

Course Number	Course Title Japanese pastimes – History and their effect on society	Credits 2	Instructor (s) Douglas Gloag
Keywords	Gaming, Gambling, History, Pastime		
Course Description (including Goal and Objectives)	A comparative look at some interests Japanese follow after they finish their 9-5. The course will cover the histories of various pastimes popular in Japan, paying special attention to the gaming and gambling side of Japanese entertainment. There will be a hands-on approach to the final part of each week and classes will be made as interactive as possible.		
Course Schedule	1	General overview + key words	
	2	Legal / Illegal gambling	
	3	Karuta	
	4	Igo	
	5	Your favorite pastimes – Presentation 1	
	6	Shogi	
	7	Dice / Card games	
	8	Hanafuda	
	9	Mah Jong 1 Basics	
	10	Mah Jong 2 Some extra rules	
	11	Mah Jong 3 Let's play	
	12	Japanese board gaming – History / Love letter tournament	
	13	Japanese board gaming – Presentation 2	
	14	Final presentation 3a	
	15	Final presentation 3b	
Textbook (s)	N/A. All course materials will be provided.		
Reference (s)	Various including a Japanese language resource called, “Mangajin”.		
Grading Method	<input type="checkbox"/> Final Exam	or	<input checked="" type="checkbox"/> Final Report
	Presentation		25%
	Active Participation		25%
			50%
Message to Students	This is a very practical, hands-on learning course so weekly participation is expected. Exchange of viewpoints is positively encouraged.		
Contacts	E-mail: gloagd@kdw.kj.yamagata-u.ac.jp Office Hour: Monday 08:50 – 10:30 Office Telephone: 023-628-4483		