

Dr. Binod Shrestha

Project Summary

I have two goals in terms of how I might incorporate information on Japan in my undergraduate curriculum: **a)** art, specifically Butoh and other literary and theatrical tradition (Noh, Kabuki, Bunraku, and Kyogen) in Japan, and **b)** the role of (anthropomorphic) technology, e.g., the advent of the digital pets in 1996-96; the first humanoid robot (in Japan) "Gakutensoku" 1928. Both ideas in my curriculum are rooted in the body and how artists might respond to evolving socio-political and identity issues such as gender, class, culture, and the intersection of body and technology. The students in my courses will investigate these two topics through the questions of aesthetics and the artist's responsibility to society.