Nordic-Baltic Korean Studies Days 2024

1. Schedule

	Monday (March 4)	Tuesday (March 5)	Wednesday (March 6)		Friday (March 8)
9–10 Breakfast	\mathcal{E}		Book talk	Book talk	Morning talk
and	introduction	HISTORY	COMMUNICATION	ANTHROPOLOGY	HISTORY
Breakfast talks			Younghan Cho (Hankuk	Olga Fedorenko	Sonja Häussler (University
20-30 min, all		(University of Oslo):	University of Foreign	(Seoul National	of Stockholm):
breakfast talks				University): Flowers of	"Intellectuals Campaigning
start at 9:15 in		Communism as	Fandom in South Korea	4	in Sweden for the
room: 21.0.54		Movement and Culture		Korean Advertising at a	Recognition of the DPRK"
		in Korea, 1919-1945		Crossroads	
	Workshop 1:		-		Workshop 5:
10:15-11:00	ENVIRONMENT	FILM			ANTHROPOLOGY
	\			students who would like	
	2 /				University): "Affective
	_		(Charles University) &		Protest Symbols: Public
Q&A with author				topic you feel passionate	
		Homecoming (2016)			Commemoration of the
	1700–1900"				Sewŏl Ferry's Victims
		1	and Translation: Korean		in Seoul"
		\	Buddhism in Monastic		
			Biographies		
12:45–13:30	Lunch talk		Book talk		Book talk
· /					POLITICS
min+15 min		,		CedarBough Saeji	Gabriel Jonsson
~ / /			Se-Mi Oh (University of		(University of Stockholm):
21.0.54					Human Rights and
	_		Sediments: A History of		Democratic Consolidation
	Times"		Seoul in the Age of		in South Korea
		Introduction"		Wearing as Play	
				Informed by Popular	
				Culture"	

14–17 (Trainings) Students must register in advance	Γ	14:00-15:30 Student presentations & feedback
	Option 2: Transmedia Storytelling in East Asia and Game Jam on <i>The Journey to the West</i> with a Korean twist (Barbara Wall and the game specialists Sarah Grossi and Ida Broni Christensen) - <i>No prior programming skills required</i> . If you are creative, like stories and Korea and want to work on your IT skills, this training is the right choice. You will learn how to create a computer game ("text-based adventure") in teams using the programming language Twine. The game will be based on <i>The Journey to the West</i> , which is one of the most popular story worlds in East Asia, if not in the world. One of the most popular adaptations of <i>The Journey</i> is <i>Dragon Ball</i> . The teachers will provide a pool of elements which you can use as the "ingredients" of your game. It will be up to you how to mix the ingredients and to create an exciting "recipe" for your game adventure with a Korean flavor. The teaching team consists of Ida Broni Christensen and Sarah Grossi (MA in Game Studies from the IT University in Copenhagen) and Barbara Wall (Copenhagen). The game jam will be a hands-on approach that seeks to combine IT skills with knowledge from Korean and Asian Studies.	
	Option 3: DISCUSSION GROUP IN KOREAN (Vladimir Tikhonov, Hyun Joo Choi and Antti Leppänen) (this training will be only in Korean, so only students who feel ready to contribute to a conversation in Korean can participate)	

코리아는 디아스포라 사회이며, 그것은 해외 한인 디아스포라도 한반도에서의 외국계 디아스포라가 모두 상당한 규모이며 경제에서 문화에 이르기까지 삶의 모든 측면에 의미 있는 영향을 미친다는 것을 의미합니다. 재외한인 동포는 약 700 만 명으로 한반도 현재 총인구의 거의 10%입니다. 동시에, 한국은 동아시아에서 외국계 인구 비율이 가장 높습니다(약 4,5%). 이 토론 그룹은 한국어로 해외의 한인 디아스포라와 남북한의 외국인 디아스포라 관련의 여러 문제와 현상에 대해 이야기 할 수 있는 기회를 제공할 것입니다. 참여해주시면, 한국적인 맥락에서 다문화를 공부하는 데 필요한 어휘와 용어를 배우는 데 도움이 될 것입니다. 현재 한국의 세계 최저의 출산율(0,73 명)을 고려할 때, 한국의 미래는 필연적으로 다문화입니다. 그래서 이와 같은 토론은 여러분들에게 유익할 겁니다.

Organizers: Sabine Burghart (University Lecturer, Turku), Erika Griučkaitytė (Vytautas Magnus University), Sonja Häussler (Professor, Stockholm), Zoran Lee Pecic (Associate Professor, Norwegian University of Science and Technology), Antti Leppänen (Researcher, Turku), Andrew Logie (Associate Professor, Helsinki), Ildze Šķestere (The University of Latvia), Vladimir Tikhonov (Professor, Oslo), Barbara Wall (Associate Professor, Copenhagen)