

Department	International College of Liberal Arts		
Semester	Fall 2024	Year Offered (Odd/Even/Every Year)	Every Year
Course Number	PART/JPNA253		
Course Title	Samurai Code and Culture		
Prerequisites	None		
Course Instructor	REED William	Year Available (Grade Level)	2
Subject Area	Interdisciplinary Arts: Performing Arts	Number of Credits	3
Class Style	Lecture	Language of instruction	English

(NOTE 1) Depending on the class size and the capacity of the facility, we may not be able to accommodate all students who wish to register for the course

Course Description	<p>Cap: 25 students</p> <p>Samurai Code offers chances to explore critical thinking, ethics, philosophy, and behavior in Samurai history and impact on Japanese culture today.</p> <p>Samurai Culture has a rich history with influences from within and outside of Japan. We'll have readings, discuss presentations for active engagement. You will write a Research Paper on selected topics in Samurai Code and Culture. Illustrate your learning in a Visual Notebook, and work in Teams to Present the topics that have captured your interest to each other and the class.</p> <p>The course combines readings and videos featuring top Samurai films and stories. You'll learn Samurai Culture's vocabulary through Japanese words. You'll learn to narrate captivating Samurai tales with confidence as a storyteller.</p> <p>Though many resources are in Japanese, we'll use translation software for selected pieces to grasp the content and your own exploration. You'll learn about local Samurai history and plan travel itineraries to experience the best of Samurai Culture, including online historic site exploration and Google Maps.</p> <p>We'll discover how Samurai developed themselves through Mind-Skill-Body principles. Engaging in Samurai Culture will allow you to enjoy, learn, practice, and perform key elements of the Samurai Code.</p> <p>The Course has Five Sections worth 20 points each, with 3 Weeks or 6 classes for each. 15 Weeks and 5 Topics allow for 15 classes and 1 Summary Session per Module.</p> <p>Each Module has six classes:</p> <p>Session 1: Overview of Rubrics and Resources for the Module Session 2: Team Formation and Study Strategy Session 3: Close in on Content Session 4: Group Sessions Session 5: Monitor Progress on Papers, Notebooks, and Presentations Session 6: Presentations from Wind, Fire, Forest, and Mountain Teams</p> <p>Modules cover the following content:</p> <p>1) BUSHIDO CODE Understand the Bushido Code's past and present relevance. Roots & Branches Code in Context Bushido Now</p> <p>2) CREATING THE SAMURAI BODY Learn how Samurai developed physical and mental strength. Posture & Breathing Nanba Walking Samurai Self-Check</p> <p>3) SAMURAI SYMBOLS Learn about symbols and their significance in Samurai Culture. Crests and Castles Samurai Signatures Samurai and Ninja</p> <p>4) SAMURAI STORIES Explore how Samurai shaped their lifestyle. Tea Ceremony Sword Masters Samurai Films</p> <p>5) BUDO TOURISM Experience Japanese Budo and Samurai Culture. Trip Planning Travel Journal Virtual Travel</p> <p>Assessment is based on the Research Paper (50%), Visual Notebook (25%), and Team Engagement (25%). These are described in detail in the Rubrics attached below. There are no tests. The goal is to explore Samurai Code in various media, write about selected topics, create visual notes, and engage with your Team in presenting your material with your peers in the class.</p> <p>No Final Examination. Work for each module should be completed by the end of each module. However, it will only be</p>
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after the last week of the course. All items must be submitted by the end of the last week, before Finals Week.

