

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
	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		