F/TV 75K "Japanese Animation"
CRN 48468, De Anza College, Spring 2025

Course

Time:	Each week starts: Mon. 9:00 AM
	Each week ends: Sun. 11:59 PM
Location:	Online via Canvas
Final Exam:	Opens Mon. June 23 at 9:00 am
	Due Fri. June 27 at 5:00 pm

Instructor

Name:	Mark Hamer
Email:	hamermark@fhda.edu
Phone:	408.864.8519
Office Hours:	Thurs. 4:00 - 5:00 PM
	(Online via Zoom)

Prerequisites
Advisory: EWRT D001A or EWRT D01AH or (EWRT D01AS and EWRT D01AT) or ESL D0005

Student Learning Outcomes (SLOs)
- Identify and explain significant trends in the evolution of animation as an art form within the Japanese national cinema, as well as major contributions by individual directors and studios, from aesthetic, sociopolitical, economic and technological perspectives.
- Refine and employ critical thinking skills to appraise the narrative, visual and aural elements of motion pictures from different time periods within the Japanese national cinema.
- Analyze representations of race and ethnicity, gender and sexuality in the context of their historical period, demonstrating an understanding of the politics of representation and the techniques of propaganda learned in class.

Course Description
An examination of the post-1960's evolution of animated films in Japan, a national cinema famed for its range of subject matter and outstanding graphics. Provides a critical methodology for analysis of exemplary and influential works by distinguished artists, writing collectives, and production studios from aesthetic, sociopolitical, economic and technological perspectives

Welcome!
Welcome to **F/TV 75K Japanese Animation.** I'm glad you're here and I look forward to working with you this quarter. I hope you have fun and learn a lot! I believe that every student who

works hard at it can succeed in this class. Please talk to me if you have any questions or concerns during the quarter, I'm here to help.

Course Structure

This course is completely asynchronous, which means all the lesson content will be delivered online and the class never meets. This course will be divided into 11 units or "modules." Each module is 1 week long. **Each new week starts on Monday at 9:00 am and ends the following Sunday at 11:59 pm.**

Each week's assignments can be found in the Modules section of our Canvas course. Most weeks will contain a lecture, readings, discussion, and assignments.

Please plan ahead for times when Canvas, the internet or your computer may be down. Back up all materials early in the week and allow plenty of time to prepare and complete your assignments. Don't wait until the last minute to post to discussion threads, please give everyone a chance to read your posts and have time to respond to you. Assignment details and due dates will be located in each weekly module.

Required Technology

Learning online is dependent on technology. The following sections provide basic guidelines for determining if you have the right equipment to support online learning, but I'd also like to caution that technology is dynamic, and needs may change dependent upon tools and resources you use.

Internet Connection

Although Canvas has been carefully crafted to accommodate low bandwidth environments (minimum of 512 kbps), I recommend a Broadband/DSL connection to view the online videos and participate in video conferences most effectively.

Computer

In addition to an adequate internet connection, you will need a fairly recent Mac or PC (preferably not more than three years-old) with a current operating system to complete some of the course activities. Because it is build using web standards, Canvas runs on Windows, Mac, Linux, iOS, Android, or any other device with an up-to-date web browser. An up-to-date browser not only provides a better user experience, it also protects your data. To ensure your computer is up to date:

Please run the OEI Computer Readiness Test on this page

Canvas also provides minimum requirements for your computer on the following page: What are the [basic computer specifications for Canvas & which browsers does Canvas support](#)?

Phone and Tablet

All the content in this course is fully accessible from the Canvas Student App, which you can download for free. I suggest you install and try the Canvas Student App; it works wonderfully on both tablets and smartphones.

Webcam and Microphone

We may be in different places, but I still want to see you! Video conferencing is extremely powerful. A quick conference call can help you overcome a technical barrier that seemed insurmountable, and it can help you connect with peers and mentors across the system.