	<p>Remember, attendance affects your grade. The more classes you miss or are late for, the less likely you are to achieve full points for that module.</p> <p>Less than 70% attendance means automatic failure, as per school rules.</p>
Class plan based on course evaluation from previous academic year	<p>The Samurai Code and Culture grade used to depend heavily on the Final Paper. However, when some students used ChatGTP to write their papers, we had to change the grading system.</p> <p>Though I encourage AI tools to explore a topic, your research paper must be your original writing and reflections, with clear citations on your sources. You will also produce original handwritten notebooks, illustrated works, and live presentations. These require engagement with the course material.</p> <p>Due to the number and variety of topics, to make it less confusing, I reduced the course from 8 modules to 5 sections. Now, 50% of the grade comes from the Research Paper, 25% from the Visual Notebook, and 25% from engagement in Team Presentations.</p> <p>I've also updated the rubrics to be highly specific and help students track their progress, plan study time, and choose a path toward their desired mastery level. Based on the Rubrics you should be able to manage your expectations as well as set your goals for achievement. Feedback will be given in class, when possible, as well as through office hours by appointment.</p> <p>The hurdle has been set high for achieving an A, and the risk of an F is real if you fall behind in your assignments. At the same time, the Rubrics have been scaled so that it should be possible for anyone to get a decent grade if they monitor their progress and seek feedback based on the Rubrics.</p> <p>I strongly encourage the use of the resources in YGU Library, where I have added graphic novels and beautifully illustrated books on Samurai history for students to enjoy. Instead of long reading assignments, students present what they've learned.</p> <p>Remember, attendance affects your grade. Less than 70% attendance leads to automatic failure per school rules.</p>
Course related to the instructor's practical experience (Summary of experience)	<p>I have extensive experience with Samurai Code and Culture, ranging from popular culture to storytelling to actual practice. I have been studying Japanese Language, Aikido, and Shodo (Calligraphy) for over 50 years. Currently, I have an 8th-dan in Aikido, a 10th-dan in Shodo, and a 2-dan in Iaido, the Art of Drawing the Sword.</p> <p>I am the Headquarters designated Vice-Chairman of the Japan Calligraphy Education Association and have done Calligraphy Commissions for Erinji and Kawaguchiko Asama Ninja, both Temples and Shrines that are designated World Heritage Sites.</p> <p>I have been in more than a dozen Samurai Documentaries and national television broadcasts as a commentator and navigator at historical sites. My Calligraphy was used for the title page for these programs.</p> <p>Participation as Navigator for 8 different NHK Journeys in Japan has given me direct experience on location of Samurai History, Culture, and Ninja. I have been interviewed about Samurai Culture on more than a dozen podcasts and nationally broadcast radio programs. I was a regular weekly commentator on Yamanashi Television for 5 years, often demonstrating or visiting sites with Samurai themes.</p> <p>I formed a club at iCLA to build handmade Samurai armor from scratch and, for several years until the pandemic, marched every head in the world's largest Samurai March, the Shingenko Matsuri, also appearing on the stage in the opening ceremony.</p> <p>I have done public demonstrations of Calligraphy, Sword Arts, and Aikido, including a solo demonstration on the Kagura Stage at Asakusa Shrine in Tokyo, at the Kyu Butokuden on the grounds of the Heian Shrine in Kyoto, and on stage at Nikkei Hall in collaboration with Calligraphy, Iaido, and a Bach Violinist.</p> <p>I have a regular column in Japanese and English with video components on the Brush as the Sword of the Mind. Some of these videos have reached well over a million views on YouTube. One of them led to participation in the reenactment of a famous Medieval Samurai March, which covered 100 km in two days crossing two mountain passes.</p> <p>I am the Director of the Yamanashi Association for Study of Samurai Signatures. I serve on the Japan Sports Agency's Committee for Budo Tourism.</p> <p>I explore these subjects deeply and have developed a network of Masters in many of these fields, some of whom we can call on as guest speakers. I am also responsible for organizing and conducting iEXPerience field trips for exchange students, many of which are connected to themes of Samurai Culture.</p>
	<p>The Samurai Code and Culture Learning Goals are reflected in the Diploma Policy and the Course Content.</p> <p>Diploma Policy (DP)</p> <p>DP1: To Value Knowledge [Having high oral and written communication skills to be able to both comprehend and transfer knowledge]</p> <p>DP2: To Be Able to Adapt to a Changing World [Having critical, creative, problem-solving, intercultural skills, and a global and independent mindset to adapt changing world]</p> <p>DP3: To Believe in Collaboration [Having a disposition to work effectively and inclusively in teams]</p> <p>DP4: To Act from a Sense of Personal and Social Responsibility [Having good ethical and moral values to make positive impacts in the world]</p> <p>DP1: The course modules are structured in a way to value knowledge as students gather information in both notebook final paper; and share it in discussions and presentations.</p> <p>DP2: Critical and creative problem-solving across cultural boundaries is encouraged by studying how the Samurai code and defended behavioral codes in different eras, and how this compares and applies to the way we live today.</p> <p>DP3: Students are encouraged to collaborate by forming study teams and doing group presentations.</p> <p>DP4: Ethical and moral values are considered in the context of the Bushido Code, and how individual Samurai resolve dilemmas and responsibilities that this imposed on them, as well as considering which of these values are still relevant to us today.</p> <p>This is reinforced in the cycle that applies to each module in the course.</p> <p>Session 1: Overview of Rubrics and Resources for the Module</p> <p>Session 2: Team Formation and Study Strategy</p>

