



Created Date	2020-07-15 17:40:46	Last-Modified	2020-08-09 13:19:25
Course Title	KOREAN LITERATURE AND HISTORY	Credit	3
Location		Time	
Instructor	Yoo Theodore Jun	Department	문과대학 국어국문학
Office	외202	Telephone	02-2123-2276
e-mail & Office Hour	yoojun@yonsei.ac.kr / by appointment (I am virtual)		

Core Competencies	창의적 사고	논리적 사고	문제해결능력
	50	30	20

Target Students	<p>Students majoring in Korean Language and Literature, exchange students from the University of California Education Abroad Program (UC EAP), and students interested in learning Korean literature through interactive gaming.</p> <p>We will be collaborating with students from the University of Michigan's Korean Studies Program on our Minecraft project (in discussion now).</p> <p>*****PLEASE MAKE SURE YOU READ EVERYTHING AND BE AWARE THAT I WILL CHANGE THE CONTENTS OF THE COURSE REGULARLY DEPENDING ON HOW SERIOUS THE PANDEMIC IS DURING THE FALL SEMESTER*****</p>
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Course Description & Goals	<p>This is a 100% ONLINE ASYNCHRONOUS COURSE. MODELED AFTER THE BRITISH TUTORIAL SYSTEM. I WILL MEET WITH GROUPS OFFLINE TO REINFORCE ONLINE COURSE CONTENTS.</p> <p>This course is aimed to allow students to reexamine Yeom Sangseop's famous work, Samdae (Three Generations, 1931), through digital media and gaming. Particular attention will be given to a wide variety of digitally mediated narratives (e.g., Naver blogs, Twitter, Instagram, Facebook, YouTube, Gaming, etc.) and the institutions that control these technologies. We will read Samdae in conjunction with the many facets of this dispersed digital ecosystem where just about anyone with access to a computer or mobile device can integrate digital images, social media, recorded narration, video clips, and music alongside a range of delivery channels with meta-information (e.g., hashtags, rankings, and comments by users) to tell a story to a broad audience. The first half of the course will focus on the text and colonial history/culture before we break into groups for a crash course on Minecraft with members of " Ludens," one of Yonsei's best gaming clubs.</p>
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Prerequisite	While no prior experience with digital media is required, a willingness to learn about these technologies and MINECRAFT is key.
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Course Requirements	<p>Weekly assignments (Interactive PPT lectures with recordings, Archival research of images, Visits to the Seoul Museum, Minecraft exercise, and group projects.</p> <p>The course has been designed to help students to develop several skillsets: Creativity 50%, Problem Solving 30%, Communication Skills 20%</p>
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Grading Policy(Absolute)	Weekly assignments, Archival research of images, Visits to the Seoul Museum, Minecraft exercise, and group projects.
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Texts & References	
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Instructor's Profile	http://web.yonsei.ac.kr/kor/new/02_professor3.htm http://items.ssrc.org/author/theodore-jun-yoo/ http://www.amazon.com/Theodore-Jun-Yoo/e/B001JSDXP6%3Fref=db_s_mng_rwt_scns_share http://www.coursera.org/instructor/yoojun
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TA's Name & Contact Information	<p>Kim Gia giakim0305@gmail.com</p>
