

View Syllabus Information

Course Information				
Year	2019		School	School of International Liberal Studies
Course Title	Anime:Art and Industry 51			
Instructor	HARTZHEIM, Bryan Hikari			
Term/Day/Period	fall semester 01:Wed.3/02:Wed.4			
Category	Advanced Subjects	Eligible Year	3rd year and above	Credits 4
Classroom	01:3-502/02:3-502	Campus	waseda	
Course Key	210EX46000	Course Class Code	51	
Main Language	English			
Course Code	ARTF30ZL			
First Academic disciplines	Art Studies			
Second Academic disciplines	Film Studies			
Third Academic disciplines	Introduction			
Level	Advanced, practical and specialized	Types of lesson	Lecture	

Syllabus Information		Latest Update : 2019/08/06 09:44:30
Subtitle	Style and Production in Japanese Animation	
Course Outline	<p>This course will examine the history of Japanese film and television animation, or what the English-speaking world refers to as “anime.” Unlike most courses on the subject, we will proceed chronologically through Japanese animation history in order to see how the industry, culture, and various styles of Japanese animation developed and crystallized, particularly in the post-war era. While we will watch a range of animated works, we will also discuss them from a variety of angles and contexts germane to the particular work at hand. Topics will reflect the course’s emphasis, examining anime as expressive of particular artistic merit and themes relating to the various components of the animated medium, as well as key industrial concerns relating to the business and management of animation in the Japanese contents industries. Students will analyze key animated works and also have the opportunity to conduct “fieldwork” on a specific site around the Kanto area related to anime fan cultures.</p>	
Objectives	<ul style="list-style-type: none"> -Watch a survey of animated short films, feature-length films, and television episodes from the pre-war era to the present day and develop an understanding of their historical progression -Engage and discuss a variety of animated works and critical approaches to studying animation and media more generally -Write a research paper analyzing specific films and television episodes, addressing the perspectives discussed in class OR -Visit a site specific to anime culture around the Kanto area and report on your experience; a specific lists of sites and instructions will be distributed in class 	
before/after course of study	Some familiarity with Japanese animated film and television will prove helpful to reference during discussions, though no deep knowledge is required. All films featured in class, save for a few shorts, will screen with English subtitles.	
Course Schedule	<p>1: Vol. 1 Introduction Discussion of what is anime and expectations for the course</p> <p>2: Vol. 2 Screening Crayon Shinchan: The Storm Calls: The Adult Empire Strikes Back! (クレヨンしんちゃん: 嵐を呼ぶモーレツ! 大人帝国の逆襲!, 2001)</p> <p>3: Vol. 3 Screening Select clips of prewar animation and kirigami (1920s and 30s)</p> <p>4: Vol. 4 Origins Pre-war animation and technologies</p> <p>5: Vol. 5 Screening Momotaro’s Sacred Sailors (桃太郎 海の新兵, 1945)</p> <p>6: Vol. 6 Wartime Wartime propaganda and full-animation technique</p> <p>7: Vol. 7 Screening Legend of the White Serpent (白蛇伝, 1958)</p> <p>8: Vol. 8 Disney of the East Toei Animation and the feature-length film</p> <p>9: Vol. 9 Screening Select episodes of early television animation (1960s)</p> <p>10: Vol.10 The Brown Screen Tezuka Osamu and the legacy of Mushi Productions</p> <p>11: Vol.11 Screening Horus, Prince of the Sun (太陽の王子 ホルスの大冒険, 1968)</p>	

	<p>12: Vol.12 Labor Issues The Toei Strike and the end of Toei Doga</p> <p>13: Vol.13 Midterm Exam and Screening Select episodes from 1970s television animation</p> <p>14: Vol.14 The First Boom The emergence of the otaku and girls' audience</p> <p>15: Vol.15 Screening Porco Rosso (紅の豚, 1992)</p> <p>16: Vol.16 Studio Ghibli Full-limited animation and the culmination of the Otsuka school</p> <p>17: Vol.17 Screening AKIRA (1988)</p> <p>18: Vol.18 Neo-Tokyo Apocalypse and the new realism</p> <p>19: Vol.19 Screening Episodes from Gunbuster (1988)</p> <p>20: Vol.20 Mecha Robots Sunrise, Nue/Satellite, Gainax, and the era of otaku creators</p> <p>21: Vol.21 Screening Episodes from Magical DoReMi Dokkan (2002), Smile Precure! (2012) and Madoka Magica (2011)</p> <p>22: Vol.22 Magical Girls Selling girlhood, sexuality, and transformation</p> <p>23: Vol.23 Screening Perfect Blue (1999) or Tokyo Godfathers (2003)</p> <p>24: Vol.24 Global Flows Computer animation and the maturation of the otaku market</p> <p>25: Vol.25 Screening Mind Game (2004)</p> <p>26: Vol.26 Digital Anime Digital and alternative animation platforms</p> <p>27: Vol.27 Screening Liz and the Blue Bird (2018)</p> <p>28: Vol.28 Everyday Life Kyoto Animation and kei-anime</p> <p>29: Vol.29 Final Exam Comprehensive final exam</p> <p>30: Vol.30 Academic Anime Festa Optional (video essays on a key animated work from Japan)</p>										
Textbooks	Rayna Denison. <i>Anime: A Critical Introduction</i> (New York: McGraw-Hill, 2015). ISBN: 978-0071791526										
Reference	<p>Hiroki Azuma. <i>Otaku: Japan's Database Animals</i> (Minneapolis: University of Minnesota Press, 2009).</p> <p>Ian Condry. <i>The Soul of Anime: Collaborative Creativity and Japan's Media Success Story</i> (Durham, NC: Duke University Press, 2013).</p> <p>Jonathan Clements. <i>Anime: A History</i> (London: BFI, 2013).</p> <p>Marc Steinberg. <i>Anime's Media Mix: Franchising Toys and Characters in Japan</i> (Minneapolis: University of Minnesota Press, 2012).</p> <p>Mizuko Ito, Daisuke Okabe, and Izumi Tsuji, eds. <i>Fandom Unbound: Otaku Culture in a Connected World</i> (New Haven: Yale, 2012).</p> <p>Susan Napier. <i>Anime from Akira to Howl's Moving Castle: Experiencing Contemporary Japanese Animation</i> (New York: St. Martin's Griffin, 2005).</p> <p>Thomas Lamarre. <i>The Anime Machine: A Media Theory of Animation</i> (Minneapolis, MN: University of Minnesota Press, 2009).</p>										
Evaluation	<table border="1"> <thead> <tr> <th>Rate</th> <th>Evaluation Criteria</th> </tr> </thead> <tbody> <tr> <td>Exam: 55%</td> <td>Midterm Exam (25% - week 7) Final Exam (30% - week 15)</td> </tr> <tr> <td>Papers: 30%</td> <td>Research paper on an animated work OR Field report on an anime cultural site (due week 12)</td> </tr> <tr> <td>Class Participation: 15%</td> <td>Active participation and attendance in class</td> </tr> <tr> <td>Others: 0%</td> <td>OPTIONAL: Three-minute video essay on a single Japanese animated work (due week 14)</td> </tr> </tbody> </table>	Rate	Evaluation Criteria	Exam: 55%	Midterm Exam (25% - week 7) Final Exam (30% - week 15)	Papers: 30%	Research paper on an animated work OR Field report on an anime cultural site (due week 12)	Class Participation: 15%	Active participation and attendance in class	Others: 0%	OPTIONAL: Three-minute video essay on a single Japanese animated work (due week 14)
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