Class Hours: | 108 |
| Total Student Learning Hours: | 162 |
| Strongly Recommended: | ENGL 101. |
| District General Education: | C2. Humanities, D1. History and Political Science |
| Transferable to CSU: | Yes |
| Transferable to UC: | Yes - Proposed |
| Grading Method: | Standard Letter, Pass/No Pass |

Catalog Course Description

This course provides a glimpse into Japanese culture through an investigation of select themes in anime (“Japanese animation”) and/or manga (printed cartoons and graphic novels). Some prominent issues discussed include (1) post-war national trauma and the making of modern Japan, (2) history as a tool in identity formation, and (3) socio-cultural issues in contemporary Japanese society. No knowledge of Japanese language or culture is necessary, and classes are conducted fully in English. 54 lecture hours.

Course Objectives

- Identify major events and works in the development of Japanese animation (anime) and printed cartoons novels (manga) and relate them to the respective times in Japanese history.
- Identify, analyze, and explain Japanese cultural elements found in anime and manga.
- Analyze similarities and differences between Japanese and Western comic art forms and demonstrate how they are related to respective cultural values.
- Evaluate key anime works and demonstrate their influence on popular culture in Japan and abroad.
- Explain how anime or manga work reflects, impacts, or challenges Japanese ideology and culture.

Major Course Content

1. Introduction to Japan and Manga/Anime
 - a. Japanese literary sources (e.g. fables)
 - b.

Mythology (e.g. the creation of the Earth)

- c. Origins and development of manga and anime in Japanese history
- d. Types of manga and anime (e.g. children’s, sport-themes, and relationship themes)
- e. Notable themes found in anime and manga

2. Manga/Anime and Japanese Society

- a. Japanese cultural literacy for anime and manga appreciation
- b. Japanese spirituality as it relates to anime and manga (e.g. shamanism)
- c. Manga and the tradition of comedy in Japan and abroad
- d. Japanese Societal issues (e.g. death by overwork and school bullying)
- e. Challenges to Japanese ideology

3. Manga/Anime Influence and International Comparison

- a. Artistic aspects of cartooning in Japan and in the West (e.g. Marvel vs. manga)
- b. Anime and manga industries in Japan and in the West
- c. Global reception and interpretation of anime and manga
- d. Influence of anime and manga in Japan and abroad (e.g. influence on music, media, films, popular culture, and fashion)
- e. Universal and intercultural themes of anime and manga (e.g. galaxy wars, European folklore)
- f. Technological aspects in Japan and in the West (e.g. hand-drawn vs. computer graphics)
- g.

Fan culture (e.g. online groups, expos, cosplay, meetups, and otaku culture)

Examples of Required Writing Assignments

Students will write weekly reports demonstrating their synthesis of experience and course material. They will be responsible for a final paper that conforms to the guidelines for a formal essay. This will be included in their final presentation.

Examples of Outside Assignments

Students will write papers that utilize the assigned course readings and their experience in Japanese museums and heritage sites to demonstrate their understanding of Japanese culture.

Instruction Type(s)

Lecture, Online Education Lecture

IGETC Area 3: Arts and Humanities

3B. Humanities

IGETC Area 4: Social and Behavioral Sciences

4. Social and Behavioral Sciences