

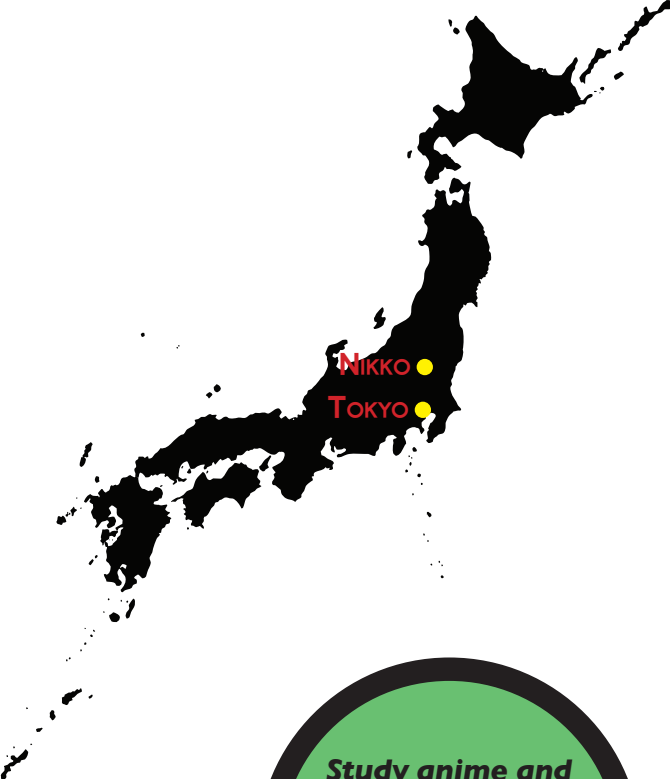


# 2012

**TRAVEL-STUDY PROGRAMS**



UCIRVINE | SUMMER SESSION



# Tokyo



## travel.

- Day trips to:
- Shibuya
  - Asakusa
  - Kamakura
  - Ghibli Museum
  - Nikko
  - Odaiba

## study.

- All students will enroll in both 4.0 quarter unit courses (8.0 units total)
- Courses taught at JIKEI's Tokyo Film Center in state-of-the-art classroom facilities

## live.

- Double room with private bathroom at a 3-star hotel near campus
- Daily breakfast at the hotel
- Internet access in your hotel room
- Welcome and Farewell dinners

## HIGHLIGHTS

- Open to students in good academic standing
- Open to all majors
- All courses taught by former UCI professor (now at Pomona College) Jonathan Hall, a renowned expert in anime, manga, and Japanese digital culture
- You'll be living within walking distance of campus



# travel.

## INCLUDED EXCURSIONS:

You will explore this major global city and surrounding areas with day-long excursions to:

**SHIBUYA:** This hot spot in Tokyo is one of Japan's fashion centers and a major nightlife area. Featuring the world's largest crosswalk (there are six crossing options, including diagonal crossings), Shibuya has more to offer than meets the eye. Just a 20-minute metro ride from Nishi-Kasai, Shibuya is popular for its entertainment and shopping areas. It is also one of the most colorful places in Tokyo with lights and billboards around every corner. *"Shibuya is like the New York City of Tokyo."* – former Travel-Study participant

**ASAKUSA:** Famous for the Senso-ji Buddhist temple. Enter through the Kaminari Gates and shop around the arcade area or grab a traditional Japanese snack. Asakusa gives you a glimpse into old Tokyo and its culture.

**KAMAKURA:** A city about 30 miles from Tokyo full of historical temples and shrines, and also home to the giant statue of Amida Buddha. Kamakura today is rather small, yet it is often described in history books as a former de facto capital of Japan as the seat of the Shogunate during the Kamakura Period.

**GHIBLI MUSEUM:** The museum's motto is *"let's become lost children together."* Featuring the Japanese anime work of Studio Ghibli and located in Mitaka, a western suburb of Tokyo, your visit will bring your coursework to life! *"It was really cool to see how Ghibli Studios started and the process it takes to create such detailed animation."* – Nelson G., 2010 participant

**NIKKO:** Most famous for Toshogu, Japan's most lavishly decorated shrine and the mausoleum of Tokugawa Ieyasu, the founder of the Tokugawa shogunate. Nikko had been a center of Shinto and Buddhist mountain worship before Toshogu was built in the 1600s.

**ODAIBA:** An island in Tokyo Bay across the Rainbow Bridge. *"A playground for all who want to shop, sight see, play video games, eat food, and to have a good time."* – Paul G., 2010 participant



Live in the  
megalopolis  
of the  
21st  
century.

### TOKYO: TOWARDS A DIGITAL CITY

Cross-listed course: choose Comparative Literature 142 (Fulfills UCI GE Requirement VIII), Anthropology 129, or Sociology 149 (4 units)

Following an historical survey of Tokyo as an early-modern city of networks and subcultures, this course maps its emergence as a 21st century global and digital megalopolis of 38 million people. We explore modern infrastructures of transportation and architecture, the emergence of Japan's "information society" in the mid-century, and Tokyo's life-form as a "metabolic city." Then, we interrogate the urban interface Tokyo provides for the digital and cybernetic cultures of the late 20th and early 21st centuries. Topics examined include mobile electronic culture, otaku subcultures, neo-Tokyo within sci-fi and anime imaginaries, contemporary art and social critique, and geographies of resistance. You will join a research group dedicated to the visual and digital mapping of one urban sub-center. Class fieldtrips include visits to the Edo-Tokyo Historical Museum, the InterCommunication Center, as well as working class and "unconnected" neighborhoods. Prerequisite (Comparative Literature 142): Satisfactory completion of lower division writing requirement. Instructor: Jonathan M. Hall, Assistant Professor, Department of Media Studies, Pomona College



# Japan starts

The digital culture of gaming and mobile electronics is visible throughout the Tokyo megalopolis of the 21st century. Travel to the source of anime and manga to experience the culture that gave rise to these art forms. Through coursework and excursions you will be immersed in the contemporary media scenes. Along the way you may also experience the Japan of old: ancient temples, contemplative gardens, and the elaborate costumes of the geishas.



### MANGA, ANIME, ART

Cross-listed course: choose Comparative Literature 141, East Asian Languages and Literatures 160 (Fulfills UCI GE Requirement VIII), Film and Media Studies 160 (Fulfills UCI GE Requirement VIII), or Sociology 159 (4 units)

Students will examine the history and practice of Japanese graphic and animated media, focusing specifically upon the postwar popularity of printed graphic narratives, manga, and the mid-century development of anime. We examine the work of graphic artists ranging from classic manga-writers Tezuka Osamu and Hayashi Seiichi to contemporary pop-artists Murakami Takashi and Takano Aya. We also look at major animators Oshii Mamoru, Satoshi Kon, and Miyazaki Hayao. By examining such artists as well as the major manga and anime serials from the 1950s through today – such as *Astro Boy*, *Mobile Suit Gundam*, *Galaxy Express 999*, *Serial Experiment Lain*, and *Neon Genesis Evangelion* – we get a glimpse into the shifting contexts of postwar Japan. Prerequisite (Comparative Literature 141): Satisfactory completion of lower division writing requirement. Instructor: Jonathan M. Hall, Assistant Professor, Department of Media Studies, Pomona College