Learning Goals	<p>Session 3: Close in on Content</p> <p>Session 4: Group Sessions</p> <p>Session 5: Monitor Progress on Papers, Notebooks, and Presentations</p> <p>Session 6: Presentations from Wind, Fire, Forest, and Mountain Teams</p> <p>Specific examples of how these values apply in the study of Samurai Code and Culture.</p> <p>CRITICAL THINKING</p> <ul style="list-style-type: none"> Read various accounts of a Samurai incident from different times Understand how Samurai can be seen as heroes or villains Learn how the Bushido Code changed by clan and era <p>PROBLEM SOLVING</p> <ul style="list-style-type: none"> Learn how Samurai used the Bushido Code to solve problems Find modern parallels in compliance, crime, and punishment Discover how Samurai used technology in armor, castles, and resource management <p>CREATIVE THINKING</p> <ul style="list-style-type: none"> Explore Samurai stories in graphic novels Learn wisdom passed through Samurai tales and parables <p>INTERCULTURAL COMPETENCE</p> <ul style="list-style-type: none"> Understand Samurai's impact on Japanese Culture across eras Compare Samurai customs to contemporary values <p>ORAL COMMUNICATION</p> <ul style="list-style-type: none"> Discuss Samurai literature together in the library Practice reading and telling Samurai stories <p>WRITTEN COMMUNICATION</p> <ul style="list-style-type: none"> Research paper analyzes topics from each major section Include relevant illustrations and citations as research evidence Summarize how learning changed your perspective <p>QUANTITATIVE REASONING</p> <ul style="list-style-type: none"> Examine science and numbers behind Samurai events from modern research Understand health profiles of major Samurai figures based on behavior and lifestyle Use maps to grasp the geography and locations of Samurai events

iCLA Diploma Policy	DP1/DP2/DP3/DP4
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iCLA Diploma Policy

(DP1) To Value Knowledge – Having high oral and written communication skills to be able to both comprehend and transfer knowledge

(DP2) To Be Able to Adapt to a Changing World – Having critical, creative, problem-solving, intercultural skills, global and independent mindset to adopt to a changing world

(DP3) To Believe in Collaboration – Having a disposition to work effectively and inclusively in teams

(DP4) To Act from a Sense of Personal and Social Responsibility – Having good ethical and moral values to make positive impacts in the world

Active Learning Methods	Flipped Classroom/Discussion, Debate/Group Work/Presentation/Workshop, Fieldwork				
More details/supplemental information on Active Learning Methods	Students are encouraged to learn through both traditional academic writing for the Research Paper, using research from books, videos, and online sources, and by exploring personal interests in a handwritten, illustrated visual notebook, as well as sharing their insights in Team Presentations. With 15 weeks and 5 topics, we'll have 5 classes and 1 Summary Session per module, allowing in-depth coverage and sharing of work in progress.				
Use of ICT	UNIPA Platform for Resources and Communication, Zoom for Recording Videos, ChatGTP to explore possible topics, DeepL to translate material only available in Japanese, as well as various Apps.				
Contents of class preparation and review	<p>To have a good in-class discussion, prepare questions and learn about the subject before class. To write the Research Paper, and create quality notes and drawings, spend time after the topic is introduced using library resources, as well as prepare for your Team Presentation.</p> <p>In the classroom, we will introduce and engage with content and resources, monitor and gain feedback on your progress, as well as engage with your peers in the Team Presentation. However, it will not be possible to complete the assignments without dedicating time outside of class.</p> <p>Use these guidelines along with the Rubrics to monitor your progress and engage the amount of time you need to spend outside of class to complete the assignments. Students are expected to spend 5 hours outside of class each week for preparation, review, and working on their Paper, Notebook, and Presentations.</p>	Hours expected to be spent preparing for class (hours per week)	2 hours	Hours expected to be spent on class review (hours per week)	3 hours

