

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	
		2	Karuta	
		3	Igo	
		4	Shogi	
		5	Presentation preparation	
		6	Presentations – Your favorite pastimes	
		7	Hanafuda	
		8	Dice	
		9	Card games	
		10	Sumo / Yakyu / Legal / Illegal gambling / Pachinko	
		11	Mah Jong 1	
		12	Mah Jong 2	
		13	Japanese board gaming – History	
		14	Japanese board gaming – Modern examples	
		15	Final discussion and practical demonstrations	
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		25%
		Presentation		25%
		Active Participation		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: dougglug@gmail.com Office Hour: Monday 10:30 – 12:00 Office Telephone: 023-68-4483		