

RITSUMEIKAN

Prepare documents

www.ritsumei.ac.jp

Accommodation

Ritsumeikan University will arrange your lodging during the program period. Housing fee is not included.

Certificate / Credit Transfer

Students willing to transfer their credits earned during the exchange program at Ritsumeikan University must consult with their academic advisor at International Office of their home university beforehand in order to avoid trouble in transferring the credits. Accreditation is generally regulated under the regulations of the home university.

Buddy

Ritsumeikan students play a great part in this program through their roles as volunteer buddies. Buddies will introduce participants to life on campus as well as provide assistance with daily life in Japan outside of class. They will also join participants on street field excursions for Japan Studies classes and also participate in the Japanese language classes as teaching assistants. By spending time with the buddies, participants can practice everyday conversation and at the same time make friends, both of which are highlights of the program.

Visa Support

Participants are responsible for contacting the Japanese embassy or consulate in their home country directly to determine if they are required to apply for a visa in advance. If it is determined that you need to obtain a visa, please notify the International Center.

Medical Service Center

The Medical Service Center offers medical assistance to students with health concerns. Consultations are available in English during certain times of the day.

Ritsumeikan Pop

Mail to: Ritsumeikan University
International Center
Attn: Pop Culture
56-1 Toji-in Kitamachi, Kita-ku
Kyoto, Japan 603-8346

rsjprwjp@st.ritsumei.ac.jp
Tel +81-75-465-8230



TOP

2017 Summer Pop Culture

2 Weeks Intensive, Non Degree seeking

Overview

This course overviews the birth, the present and the future prospects for Japanese pop culture. It focuses on those elements of Japanese pop culture that have had a substantial influence globally: manga, anime, computer games, and the character business.

The course will look at the uniqueness of the culture and its impact on the world while also studying the connections with traditional Japanese culture as well as Japanese culture more broadly speaking.

Pop Culture Theme 90 min each x 15, taught in English

- (1) Field Trip: Kyoto International Manga Museum-Characteristics of Japanese manga and the outlook for it. Boys magazines, book-borrowing culture, manga magazine, wide variety of genres
- (2) Field Trip: FUSHIMI INARI Shrine-Japanese anime and Contents tourism. Digital animation, 'slice of life' anime, contents tourism
- (3) Globalization of Japanese Pop-culture
- (4) The Origin of Japanese Comic Industry
- (5) The development of Japanese Comic Industry
- (6) Development of Local Characters and Character Business-1
- (7) Development of Local Characters and Character Business-2
- (8) Group Discussion
- (9) The Origin and Development of Japanese VFX Entertainment(Monsters)
- (10) Groups Project One: Utilizing Entertainment Products to Regional Economy Revitalization
- (11) Development of Anime Industry
- (12) Origin of Anime Industry
- (13) The Origin of Video Game Industry Development of Video Game Industry
- (14) Emergence and Development of Kawaii
- (15) Integration

Scenes of Japan Studies



Program Sample Schedule

Subject to change

2017	Monday	Tuesday	Wednesday	Thursday	Friday	Sat	Sun
1st week	July 24 Orientation Campus Tour Welcome Lunch Kinkakuji Temple	July 25 Pop Language① Pop Language② Pop Language③ Maiko & Geiko	July 26 Pop Language④ Pop Language⑤ Pop Language⑥ Food Sample	July 27 Pop Language⑦ Pop Language⑧ Pop Language⑨ Nijojo Castle	July 28 Pop Language⑩ Pop Language⑪ Pop Language⑫	July 29 Off	July 30 Off
2nd week	July 31 Pop Culture① Pop Culture② Pop Culture③	Aug 01 Pop Culture④ Pop Culture⑤ Pop Culture⑥	Aug 02 Pop Culture⑦ Pop Culture⑧ Pop Culture⑨	Aug 03 Pop Culture⑩ Pop Culture⑪ Pop Culture⑫	Aug 04 Pop Culture⑬ Pop Culture⑭ Pop Culture⑮ Completion Certificate	Aug 05	

Japan Studies

Japan studies classes are held four times during the program. In addition to the lectures on Japanese Culture held in the Pop Culture and Pop Language classes, participants are given the opportunity to take part in fieldwork excursions and also receive special lectures pertaining to Japanese culture and historical places from masters or experts who are well respected in their field in order to reinforce what they have learnt.

Pop Language

Twelve Pop Language classes will be offered during the program. Those students who have no previous Japanese language study are welcome. In this class, students will learn how to read Japanese in their MANGA comics, Anime, Video games and other interesting sub-cultures. No previous study is necessary and beginners are welcome! Why don't you come and enjoy Japanese Pop Culture in its original language?



Schedule 2017

Application period	April 1 May 24
Payment Due	June 8
Check In	July 23
Program Starts	July 24
Orientation	July 24
Welcome Lunch	July 24
Culture Study	July 24
Pop Language	July 25
Pop Lectures	July 31
Program Ends	August 4
Check Out	August 5

Visa
Wi-Fi
Library