Feedback Methods	<p>The Course is organized into 5 Modules, with the last class of each module dedicated to review and feedback. Students can submit questions to the Q&A section on UNIPA, and I will address the questions on the Review Day or sooner, as many times other students may have similar questions.</p> <p>Office Hours by Appointment on Wednesday, generally between 13:00~14:30.</p> <p>Work is due at the end of each module, but will not be graded until the end of the course.</p> <p>Students will research and discuss in groups, allowing them to share their styles and learn from others. Feedback will come from the professor, but also from peers.</p> <p>This requires preparation and review outside of class, without which it will be difficult to complete the work or get a good grade.</p> <p>Examples of excellent work from previous semesters will be shared to help students manage expectations. Feedback will help students monitor their progress on the Rubrics, organize their time for study outside of class, and set their own goals for performance.</p> <p>Each module begins with an Overview and ends with Team Presentations, where students can also receive feedback on their progress and presentation.</p>
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Grading Criteria		
Grading Methods	Grading Weights	Grading Content
Final Paper	50%	MLA Format Word Template, follow Course Outline, Cite References, be 10~15 Pages.
Visual Notebook	25%	Notebook size 190mm X 250mm , Handwritten, Illustrated, Informative, and Visually appealing.
Team Engagement	25%	Preparation and Engagement in the Team Presentation at the end of each module.

Required Textbook(s)	<p>https://goalscape.app/#/public/a4518123-3481-456a-a3c0-f6d22c147f24</p> <p>No need to purchase a textbook, but students are expected to make use of books recommended in the YGU Library. Selected books on reserve cover topics ranging from Bushido Code to Samurai History to Zen Gardens to Samurai Films. Graphic Novels by Sean Michael Wilson are also on reserve with books on classical Samurai texts, Biographies, and Major Events in Samurai History.</p> <p>There will also be excerpts of readings and PDFs provided as resources in the Modules.</p>
Other Reading Materials/URL	<p>Numerous URLs will be provided with lessons as they are introduced, such as online documentaries, videos, websites, and reference materials.</p>
Plagiarism Policy	<p>Plagiarism means presenting others' work as your own. Duplicate submission is also plagiarism. You may fail the assignment or course based on the plagiarism level. Repeated acts will be reported to the University for possible penalties. Suspected AI-generated writing gets a low score, so avoid copy-pasting and show your thoughts and engagement.</p>

<p>Other Additional Notes (Outline crucial policies and info not mentioned above)</p>	<p>Resources for Study Resources to support your study will be provided in Class as well as on UNIPA in the form of online resources, text, and PDF files, but in addition to online links, you will be expected to make use of books in the YGU Library which have been specially selected over the years for the purpose and topics covered in this Course. Although the Rubrics are quite specific, there is plenty of room to customize your Paper, your Notebook, and your Presentation if you leverage these resources properly.</p> <p>Feedback and Grades You will not be told your grade until it is assigned after the semester ends. However, based on the Rubrics you should be able to manage your expectations as well as set your goals for achievement. Feedback will be given in class, when possible, as well as through office hours by appointment. Do not expect an easy A and be aware of the risk of an F if you fall behind in your assignments. At the same time, the Rubrics have been scaled so that it should be possible for anyone to get a decent grade if they monitor their progress and seek feedback based on the Rubrics.</p>
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(NOTE 2) Class schedule is subject to change

Class Schedule	
Class Number	Content
Class 1	<p>1) BUSHIDO CODE: Understand the Bushido Code Now and Then and its relevance today.</p> <p>Session 1: Overview of Rubrics and Resources for the Module</p>
Class 2	<p>1) BUSHIDO CODE: Understand the Bushido Code Now and Then and its relevance today.</p> <p>Session 2: Team Formation and Study Strategy</p>
Class 3	<p>1) BUSHIDO CODE: Understand the Bushido Code Now and Then and its relevance today.</p> <p>Session 3: Close in on Content</p>
Class 4	<p>1) BUSHIDO CODE: Understand the Bushido Code Now and Then and its relevance today.</p> <p>Session 4: Group Sessions</p>
Class 5	<p>1) BUSHIDO CODE: Understand the Bushido Code Now and Then and its relevance today.</p> <p>Session 5: Monitor Progress on Papers, Notebook, and Presentations</p>
Class 6	<p>1) BUSHIDO CODE: Understand the Bushido Code Now and Then and its relevance today.</p> <p>Session 6: Presentations from Wind, Fire, Forest, and Mountain Teams</p>

