

<b>Course Number</b>	<b>Course Title</b> Japanese pastimes – History and their effect on society	<b>Credits</b> 2	<b>Instructor (s)</b> Douglas Gloag
<b>Keywords</b>	Gaming, Gambling, History, Pastime		
<b>Course Description (including Goal and Objectives)</b>	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.		
<b>Course Schedule</b>	1	General overview	
	2	Karuta	
	3	Igo	
	4	Shogi	
	5	Presentations – Your favorite pastimes	
	6	Hanafuda	
	7	Dice	
	8	Card games	
	9	Sumo / Yakyu / Legal / Illegal gambling / Pachinko	
	10	Mah Jong 1	
	11	Mah Jong 2	
	12	Japanese board gaming – History	
	13	Japanese board gaming – Modern examples	
	14	Japanese board gaming – Presentation	
	15	Final discussion and practical demonstrations	
<b>Textbook (s)</b>	N/A. All course materials will be provided.		
<b>Reference (s)</b>	Various including a Japanese language resource called, “Mangajin”.		
<b>Grading Method</b>	<input type="checkbox"/> Final Exam	or	<input checked="" type="checkbox"/> Final Report
	Presentation		25%
	Active Participation		50%
<b>Message to Students</b>	This is a very practical, hands-on learning course so weekly participation is expected. Exchange of viewpoints is positively encouraged.		
<b>Contacts</b>	E-mail: dougglug@gmail.com    Office Hour: Monday 08:50 – 10:30 Office Telephone: 023-68-4483		