

Dates: 22 June – 24 July 2015 (Special Term II)

Application Opens: Early December 2015

\*Choose from 16 modules offered!



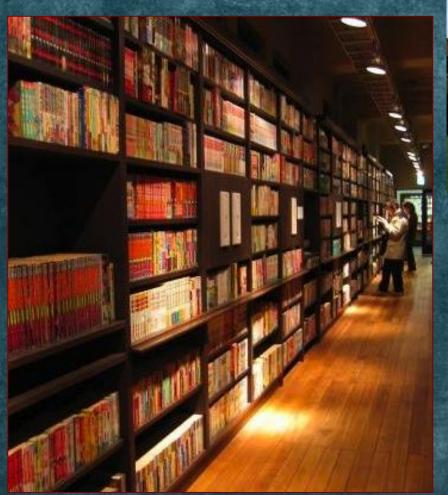
### Seoul and Jeju Island

- Sangam Media City:
- ► Game companies, media productions
- Paju Heyri Art Village and Paju Book City:
- ► Art galleries, 60s & 70s' music cafes, publishing companies
- ► Film/drama location(s): e.g., Korean Folk Village
- K-pop music program public broadcasting:
- Mnet MCountdown
- Korea National University of Arts:
- ► Film production facilities
- Jeju Shinyoung Cinema Museum
- Drama and film locations: e.g., Taewangsashinki, Shiri, Chuno, Architecture 101 etc.

#### Film/drama location(s): e.g., Korean Folk Village











Guided tour and special animation seminar on sound at the Kyoto International Manga Museum



Tezuka Osamu Manga Museum



Mandarake - one of Tokyo's largest vendors of used anime and manga-related products



Akihabara Street considered by many to
be an otaku cultural
center and a shopping
district for computer
goods, video games,
anime & manga.

Numerous <u>maid cafés</u> are found throughout the district.





# # GhibliMuseum Mitaka



















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In Homer's famous epic Greek poem The Odyssey, Ulysses (or Odysseus) undergoes an epic journey of challenge and self-discovery, and returned to his homeland with a confirmation of his new identity and selfhood. In the same way, this OdySEA seeks to bring you on an intellectual journey to (parts of) Southeast Asia that will challenge you to prompt self-reflexivity, and lead to a similar return to Singapore with a new sense of self in relation to the region.



#### **Questions?**



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