

Tentative Syllabus
ARTE401: Manga and Beyond:
Popular Culture in the Visual Art World
(Influences of Visual Pop-Culture in Art and Education)
 Fall 2019



(a postcard of *Power of Shoyo Manga* exhibition at Janet Turner Print Museum in 2005)

Instructor: Dr. Masami Toku

Class hours: a hybrid course of on-line (2 hours per week) and on-site (Monday, 5-6:50 PM at Arts208 in Art & Humanities building).

Office: ART220 (A new office in the new HFA building)

Contact: Office phone: 898-6866/ Emergency-Email: mtoku@csuchico.edu

Office hours (Tentative): Mon. & Wed. (3-4:30 PM) or by appointment

This class is designed to provide all students with a philosophical and practical basis for understanding the diversity and power of visual pop-culture, especially through the phenomenon of Japanese comics (manga). This is not just about manga (and anime), but a theory and practice course of how visual pop-culture influences youth's (& even adults') minds and spread all over the world, and eventually re-creates our society in a new direction. PPT lectures, art-makings, discussions, films, and reading & writing exercises will focus upon visual thinking strategy as a communicative tool.

Course Objectives:

The final goal of this course is to help students (from beginners to those with advanced knowledge) understand the role and value of pop-culture that influences youth minds and society worldwide in the 21st century. The possible topics include:

1. Psychological Issues: Manga's Influences in Aesthetic & Artistic Development

- Universality vs. Cultural Specificity: Children's Artistic development in their pictorial world
- Visual Pop-culture's Influences on Children's Drawings and their Aesthetics

2. Historical Issues: Traditional Concept of Manga in Japan vs. Modern Manga:

- Origin of Manga and Development of Modern Manga with the Influence of Other Comics
- Semiotic Signs in Manga: Development of Manga Literacy

3. Censorship and Gender Studies in Manga:

- Censorship in traditional and modern manga (and comic code in American comics)
- Diverse Topics in Boys' and Girls' Manga (including Gekiga vs. Lady's Comics)
- Boy's Love in Shojō Manga (Why has boy's love become a worldwide phenomenon?)

4. Cultural Issues: Manga vs. Anime and Other Comics:

- Diversity in Comics: Manga vs. American Comics vs. B.D. ("bande dessinée")
- Is "Manga" Japanese comics in general or a style of comics?

5. Social Issues: Manga and Its Influences in the Visual Art World:

- Worldwide Comic Markets: Dojinshi and Cosplay (costume play)
- Influences of Anime & Manga in other media: Figures, Game Characters and Films

6. *Pedagogical Issues: Development of Visual Literacy by Implementing Visual Pop-culture in Education (STEM, STEAM and STREAM: Intergration with other disciplines and subjects):

**Some of following examples will be linked to the art-making projects in this class.*

- 4-panel Art Project: What's Going on in OUR World?
- Comic Book Project: Find and Express Your Identify
- Character & Costume Design: My Hero and Heroine
- Yuru-Chara (Local Mascot) Figures

7. Manga and Beyond:

- Influences on Youth Mind, Society, and Culture (e.g. Ani-song, Karaoke, Avata, Persona, and so on)



(NAEA Journal, 2001 Spring Issue)

Required Textbook:

International Perspectives on Shōjo and Shōjo Manga: The Influence of Girl Culture (by Toku, published in June 2015, Routledge Research in Cultural and Media Studies):

The Kindle version (eBook: \$54.95 published in January, 2016):

<http://www.amazon.com/International-Perspectives-Shojo-Manga-Influence/dp/1138809489>

COURSE POLICIES

Attendance:

This course contains a great deal of material that is impossible to make up, so daily work is important. Attendance, preparedness and punctuality are considered as a part of your **professional development**. **Late submission** will also affect your grade.

Regardless of the result of exams, if you missed more than 3 times, your grade will automatically be dropped (e.g. A to B, B to C ...) and more than 5 time will be "F."

If you expect to miss a class period due to special conditions including personal reasons (e.g. physical condition, family trip, and so on), let the instructor know **ASAP** for alternate arrangements for exams and assignments.

Tentative Assessment (Your grade/record will be updated regularly on BB Portal):

- 100+ points (about 41+-%): Chapter exercises and writing assignments (eBook: mostly 10 pts. each)
- 60+ points (about 25+-%): 3+ studio assignments (15+ pts. each)
- 40+ points (about 17+-%): Final project (Studio and related presentation)
- 40+ points (about 17+-%): Final research paper
- +-Extra pts: Professional development (attendance, preparedness, punctuality, participation, etc.)

All studio works should be completed by the due date based on the instruction.

Studio work will be evaluated on the basis of craftsmanship, originality, and demonstrated understanding of the theories of children's artistic development and the issues involved. Going beyond the minimum requirements is the mark of an excellent student and will be reflected in your final grade.

Unless otherwise specified, all papers must be typed (double-spaced), proofread, stapled (if over one page), and professionally presented (follow the instructions carefully).

Main Assignments (Tentative): *the details will be announced and updated on Blackboard Portal!*

Weekly reading and writing assignments along with chapter readings from the textbook & others, and bi-weekly & monthly art-making projects below, plus one final research paper.

Chapter review writings and exercises:

Selected chapter review exercises and writings along with the readings will be assigned. (Please make sure to access the readings including PPT lectures and submit on time.)

Final Research Paper related to the topic of visual pop-culture:

The details will be introduced and discussed in class.

Related studio projects (Tentative):

(*Cosplay show at Critic Space on 2nd floor of Arts building, 10/31/'16)

- C1: Emotional Face (Collage)
- C2 & 3: 4-panel Art MANGA based on a selected famous art (Mix-media)
- C4 & 5: Local Characters (Yuru-Chara w/ Dry clay)
Imaginative creatures, hero or heroine to represent your cultural background and/or identity
- C6: Lunch Box with Manga & Anime's characters
(Chara-ben = character bento)
- *C7 (Final Project): Cosplay Show (Costume Play: <https://en.wikipedia.org/wiki/Cosplay>) with Mask and/or Costume (Papier-mâché and/or Fabric)

TENTATIVE SCHEDULE

*All contents are synchronized to the required chapter readings (eBook) and PPT lectures on BB Portal!
The details about each assignment will be explained and directly linked from "Assignments" on Portal!*