

Study Games. Create Content. Experience Japan.

Kyoto

Study Abroad with SRJC for the SUMMER SESSION 2027

PROGRAM DATES:

Courses begin online asynchronously: Monday, June 14

Depart U.S.: Sunday, June 27

Arrive Kyoto: Monday, June 28

Depart Kyoto: Saturday, July 24

YOUR PROGRAM INCLUDES

- One-time airport transfers from Kansai International Airport (KIX) to the accommodation and return on program arrival and end dates at an agreed time.
- Accommodation in twin studio apartments in a centrally located apart-hotel within a 30-minutes commute to the study center. Each studio is equipped with linen, towels, a kitchenette, laundry facilities and Wi-Fi.
- Meals: self-catering facilities at student accommodation, a welcome meal, and a farewell meal.
- Travel pass: An integrated circuit (IC) smart card pre-loaded with ¥10,000, valid for travel on all JR trains and trams, subways and buses in the Kyoto metropolitan area.
- Orientation program in Kyoto consisting of a meeting with AIFS staff, information on safety and security and a local area walking tour.
- A walking tour of Gion and Higashiyama districts with the services of a professional, English-speaking guide.
- A guided tour to Fushimi Inari.
- Entrance to Kyoto International Manga Museum.
- A traditional tea ceremony.
- A full-day excursion to Osaka by private bus including entrance with guided tour of Osaka Castle and free time for self-exploration of Dotonbori and Nipponbashi Den Den Town.
- The services of AIFS support staff for information, personal advising and 24-hour emergency contact service.
- Student medical insurance policy.

PROGRAM FEE

Based on an enrollment of 25 or more participants, the fee per person is **\$5,170**. This fee excludes airfare, optional insurance upgrades, passport or visa fees, meals other than those listed, personal expenses, any Santa Rosa Junior College tuition or administrative fees, textbooks, additional field trips or excursions required by the Santa Rosa Junior College faculty and anything not specified.

DEADLINE TO APPLY & PAY \$450 DEPOSIT*

March 26, 2027

FINAL PAYMENT DEADLINE**

April 30, 2027

*Participants who withdraw after March 26, 2027 but on or before the final payment deadline (April 30, 2027) may receive a refund for all fees paid less the \$450 deposit and any non-refundable deposits paid by the participant or by AIFS on the participant's behalf.

** There are no refunds for participants who withdraw after April 30, 2027. Enrolled participants who have not paid in full by this date are contractually responsible for the full program fee.



FACULTY



Professor Ethan Wilde
ewilde@santarosa.edu

Ethan Wilde is a veteran educator, entrepreneur, designer, and coder with over 30 years of experience teaching and working in game research, mobile application development, and interactive design. Currently an instructor at Santa Rosa Junior College, his career combines senior executive leadership in interactive technology with extensive scholarship in visual culture, play theory, and architectural history. Having traveled across more than twenty countries — including three extended visits to Japan — and mentored large cohorts of international students, he blends technical and design mastery with deep cross-cultural mentorship.



Professor James Gappy
jgappy@santarosa.edu

James Gappy teaches Computer Science and loves combining technology, social media, travel, and hands-on learning. He has traveled to more than 17 countries and has visited Japan six times. In 2025, he led a study abroad program in Japan with 25 college students, traveling through Tokyo, Kyoto, Osaka, Nara, Naoshima, Okayama, Hakone, and the Mt. Fuji region. His approach to study abroad is simple: get out, explore, experience the culture, and make the destination part of the classroom.

COURSES

Each student in the program will be required to take the following two courses:

CS 40: HISTORY OF GAMES – 3 UNITS, CSU/UC TRANSFERABLE

Taught by Ethan Wilde

History of Games focuses on the origins and evolution of games across cultures. Through visits to cultural sites in Kyoto, students will explore traditional Japanese games such as Hanafuda, Go, and Karuta while connecting them to broader global histories of play. In Osaka, students will examine modern gaming culture and the commercial and entertainment dimensions of gaming, gaining insight into how games are marketed and experienced in urban settings. These experiences allow students to move beyond theory and directly observe how cultural values such as aesthetics, precision, and storytelling influence game design.

CS 57.12: APPLIED SOCIAL MEDIA – 3 UNITS, CSU TRANSFERABLE

Taught by James Gappy

Turn your experience in Japan into original social media content while building a professional digital portfolio. Applied Social Media complements the History of Games class by giving students the tools to document, analyze, and share their experiences in real time. Using platforms such as TikTok, Instagram, and YouTube, students will create original content throughout their time in Kyoto and during excursions to Osaka and Nara. Kyoto provides a rich setting for visual storytelling and cultural branding, while Osaka supports trend analysis, entertainment-focused content, and audience engagement. Students will apply concepts such as audience targeting, brand identity, content strategy, video editing, and analytics while building a professional digital portfolio.

FOR MORE INFORMATION, CONTACT:

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& to apply!



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