

Osaka Gakuin University 2024-2025 Spring Semester	
<b>History of Japanese Digital Games</b>	
<b>Instructor :</b>	
KIMURA Haruka E-mail: hal28march@gmail.com Lesson: Fridays 13:30 – 15:15, 15:30 – 17:15 Subject code : 2054	
<b>Course Description:</b>	
Today, Japanese digital games are played all over the world. You have probably heard of <i>Super Mario Brothers</i> , <i>FINAL FANTASY</i> , <i>Dragon Quest</i> and <i>Pokémon</i> . However, Japanese game industries have not always been successful. They have developed through repeated rises and falls. This class give you an overview of the history of the Japanese digital game industries over the past 40 years. We'll also consider how music contributes to the story of digital games.	
<b>Resources</b>	
Handouts will be distributed in class.	
<b>Evaluation</b>	
Attendance 30% Minute Papers 30% Term-end report 40%	
<b>Notes:</b>	
Course schedule may change depending on the number of students.	

<b>Course Schedule:</b>
Course starts from the week of 1/27
Week 1: History of the Digital Game Industry / Pre-history of the Japanese Digital Game Industry
Week 2: Arcade Games (1) / PC games (1)
Week 3: Home video games (1-1) / Arcade games (2)
Week 4: PC games (2) / Home video games (1-2)
Week 5: Radical changes in 1994 / PC games (3)
Week 6: Home video games (2) / Home video games (3)
Week 7: Home video games (4) / Cell phone games
Week 8: New Movements
Week 9: Games and sound/music (1)
Week 10: Games and sound/music (2)
Week 11: Is e-sports a sport? (1) / Is e-sports a sport? (2)
Week 12: Cultural resource studies of games (1)
Week 13: Cultural resource studies of games (2)