


View Syllabus Information

Even after classes have commenced, course descriptions and online syllabus information may be subject to change according to the size of each class and the students' comprehension level.

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Course Information

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|------------------------------------|--|--------------------------|---------------------------|
| Year | 2020 | School | School of Social Sciences |
| Course Title | Urban History of Tokyo | | |
| Instructor | SATO, Yoichi | | |
| Term/Day/Period | spring semester Fri.5 | | |
| Category | Practicum (Community and Social Development) | Eligible Year | 1st year and above |
| Classroom | | Campus | waseda |
| Course Key | 18G0000051 | Course Class Code | 01 |
| Main Language | English | | |
| Course Code | GSSH201P | | |
| First Academic disciplines | General Social Science | | |
| Second Academic disciplines | Urban Studies | | |
| Third Academic disciplines | Urban Studies | | |
| Level | Intermediate, developmental and applicative | Types of lesson | Practice |

Syllabus Information
Latest Update : 2020/05/07 22:09:29
Course Outline
【CJSP/TAISI Course】

This course is an overview of the history of modern urban space in Tokyo. We will look into the historical period one by one in each lecture. Finally each student will create a original "Urban History of Tokyo" Sugoroku, which is a traditional Japanese board game played with dice.

Tokyo's urban space has various aspects. Its diversity can be understood through learning its history. You can also notice a variety of issues and problems in urban areas of contemporary Japan. The course focuses on the transition of urban spaces, social structure, industrial progress and life-style. We will refer to plenty of visual materials, such as maps, paintings, photos and videos.

Unfortunately, this year's class can not be outing. Teacher will prepare visual materials such as Ukiyoe, postcard and photograph. Also some original road movies are available to study. Finally, through the overview of this class, you will create an original Sugoroku game using these visual materials.

Objectives

Through a concrete understanding of the history of Tokyo, students will be able to identify key questions of contemporary urban Japan.

Course Schedule

- 1: 第 1 回
[Class 1] A guidance --Tokyo's spatial structure and the historical epoch
- 2: 第 2 回
[Class 2] Edo era 01
- 3: 第 3 回
[Class 3] Edo era 02
- 4: 第 4 回
[Class 4] Meiji and Taisho era
- 5: 第 5 回
[Class 5] Great Kanto Earthquake and its reconstruction
- 6: 第 6 回
[Class 6] WWII and occupied era
- 7: 第 7 回
[Class 7] Showa's postwar period
- 8: 第 8 回
[Class 8] Contemporary 1980's - today
- 9: 第 9 回
[Class 9] Overview of history 01 -landuse
- 10: 第 1 0 回
[Class 10] Overview of history 02 -landscape
- 11: 第 1 1 回
[Class 11] Making UHT's Sugoroku
- 12: 第 1 2 回
[Class 12] playing sugoroku game
- 13: 第 1 3 回
none
- 14: 第 1 4 回
none
- 15: 第 1 5 回
none

Reference

Hidenobu Jinnai, "Tokyo: A Spatial Anthropology", (University of California Press on Demand,1995, ISBN- 0520071352)

Evaluation

Rate

Evaluation Criteria

Exam: 0% None

Papers: 50% Final work to make original Sugoroku game

Class Participation: 50% Active participation is desirable.

Others: 0% None

Note / URL

- ・ CJSP以外の学生が履修する場合の配当年次は3年以上です。
- ・ With the exception of CJSP students, this course is for third-year students and above.

本科目は未済試験制度および再試験制度適用除外科目です。

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