EXPERIENCE JAPANESE GAMING CULTURE FIRST-HAND – FROM ITS HISTORY TO MODERN GAME CENTRES.

JUNE 24 – JULY 5, 2013
Ritsumeikan University (Kinugasa Campus), Kyoto City, Japan

SPECIAL TOPICS IN INTERDISCIPLINARY STUDIES
INT D 225 LEC 950

INSTRUCTOR
DR GEOFFREY ROCKWELL

The Japanese video game industry is one of the most creative in the world. Global companies like Nintendo and Sony produce high quality and popular video games, as well as the console gaming platforms and hand-held gaming devices used to play them. Supporting this industry is an active fan game culture in Japan. In this course, we will look at Japanese game culture from a number of perspectives. We look at the history of video games, the spaces of games and “otaku” culture and we will examine the close connections between Japanese manga, anime and video games. The course will include taking field trips to Japanese game centres [arcades] in Kyoto, to Nipponbashi in Osaka and Akihabara in Tokyo.

ACCOMMODATION & TRAVEL
Accommodations will be arranged by the Japan Centre in suite-style accommodations.

ANTICIPATED COSTS
Standard University of Alberta tuition and fees apply. Additional costs including airfare, meals, accommodations and excursions are estimated to be $3,500.

DEADLINES
Application: February 8, 2013
$500 deposit: March 4, 2013

INFORMATION SESSION
March 11, 2013

FOR MORE INFORMATION
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