

Japanese Gaming Lectures Syllabus

【Objective】

To deepen understandings of Japanese games and to develop further interests in Japanese culture by giving lectures to students in National University of Singapore in terms of Japanese original gaming culture.

To contribute the human resources cultivation of creative industries in Singapore by teaching Japanese game-planning know-hows since Japan has become the world biggest market of smartphones' gaming application market.

※Lectures are divided into game consoles and online games which can be played in multi-device so as to clarify each difference, history and trend.

| | Lecture 1 | Lecture 2 | Lecture 3 |
|-------|--|---|--|
| Day 1 | Introduction to Japanese Games <ul style="list-style-type: none"> Japanese original gaming industry Various gaming genres i.e.) arcade games, PC games and game consoles. | Japanese Games' Evolution ① <ul style="list-style-type: none"> the golden age of Nintendo | Workshop <ul style="list-style-type: none"> discussion <ul style="list-style-type: none"> The very first game ever played Favourite games |
| Day 2 | Japanese Games' Evolution ② <ul style="list-style-type: none"> Shift of Mainstreams From Nintendo to SONY | Japanese Games' Evolution ③ <ul style="list-style-type: none"> Game Consoles' Evolution since 2000 i.e.) PlayStation, PlayStation3, Nintendo DS, Nintendo 3DS, wii, wiiU, etc., | Workshop <ul style="list-style-type: none"> Comparative study <ul style="list-style-type: none"> Japanese game and Western Games |
| Day 3 | History and Current Status of Online Games <ul style="list-style-type: none"> Online Games sprang up in 2000. the Market Trend in Japan | Trend Analysis and the Latest Successful Titles <ul style="list-style-type: none"> Explaining the reasons why some titles are so successful the Latest Trend | Workshop <ul style="list-style-type: none"> How to Plan and Develop Games |
| Day 4 | Workshop <ul style="list-style-type: none"> Orientation: <ul style="list-style-type: none"> Game Planning Directionality Presentation style Making "Game Development Teams" (Group of Three) | Workshop <ul style="list-style-type: none"> Planning and Developing Games in Groups | Workshop <ul style="list-style-type: none"> Making Presentations of Progress Advised by Instructor |
| Day5 | Workshop <ul style="list-style-type: none"> Presentations Feedback | Workshop <ul style="list-style-type: none"> Presentations Feedback | Workshop <ul style="list-style-type: none"> Feedback Final Lecture: "Most Important Creating Know-hows" |