

New Japanese Course Geared to Video Game and Anime Industry

**"Workplace Japanese I\* & II" (Fall 2006 - Spring 2007)**

This two-semester course aims to prepare students to function effectively in a Japanese work environment by focusing both on practical language skills and on cultural understanding. The task-based activities are largely in the form of real-world simulation to enable students to learn by doing. During the first semester, students primarily focus on language usage and cultural aspects unique to Japanese work settings. During the second semester, students primarily focus on aspects of language usage in technical/entertainment industries such as video games and anime.

***Prerequisite:*** Japan 204 at this University or proficiency as determined by placement test.

Time: 2:00 PM - 2:50 PM

Days: MTWRF

Credit: Five hours

\* Workplace Japanese I will be listed on the Fall 2006 Class Schedule as a section of JAPN 305 Advanced Japanese I, and students will receive credit for JAPN 305.