

<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 + 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	
<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		30%
			45%
<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: gloagd@kdw.kj.yamagata-u.ac.jp Office Hour: Monday 08:50 – 10:30      Office Telephone: 023-68-4483		