

Module code	AH-3301		
Module Title	History and/as Popular Culture in Southeast Asia		
Degree/Diploma	Bachelor of Arts (History and International Studies)		
Type of Module	Major Option/Breadth		
Modular Credits	4	Total student workload	8 hours/week
		Contact hours	4 hours/week
Prerequisite	None		
Anti-requisite	None		
Aims This module aims to introduce students to the concepts, modalities, processes and implications of the public consumption of history in Southeast Asia. It seeks to develop skills in analysing the representations and appropriations of history by groups and individuals as manifest in popular media such as film, television, documentary, novels, comics, newspapers, and the internet. It also clarifies the debates about the alleged debasement and commodification of history, on the one hand, and the promise of empowerment that popular culture lends to or shares with history, on the other.			
Learning Outcomes: At the end of the module, the students are expected to be able to:			
Lower order :	10%	- Characterise the relationship between history and popular culture. - Discuss the importance of examining the popular representations of history	
Middle order :	50%	- Analyse the ways by which history and popular culture may be closely entwined in people’s everyday lives. - Examine the social and political contexts that give rise to the ambiguous relationship between history and popular culture - Compare and contrast the features, capabilities and limitations of various popular mediums used in historical representation.	
Higher order:	40%	- Assess the capabilities and limitations of various popular mediums for historical representation - Design or create a popular history project that showcases a deep understanding of concepts learned from the module	
Module Contents - Overview of the nature of history as a form of knowledge and as an academic enterprise. - Nature of popular culture and the public consumption of history - History through the various media - History and Film - History, Documentary and Television - History and Digital Games - Historical Journalism and Popular Historians - Historical Novels - History and Comics/Graphic Novels			
Assessment	Formative assessment	Comments on early draft of essay; qualitative feedback on tutorial presentation, participation and group project	
	Summative assessment	Examination: 30%	
		Coursework: 70% - 1 essay:10% - 1 group presentation (10%) - Short quizzes and midterm test (30%) - Participation in weekly discussions (10%) - 1 group project (10%)	