We will be using Zoom for Office Hours, which means you will need a camera and microphone. Most computers have integrated cameras and mics, but please check your computer to ensure both work and to familiarize yourself with the settings.

Please sign up for [Zoom](#) and install it on both your desktop computer and your phone or tablet

Office hours are terrific times to check if your webcam and microphone are working. I'm happy to meet with you to help you test your camera, microphone, and speakers!

Adobe Reader

Some material in this course may be presented in PDFs. To view these materials, you will need the most current version of [Adobe Reader](#) on this page

Word Processor

You may have assignments in this class that prompt you to use a word processing application. There are numerous options available when it comes to word processing software; I have included links to three free options you may use:

[Microsoft Office 365](#)

[Google Docs](#)

[Apache Open Office](#)

Required Materials
- Regular access to Canvas
- A webcam and microphone to join Office Hours. These are built into most computers and all phones. Please test yours and make sure they are working.

Recommended Textbook for Our Class
There is no required textbook for our class, but each week you may be given supplemental reading in the form of handouts and/or links to online content

Texts & References for More Information
1. Furniss, Maureen. "Animation: The Global History." THAMES HUDSON, Feb. 1, 2017
2. Clements, Jonathan. "Anime: A History." British Film Institute, Sept. 21, 2023, 2nd Edition
3. Brenner, Robin E. "Understanding Manga and Anime." Libraries Unlimited, June 30, 2007
4. Drazen, Patrick. "Anime Explosion! The What? Why? And Wow! Of Japanese Animation, Revised and Updated Edition." Stone Bridge Press, April 8, 2014
5. Lamarre, Thomas. "The Anime Machine: A Media Theory of Animation." Univ of Minnesota Press, Oct. 30, 2009

Specialized Texts for Research Topics
1. Cavallaro, Dani. "Cinema of Mamoru Oshii: Fantasy, Technology and Politics." McFarland, 2006.
2. Cavallaro, Dani. "Anime and Memory: Aesthetic, Cultural and Thematic Perspectives." McFarland, 2009.
3. Cavallaro, Dani. "The Anime Art of Hayao Miyazaki." McFarland, 2006.
4. Condry, Ian. "The Soul of Anime: Collaborative Creativity and Japan's Media Success Story." Duke University Press Books, 2013.
5. Ledoux, Trish, ed. "Anime Interviews: First Five Years of Animerica." San Francisco, CA: Cadence Books, 1997.
6. LeMarre, Thomas. "The Anime Machine: A Media Theory of Animation." Minneapolis, MN: University of Minnesota Press, 2009.
7. Levi, Antonia. "Samurai from Outer Space: Understanding Japanese Animation." Chicago, IL: Open Court, 1998.
8. Masao Yokota, and Tze-yue G. Hu. "Japanese Animation: East Asian Perspectives." University Press of Mississippi, 2014.
9. McCarthy, Helen. "Hayao Miyazaki: Master of Japanese Animation." Berkeley, CA: Stone Bridge Press, 1999.

Canvas & MyPortal

All of our course content will be delivered through Canvas, which is accessible through MyPortal. If you've never used Canvas or MyPortal, please read the MyPortal login tips on this page.

Once you have logged in to Canvas, please take the time to get familiar with our Canvas site, starting with the Home Page and the Orientation Module. You can download the Canvas Student Mobile App to complete some tasks in this course as well.

Grading

Your final grade consists of:
- Discussions, Assignments & Quizzes: 65%
- Midterm and Final Exams: 25%
- Research Project: 10%

Instructor/Student Interactions

Email is the fastest way to reach me. I do my best to respond to messages within 24 hours (although it may take longer on weekends). I'm available to meet with you in person during my office hours, or you can always email me to arrange an appointment to meet online via Zoom.

Professional Behavior

Professionalism is a quality which 97.5% of employers list as either "absolutely essential" or "essential" for a new college hire's success.