Class 7	<p>2) CREATING THE SAMURAI BODY Learn how the Samurai cultivated physical and mental strength.</p> <p>Session 1: Overview of Rubrics and Resources for the Module</p>
Class 8	<p>2) CREATING THE SAMURAI BODY Learn how the Samurai cultivated physical and mental strength.</p> <p>Session 2: Team Formation and Study Strategy</p>
Class 9	<p>2) CREATING THE SAMURAI BODY Learn how the Samurai cultivated physical and mental strength.</p> <p>Session 3: Close in on Content</p>
Class 10	<p>2) CREATING THE SAMURAI BODY Learn how the Samurai cultivated physical and mental strength.</p> <p>Session 4: Group Sessions</p>
Class 11	<p>2) CREATING THE SAMURAI BODY Learn how the Samurai cultivated physical and mental strength.</p> <p>Session 5: Monitor Progress on Papers, Notebook, and Presentations</p>
Class 12	<p>2) CREATING THE SAMURAI BODY Learn how the Samurai cultivated physical and mental strength.</p> <p>Session 6: Presentations from Wind, Fire, Forest, and Mountain Teams</p>
Class 13	<p>3) SAMURAI SYMBOLS Appreciate the meaning and design of symbols in Samurai Culture.</p> <p>Session 1: Overview of Rubrics and Resources for the Module</p>
Class 14	<p>3) SAMURAI SYMBOLS Appreciate the meaning and design of symbols in Samurai Culture.</p> <p>Session 2: Team Formation and Study Strategy</p>
Class 15	<p>3) SAMURAI SYMBOLS Appreciate the meaning and design of symbols in Samurai Culture.</p> <p>Session 3: Study</p> <p>Session 3: Close in on Content</p>

Class 16	<p>3) SAMURAI SYMBOLS Appreciate the meaning and design of symbols in Samurai Culture.</p> <p>Session 4: Group Sessions</p>
Class 17	<p>3) SAMURAI SYMBOLS Appreciate the meaning and design of symbols in Samurai Culture.</p> <p>Session 5: Monitor Progress on Papers, Notebook, and Presentations</p>
Class 18	<p>3) SAMURAI SYMBOLS Appreciate the meaning and design of symbols in Samurai Culture.</p> <p>Session 6: Presentations from Wind, Fire, Forest, and Mountain Teams</p>
Class 19	<p>4) SAMURAI STORIES Discover how Samurai created and cultivated their way of life.</p> <p>Session 1: Overview of Rubrics and Resources for the Module</p>
Class 20	<p>4) SAMURAI STORIES Discover how Samurai created and cultivated their way of life.</p> <p>Session 2: Team Formation and Study Strategy</p>
Class 21	<p>4) SAMURAI STORIES Discover how Samurai created and cultivated their way of life.</p> <p>Session 3: Close in on Content</p>
Class 22	<p>4) SAMURAI STORIES Discover how Samurai created and cultivated their way of life.</p> <p>Session 4: Group Sessions</p>
Class 23	<p>4) SAMURAI STORIES Discover how Samurai created and cultivated their way of life.</p> <p>Session 5: Monitor Progress on Papers, Notebook, and Presentations</p>
Class 24	<p>4) SAMURAI STORIES Discover how Samurai created and cultivated their way of life.</p> <p>Session 6: Presentations from Wind, Fire, Forest, and Mountain Teams</p>

Class 25	<p>6) BUDO TOURISM Experience and Enjoy Japanese Budo and Samurai Culture.</p> <p>Session 1: Overview of Rubrics and Resources for the Module</p>
Class 26	<p>6) BUDO TOURISM Experience and Enjoy Japanese Budo and Samurai Culture.</p> <p>Session 2: Team Formation and Study Strategy</p>
Class 27	<p>6) BUDO TOURISM Experience and Enjoy Japanese Budo and Samurai Culture.</p> <p>Session 3: Close in on Content</p>
Class 28	<p>6) BUDO TOURISM Experience and Enjoy Japanese Budo and Samurai Culture.</p> <p>Session 4: Group Sessions</p>
Class 29	<p>6) BUDO TOURISM Experience and Enjoy Japanese Budo and Samurai Culture.</p> <p>Session 5: Monitor Progress on Papers, Notebook, and Presentations</p>
Class 30	<p>6) BUDO TOURISM Experience and Enjoy Japanese Budo and Samurai Culture.</p> <p>Session 6: Presentations from Wind, Fire, Forest, and Mountain Teams</p>