

Toyo University Online Course

Insight into Japan

2024 SPRING

Exploring the Charm of Japan:
Liberal Arts lectures by Experts
from Toyo University

Toyo University is committed to carrying on the vision of its founder, Enryo Inoue, and making the excellent knowledge possessed by the university beneficial to society. As part of this commitment, we offer numerous public lectures and lifelong learning programs. In this course, we will explore various topics related to Japan, including Japanese culture, economy, and social issues, delivered by experts from Toyo University. Understanding the background of Japanese culture and social issues can also deepen your comprehension of the Japanese language. Whether you are new to Japanese culture, seeking to expand your knowledge, or planning to study or work in Japan, we warmly welcome you to join our courses.



About Inoue Enryo : <https://www.toyo.ac.jp/about/founder/>



COURSE OUTLINE

PERIOD	February 27, 28, 2024
FORMAT	Online, organized over Webex
TARGET	Japanese or Non-Japanese with Japanese language proficiency of N2 (JLPT) or higher
LECTURES	2 lectures
CAPACITY	1,000 participants per lecture (first-come-first-served basis)
FEE	free
APPLICATION PERIOD	January 15 - February 20, 2024
COURSE APPLICATION	Please apply from Toyo Japanese Language Programme Website. URL: https://toyo-jlp.com



- ※ You can freely choose to participate in only one lecture or multiple lectures.
- ※ Those who responded to the questionnaire after the lecture will be able to view the materials used in the lecture.
- ※ All applicants will be able to view the lecture video at a later date.
- ※ All participants can download the participation certificate from the website.

✉ toyo-jlp@tugs.co.jp

TOYO Japanese Language Program



東洋大学

LECTURERS & LECTURE DETAILS

Completed from the Graduate school of Humanities and Social Sciences, University of Tsukuba. Ph.D. in Literature. Specializes in sociolinguistics, pragmatics, and Japanese language education. Developed an interest in the relationship between language and society, triggered by involvement in Japanese language education at a University in the United Kingdom. Engages in research primarily on interpersonal considerations (including honorific language), mobile media and language, and the language and identity of mobile individuals. Notable works include "Media and language 1,2,4" "Understanding Inerpersonal Relationship in Japanese and Considerate Langeage Behavior", "Mobility and Language 1,2" and "Challenges Surrounding Mobility and Language".

For more details, please refer to <https://researchmap.jp/oxforduk>.

LECTURE ON	No.	TIME (JST)	CATEGORY	TOPIC
February 27 [Tue]	01	15 : 00 - 16 : 30	THEORY	Language
LECTURE	Visual Language: The Interest of Japanese			
OUTLINE	The written Japanese language is said to be one of the rarest languages in the world, using four types of characters: hiragana, katakana, kanji, and romaji. This lecture will discuss the fascination of the Japanese language, focusing on the diversity and fascination of Japanese notation, such as the creation of new kanji characters from China to suit their own uses, writing them like paintings, playing with words, etc., and explain how this fascination is still alive in the modern world, showing examples.			

*For non-Japanese speakers, Japanese language proficiency of N1 level or higher is desirable.



Kazuko MIYAKE

Emerita Professor, Faculty of Letter,
Toyo University

Graduated from the Faculty of Sociology at the University of Munich. Completed the doctoral program at the Graduate school of Media and Governance, Keio University. Ph.D in Media and Governance. After serving as an assistant professor in the Faculty of Policy Management at Keio University, currently a full-time lecturer in the Faculty of Business Administration at Toyo University. Specializes in Media and Communication Studies, with a particular focus on the reception of digital games and their impact on society.

For more details, please refer to <https://researchmap.jp/stefan.brueckner>.

LECTURE ON	No.	TIME (JST)	CATEGORY	TOPIC
February 28 [Wed]	02	15 : 00 - 16 : 30	THEORY	Information Society & Media
LECTURE	What can we learn from games? Digital Games as Learning Environments and Tools			
OUTLINE	Among entertainment media such as movies and music, digital games have the largest market. However, games are no longer just for entertainment, but are used to fulfill a wide variety of purposes in a wide range of settings. In this lecture, we will focus on "learning," introduce why and how games have been used for learning, and consider what we can learn from games.			



Stefan BRUECKNER

Lecturer, Faculty of Business Administration,
Toyo University

Greetings from the President of Toyo University

Toyo University was originated from a private philosophical school called 'Tetsugakukan' founded in 1887 by Enryo Inoue, a young philosopher who graduated from the university of Tokyo. Our university's founding spirit was based on the idea that 'the foundation of all disciplines lies in philosophy' and emphasized the importance of 'deeply exploring any problem and pursuing the truth' in the pursuit of learning. In addition, Enryo Inoue delivered more than 5,000 lectures throughout Japan to convey the various experiences he gained from his three trips around the world. We inherit his passion and aim to disseminate the intellectual assets of Toyo University, including achievements in Japanese literature, history, society, and the Japanese language, to as many people around the world as possible. We will continue to gradually increase the number of lectures, so please look forward to them.



President of Toyo University
Etsuko Yaguchi