Essentially, being professional is about always giving your best. You think about how your behavior will be perceived by others and make sure you understand and follow the given codes of conduct. You are honest, respectful, responsible, use your time effectively, and produce high quality work.

A central element of this course is peer-to-peer interaction and sharing. Whenever we share, we put ourselves at risk. This is especially true when we are trying something new, and when we are working with technology. This course provides a safe and supportive environment to learn, and I ask every participant to join me in this. Please treat all your peers with the utmost respect. Be supportive of growth by offering constructive feedback and open sharing. Please extend respect to all participants, including me! Like you, I am teaching, taking care of my family, and balancing work, life, and this course.

Disruptive Behavior

Disruptive behavior is engaging in any activity which degrades the learning environment for everyone. Some examples are posting disrespectful, offensive or hurtful language in class discussions or forums, excessive domination of class discussions, and misuse of online class discussions for any purpose besides our coursework.

Disruptive behavior will not be tolerated. I'll warn students who engage in such behavior and lower their participation grade. If the behavior continues, students may be asked to leave the classroom and/or be dropped from the course.

Please refer to De Anza's Student Rights and Responsibilities page for more information

Attendance Policy

Attendance in an online course is not marked by your body being in a class, but rather by your participation within the class activities

Here are the guidelines we will follow to define student participation and attendance in this class:
- Check in and interact in the course at least twice a week
- Participate in all discussions and respond to classmates when required to do so by the instructions
- Connect with me beforehand if you are going to be disconnected from the course for more than 5 days
- Turn in all assignments by their designated due dates

While some online courses are self-paced, our course follows a weekly schedule. Each week starts on Monday morning at 9:00 am and ends the following Sunday night at 11:59 pm. Each week a new module with new assignments will open, in which you will interact with your peers in weekly discussions and complete a series of activities or assignments. The weekly schedule allows us to learn from one another, and it keeps everyone on a path toward our learning goals.

With each of your assignments, I may provide feedback, which opens another opportunity for learning and growth. Working within our weekly schedule allows both you and me to plan our time (please see the Submission Policy for more details on late work). Please plan to log in to the course several times each week, we have regular due dates for discussion posts and response as well as weekly due dates for assignments.

Your participation is an important part of the success of this course, but I also recognize that you each have other classes, family, and friends to visit with, and because we're human, sometimes we're just swamped or under the weather. If you've reached a point where you can't meet a deadline, please contact me and we will work together to make a path to success.

Submissions

Plan on submitting your work on time! Please read assignment instructions carefully. Every assignment has a due date and a deadline for submissions. Students are expected to submit assignments on or before the assigned due date, which, in turn, allows me time to review your work and provide meaningful feedback. Due dates have been designed in the course to ensure time is provided to allow you to produce your best work. I understand that because time management is challenging, deadlines might not be met. Late submissions will be accepted with a penalty. Assignments submitted after the deadline may receive a 10% grade point deduction for every week they are late.

Assignments Policy

- All assignments will have instructions. Please read them carefully.
- It is the student's responsibility to find out when assignments are due, and to submit their assignments on time, in the correct place, and in the correct format
- **All assignments and written text must be your own, original thoughts, written in your own words by you**. You will get a 0 for turning in work from a different class, a previous quarter of this class, or another assignment in this class. You will also get a 0 for turning in work made by or with someone else, copied directly from another source, or created by an AI application such as ChatGPT; this is considered cheating and is taken very seriously by De Anza College
- Assignments turned in on time may be eligible for revision. Please contact me for more information on revising work.

Submissions

- Always check the closing date of the assignment on Canvas. Some assignments cannot be turned in late and will close on the due date. Assignments turned in after the closing date are given a 0
- Late assignments may be reduced by 1 letter grade every week they are late
- Late assignments are not eligible for revision
- All assignments, late or otherwise, must be turned in by the Friday before finals week
- If you know that a situation will prevent you from turning something in, contact me in **advance of the deadline** to make arrangements

Don't want the penalty?

