

# Intro to Anime and Manga, 3 Credits

CRN: 56374 Course Number: ML 2500 Section: OL1

Modality: Online Asynchronous

Semester and Academic Year: Early Summer 2026

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## Instructor Information

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Instructor	Email	Drop-in Hours & Location
Amanda Weiss	amanda.weiss@modlangs.gatech.edu	Tuesdays 10 am-12 noon (Zoom)

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## General Course Information

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### Course Description

This course is a survey introduction to Japanese anime and manga. Through a critical examination of art styles, narrative techniques, and genre conventions, students will analyze how anime and manga reflect and shape Japanese society, identity, and popular culture. Key topics include the evolution of storytelling, important creators and studios, genre/demographics (such as shōnen, shōjo, seinen, and josei), and the global impact of anime and manga.

This course is taught in English. There are nine modules: Introduction, Origins of Anime and Manga, Anime and Manga Industries, Style and Iconography, Demographics and Genre, Subgenre, Society and Culture, Fandom and Globalization, and Final Project. By the end of the course, students will gain a foundational understanding of the aesthetic, cultural, and industrial dimensions that define anime and manga as powerful storytelling mediums.

### Pre- &/or Co-Requisites

None

### Course Objectives and Learning Outcomes

By the end of this course, students will be able to:

- Identify major historical developments in the evolution of anime and manga in Japan;
- Analyze visual styles and artistic techniques used in anime and manga;
- Describe the structure and functioning of the anime and manga industries;
- Distinguish between major genres and demographic categories (e.g., shōnen, shōjo, seinen, josei);
- Interpret key themes, cultural symbols, and storytelling conventions within anime and manga narratives;
- Evaluate the influence of anime and manga on both Japanese society and global popular culture;
- Critically engage with anime and manga as forms of artistic and cultural expression;
- Develop informed perspectives on the work of prominent creators, studios, and movements within the medium.

## Core IMPACTS

This is a Core IMPACTS course that is part of the Humanities area.

Core IMPACTS refers to the core curriculum, which provides students with essential knowledge in foundational academic areas. This course will help master course content, and support students' broad academic and career goals.

This course should direct students toward a broad Orienting Question:

How do I interpret the human experience through creative, linguistic and philosophical works?

Completion of this course should enable students to meet the following Learning Outcome:

Students will effectively analyze and interpret the meaning, cultural significance and ethical implications of literary/philosophical texts or of works in the visual/performing arts.

Course content, activities and exercises in this course should help students develop the following Career-Ready Competencies:

- Ethical Reasoning
- Information Literacy
- Intercultural Competence

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### Assignments and Weighting

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Assignment	Date	Weight (Percentage, points, etc)
Activities	Throughout	25%
Reflections	Throughout	25%
Discussions	Throughout	25%
Final Project	Final Week	25%

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### Extra Credit Opportunities

If 90% of students complete the CIOS evaluations, all students will receive +1% extra credit on their final grade. This must be anonymous (do not notify instructor that you have completed this; the completion rate is anonymous and visible to the instructor).

### Additional criteria for successful completion of the course

Students must complete at least 70% of the assignments within each module.

## Description of Graded Components

### Activities (25%):

There are a few low-stakes exercises throughout the course designed to deepen engagement with key concepts in manga and anime. Students will be asked to submit brief written reflections or short video presentations that introduce a specific topic such as an anime genre (isekai, gourmet, horror, etc.) or a thematic element (anime soundtracks, visual style, or narrative tropes). These assignments encourage students to connect course materials to their individual interests while also developing analytical and communication skills.

### Reflections (25%):

In each module, students will be asked to read an academic article and/or watch a pre-recorded lecture, then respond to a set of guided questions. These reflections emphasize careful analysis, the use of key concepts and terminology, and the ability to connect scholarly perspectives to specific examples from manga and anime.

### Discussions (25%):

Discussions provide a space for students to engage thoughtfully with one another about assigned readings, lectures, and films. Students are expected to contribute original posts that respond to prompts and to reply to their peers in ways that extend, question, or deepen the conversation.

### Final Project (25%):

For the final project, students will explore a key theme of the course in greater depth through either a brief prerecorded presentation (this can be a documentary, an anime analysis, a PPT with audio, or a Youtube-style commentary video) or a short analytical paper. Students will select one of the themes discussed in the course modules and apply it to a specific manga or anime. Final Projects must demonstrate critical engagement with both primary (the anime or manga itself) and secondary (academic articles) sources. All projects must include proper MLA citations.

### Grading Scale

Your final grade will be assigned as a letter grade according to the following scale:

A	90-100%
B	80-89%
C	70-79%
D	60-69%
F	0-59%

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## Course Materials

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### Required Course Materials

All course materials, communications, links, files, etc. will be provided on Canvas, including the syllabus, readings, and homework assignments. You may also be asked to rent a few of the anime that we will watch in class. These will be popular works that are widely available online.

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## Course Policies, Expectations, & Guidelines

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### Attendance Policy

This is an online and asynchronous course. Attendance is measured by your active and thoughtful participation in online group discussions (both “Reflection” and “Activity” assignments).

### Academic Honesty/Academic Integrity Statement

Georgia Tech aims to cultivate a community based on trust, academic integrity, and honor. Students are expected to act according to the highest ethical standards. [Review Georgia Tech’s Honor Code](#) and the [student Code of Conduct](#). Any student suspected of cheating or plagiarizing on a quiz, exam, or assignment will be reported to the Office of Student Integrity, who will investigate the incident and identify the appropriate penalty for violations. **Use of AI is not allowed in this course.**

### Accommodations for Students with Disabilities

If you are a student with learning needs that require special accommodation, [contact the Office of Disability Services](#) (404-894-2563) as soon as possible to make an appointment to discuss your special needs and to obtain an accommodations letter. Please also e-mail me to set up a time to discuss your learning needs.

### Extensions, Late Assignments, & Re-Scheduled/Missed Exams

Modules will automatically close at the end of the one-week submission period. Late assignments are allowed only in the case of illness, emergencies, and other institute-approved absences. Please communicate with me if you miss an assignment.

### Collaboration & Group Work

Students should complete all homework assignments and projects by themselves unless otherwise notified by the instructor.

### Acceptable Student Conduct/ Student-Faculty Expectations Agreement

At Georgia Tech, we believe that it is important to strive for an atmosphere of mutual respect, acknowledgement, and responsibility between faculty members and the student body. [The Student-Faculty Expectations](#) articulate some basic expectations that you can have of me and that I have of you. In the end, simple respect for knowledge, hard work, and cordial interactions will help build the environment we seek. Therefore, I encourage you to remain committed to the ideals of Georgia Tech while in this class.

### Student Well-Being

At Georgia Tech, we are concerned about your overall physical, social, and mental well-being. A comprehensive list of wellness related resources has been compiled and maintained by the Office of the Vice President for Student Engagement and Well-being ([student-resource-guide \(gatech.edu\)](#))

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## Course Schedule

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The Course Schedule is available on the course Canvas site. It also includes links to all assignments and readings.