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Syllabus in English	<p>This course will revisit the various episodes, events, influences, and historical ruptures that shaped the way Yeom interpreted and understood the everyday life in colonial Korea. In addition, we will look at the use of a form of writing ("the novel") as a historical source, the development of the long story form, the formalistic aspects of the narrative, as well as its cultural impact. Throughout, we will address the tensions of Korean nationalism, modernity, colonialism, and industrialization in conjunction with the politics of gender and class. This course is guided by the philosophy of "learning by doing" and "problem/project-based learning" (PBL) rather than giving students instructions on how to use a particular software or device. Finally, the aim is not only to learn about but also to practice these methods. To that end, students will work in teams to create a Minecraft map of Gyeongseong (Seoul) for their final project. In addition, there will be a crash course on how to build a city using Minecraft. While no prior experience with digital media is required, a willingness to learn about these technologies and MINECRAFT is key.</p> <p>국어국문학과 학생들의 영문 독해 및 영작 향상을 돕기 위해 개설된 수업이므로 부담 없이 적극적으로 수강신청 바랍니다. 수업 텍스트 및 PPT 자료가 제공될 예정입니다.</p>
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Week	Period	Weekly Topic & Contents	Course Material Range & Assignments	Reference
1	2020-09-01 2020-09-07	Introduction to course: Why Samdae?		(9.1.) Fall semester classes begin (9.3. - 9.7.) Course add and drop period
2	2020-09-08 2020-09-14	Multimodal interactive Texts / Gaming (Why are we Minecrafting?)		
3	2020-09-15 2020-09-21	Traditional Korea: Joseon society, gender/class relations		
4	2020-09-22 2020-09-28	Japanese Colonialism: Collapse of the AncienRegime		
5	2020-09-29 2020-10-05	Japanese Colonialism: Historical Contexts (Colonialism/Modernity)		(9.30. - 10.2.) Chuseok Holiday (10.3.) National Foundation Day
6	2020-10-06 2020-10-12	Japanese Colonialism: Colonial Culture (Gyeongseong)		(10.6. - 10.8.) Course withdrawal period (10.7.) First third of the semester ends (10.9.) Hangul Proclamation Day
7	2020-10-13 2020-10-19	Japanese Colonialism: Gender Relations		
8	2020-10-20 2020-10-26	CREATIVE MIDTERM EXAM USING SAMDAE (product placement, drama casting, site visit, etc.) TBD		(10.20. - 10.26.) Midterm Examinations
9	2020-10-27 2020-11-02	Japanese Colonialism: 1930s		
10	2020-11-03 2020-11-09	Japanese Colonialism: Wartime Period		
11	2020-11-10 2020-11-16	DISCUSSION OF SAMDAE IN DETAIL		(11.16.) Second third of the semester ends
12	2020-11-17 2020-11-23	MINECRAFT CRASH COURSE BY YONGAME (Creation of Teams)		
13	2020-11-24 2020-11-30	MINECRAFT CRASH COURSE BY YONGAME		
14	2020-12-01 2020-12-07	TUTORIAL MEETINGS (GROUPS MEETINGS WITH INSTRUCTOR)		
15	2020-12-08 2020-12-14	TUTORIAL MEETINGS (GROUP MEETINGS WITH INSTRUCTOR)		(12.8. - 12.21.) Self-study and Final Examinations
16	2020-12-15 2020-12-21	TBD		(12.8. - 12.21.) Self-study and Final Examinations

* Changes in Management of Academic Semester

During the midterm examinations (2021.4.19. - 4.23.) and final examinations (2021.6.7. - 6.8.) period, classes or self-study should be continued unless there is an exam scheduled during the week.

* According to the University regulation section 57-2, students with disabilities can request special support related to attendance, lectures, assignments, or exams by contacting the course professor at the beginning of semester. Upon request, students can receive such support from the course professor or from the Center for Students with Disabilities(OSD). The following are examples of types of support available in the lectures, assignments, and exams:

(However, actual support may vary depending on the course.)

[Lecture]

- Visual Impairment: alternative, braille, enlarged reading materials, note-taker
- Physical Impairment: alternative reading materials, access to classroom, note-taker, assigned seat
- Hearing Impairment: note-taker/stenographer, recording lecture
- Intellectual Disability/Autism: note-taker, study mentor

[Assignments and Exam]

- Visual, Physical, Hearing Impairment: extra days for submission, alternative type of assignment, extended exam time, alternative type of exam, arranging separate exam room, and proctors, note-taker
- Intellectual Disability/Autism: personalized assignments, alternative type of evaluation