If you recognize a due date might be a problem, advocate for your success by following these steps:

1. Identify the problem
2. Contact me to propose a solution
3. Let's negotiate

Missing Assignment Policy

In our class, assignments make up the biggest part of your grade. Missing one assignment will negatively affect your grade and missing two assignments will severely affect your grade. Therefore…

- If a student has missed 2 assignments, regardless or the reason, they may be dropped from the class
- All missing assignments will be given a 0

Drop Policy

It is the student's responsibility to keep track of their progress and, if needed, to drop the class with a "W" by the drop date

A student may be dropped, without warning from me, from this class for several reasons, including:

- Failing to log in to the Canvas course and complete the Orientation module activities by the first Wednesday of the quarter, Wed. April 9 at 11:59 pm
- Failing to submit the first week's homework by the end of the first week (Sun. April 13 at 11:59 pm)
- Failing to log in to the course for 2 weeks, regardless of the reason
- Missing 2 assignments, regardless of the reason
- Severe or chronic disruptive behavior (see guidelines in this syllabus for disruptive behavior)
- Cheating, plagiarizing your homework, or violating the Academic Integrity guidelines established here in our course syllabus

Grade Definitions and GPA

A	Excellent: 4.0 points
A-	Excellent: 3.7 points
B+	Good: 3.3 points
B	Good: 3.0 points
B-	Good: 2.7 points
C+	Satisfactory: 2.3 points
C	Satisfactory: 2.0 points

D+	Not Passing, less than satisfactory: 1.3 points
D	Not Passing, less than satisfactory: 1.0 point
D-	Not Passing, less than satisfactory: 0.7 point
F	Failing: 0.0 points
FW	Failed to Withdraw: 0.0 points *(This is new; it's given when students fail the course because they stopped coming to class and turning in work.)*
P	Pass (at least satisfactory): units awarded not counted in GPA
NP	No Pass (less than satisfactory, or failing): units not counted in GPA
I	Incomplete: Not used to calculate GPA. Academic work is incomplete for unforeseeable, emergency and justifiable reasons at the end of the term. At least 75 percent of the class must have been completed to qualify for Incomplete status.
W	A "W" will be assigned to all drops occurring between 20 percent and 75 percent of completion of a term. After this period, a student can be awarded a "W" only by means of an Extenuating Circumstance Petition, in which s/he provides documentation proving "verifiable reason" such as illness or incarceration. In the absence of the petition and documentation, a grade will be assigned to the student record. While a "W" will not be used in calculating GPA, it will be used as a factor in probation and dismissal procedures. It is also used to calculate enrollment limits; that is, students may not enroll in the same course more than three times, which includes both "W" and substandard grades.

See De Anza's Grade Policies

Academic Integrity

As previously stated, all assignments and written text must be your own, original thoughts, written in your own words by you. You will get a 0 for turning in work from a different class, a previous quarter of this class, or another assignment in this class. You will also get a 0 for turning in work made by or with someone else, copied directly from another source, or created by an AI application such as ChatGPT; this is considered cheating and is taken very seriously by De Anza College

I assume all my students will pursue their studies with honesty. However, students need to know what constitutes academic dishonesty at De Anza College. Incidents of academic dishonesty are taken very seriously. Read about it on the following pages

Special Accommodations

If you have a condition that will affect your work, you must register with Disability Support Programs & Services (DSPS). A doctor's note is not enough. While I am sympathetic to your personal or medical issues, if you are not registered with DSPS you will not get special accommodations in this class. Read about it on the following pages

Disabled Student Services

In accordance with the Americans with Disabilities Act, De Anza College is committed to providing equitable access to learning opportunities to students with documented disabilities (e.g. mental health, attentional, learning, chronic health, sensory, or physical issues).

You can meet with a Disabilities Support Services (DSS) counselor or Learning Disability (LD) Specialist to discuss any accommodations or specific learning needs you may have. If you have a disability-related need for reasonable accommodations or services in this course, you will need to provide the instructor with a Test Accommodation Verification (TAV) from the DSS office.

Students are expected to give 5 (five) days-notice of the need of for accommodations. Students with disabilities may obtain this form by contacting their DSS counselor or LD Specialist at (408) 864-8753.

Student Success Center

Need help? De Anza's Student Success Center peer tutors can relate and are ready to help! Go to the SSC homepage and click on the yellow links for on-campus schedules and Zoom links.

- **Individual Weekly or Drop-in Tutoring:** Come with questions, or just drop by to see how tutoring works
- **Workshops, group tutoring and group study:** Most people work better with others... give it a try!
- **Support for online learning:** speak with a friendly peer tutor or SSC staff member
- **Need after-hours or weekend tutoring?** See the Online Tutoring page for information about Net Tutor (via Canvas) or Smarthinking (via MyPortal).

Important Dates

APRIL 7	First day of the Quarter
APRIL 20	Last day to add classes
APRIL 20	Last day to drop without a W
APRIL 21	Census date
MAY 24 - 26	Memorial Day Weekend – no classes, offices closed
MAY 30	Last day to drop with a W
JUNE 19	Juneteenth Holiday – no classes, offices closed

JUNE 23 - 27   Final exams
                    **Final exam for our class opens on Mon. June 23 at 9:00 am, and is due
                    by Fri. June 27 at 5:00 pm**

College-wide listing available here

Weekly Schedule of Topics, Homework and Exams:

Week 01, April 7 - 13
Topic: Origins of Anime (1900s – 1922)
Assignments: Week 1 Viewing & Reading, Quiz Week 1

Week 02, April 14 - 20
Topic: Pre-War & World War II (1923 – 1945)
Assignments: Week 2 Viewing & Reading, Assignment: Developments in Anime (1923 – 1945)

Week 03, April 21 - 27
Topic: Post-War Anime & Manga (1945 - 1959)
Assignments: Week 3 Viewing & Reading, Assignment: Manga & Anime in Postwar Japan

Week 04, April 28 – May 4
Topic: The 1960s: Television
Assignments: Week 4 Viewing & Reading Discussion: Astro Boy & Limited Animation

Week 05, May 5 - 11
Topic: The 1970s – Robots, Literature & Art
Assignments: Week 5 Viewing & Reading, Study for Midterm exam next week

Week 06, May 12 - 18 **Midterm Exam this week**
Topic: The 1980s – The Golden Age of Anime
Assignments: Week 6 Viewing & Reading, Midterm Exam – Pt 1, Midterm Exam – Pt 2

Week 07, May 19 - 25
Topic: The 1990s – The Crash
Assignments: Week 7 Viewing & Reading, Discussion: Anime in the 1990s
Research Project is opened and is due on Sun. 6/23

Week 08, May 26 – June 1
Topic: The 2000s – Computer Animation & a Bubble
Assignments: Week 8 Viewing & Reading, Discussion: Computer Animation & Anime

Week 09, June 2 - 8
Topic: The 2010s to Present Day
Assignments: Week 9 Viewing & Reading, Study for Quiz next week, Discussion: Modern Anime

Week 10, June 9 - 15
Topic: Social, Political & Cultural Contexts in Anime
Assignments: Week 10 Viewing & Reading, Quiz – Weeks 9 & 10

Week 11, June 16 - 22 **Research Project is due at the end of this week**
Topic: Anime Subject Matter, Experimentation with Genre, and Manga Adaptations
Assignments: Week 11 Viewing & Reading, Research Project is due this week, Study for Final Exam next week

Finals Week - Final Exam: Assigned on Mon. June 23, due by Fri. June 27 at 5:00 pm
Assignments: Final Exam – Pt 1, Final Exam – Pt 2

*Schedule subject to change at Instructor's discretion