

Interdisciplinary Program of Arts & Design Technology

— *Contact Information*

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■ What is Arts & Design Technology?

Art & design technology refers to the integration of art, design, and engineering technology. It aims to create new art and culture through the convergence of disciplines, and to create shared values for solving social problems by identifying the needs of the rapidly changing contemporary society.

■ Interdisciplinary Program of Arts & Design Technology at Chonnam National University

The Interdisciplinary Program of Arts & Design Technology is based on culture and art and combines intelligent technologies (AR/VR, big data, AI, 3D printing, etc.) to focus on various field practices such as new media art, interaction design, art marketing, and digital media management. It educates and researches content planning and production, nurturing design convergence talents to solve industrial and social problems.

Newly established in June 2020, this cooperative course consisting of digital plastic arts and human interaction design majors combines humanities and social sciences technology to preemptively respond to rapidly changing social changes, nurturing intelligent cultural and artistic content convergence talents in regional bases. It aims to discover human care service experts who create shared values to solve social problems.

Through this, by securing creative education and research initiatives of regional base universities and driving high added value in the cultural technology field, which is the main industry in the region, it is possible to revitalize social contribution culture and art content research and create community social value for the region and the country. We are moving forward to nurture “right design convergence talents that benefit human life”.

After graduation, You will have the opportunity to advance into various jobs that will become the basis of future industries, such as convergence content curator, technical art director, media technology content producer/planner, media art producer/planner, digital artist, smart healthcare coordinator, data manager, start-up using intellectual property rights and copyrights-project managers of internal and external companies.

■ Professors

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■ Degree Requirements

The Master's degree program

Applicants for master's dissertation are required to meet all following prerequisite requirements.

- ① Earn 24 credits : Applicants for a master's degree are required to obtain at least 18 credits in the curriculum provided by this interdisciplinary Program, including at least 12 credits in the curriculum of the major.
- ② Successful passing of qualification examination (general test + foreign language test)
- ③ Either publication of academic paper in academic journal at home and abroad or practical work presentation
- ④ All requirements above must be completed and the dissertation must be successfully passed by the dissertation committee to graduate.

The Doctorate program

Applicants for doctorate dissertation are required to meet all following prerequisite requirements.

- ① Earn 36 credits : Applicants for a doctorate degree are required to obtain at least 24 credits in the curriculum provided by this interdisciplinary Program, including at least 18 credits in the curriculum of the major.
- ② Successful passing of qualification examination (general test + foreign language test)
- ③ Two or more academic papers worthy of being considered for publication at KCI (solo or lead author)
- ④ All requirements above must be completed and the dissertation must be successfully passed by the dissertation committee to graduate.

Integrated master's and doctorate program

Applicants for integrated master's and doctorate dissertation proposal are required to meet all following prerequisite requirements.

- ① Earn 54 credits : Applicants for an integrated master's and doctorate degree are required to obtain at least 36 credits in the curriculum provided by this interdisciplinary Program, including at least 30 credits in the curriculum of the major.

- ② Successful passing of qualification examination (general test + foreign language test)
- ③ Three or more academic papers worthy of being considered for publication at KCI (solo or lead author)
- ④ All requirements above must be completed and the dissertation must be successfully passed by the dissertation committee to graduate.

■ What Do You Study?

■ Major in Digital Plastic Arts

Pop Culture Theory	Culture and Arts Trends
Visual Design Seminar	Culture and Arts Management Seminar
Cultural Policy Theory	Semiotics
Plastic Arts Theory	Plastic Psychology
Culture And Arts Marketing	Media Art Studio
Visual Design Studio	Sound Design
Korean Modern Arts Theory	Visual Communication Theory
Western Modern Arts Theory	Research on Design Plastics
Arts And Culture	Art Psychotherapy
Arts And Aesthetics	Arts and Copyrights
Contemporary Art Criticism	Art Market Management
Diaspora Arts	Art Curation
East-West Comparative Arts	Art Financial
Convergence Contents Design	Cultural Archetype and Content
Design Illustration	Digital Content Planning
Art Creation Theory	Image and Film Theory
Convergence Plastic Studio	Art Transformation
Research on Plastic Art Techniques1	Trans Art
Research on Plastic Art Techniques2	Evolutionary Psychology
Art Technology	Culture and Tourism Theory
Media And Plastic Arts	Culture And Content Storytelling
Digital Conversation Techniques	Cultural Content Distribution Strategy
Creative Tasks	Visual Programming
Art Products Production Management	Special Video Production Technique
Culture And Urban Civilization	3D Printing Practical Application
Introduction To Humanities and Arts	Motion Graphics Design
Humanities, Culture and Arts Seminar	Animations
UNESCO Cultural City	VFX Studio
Urban and Local Culture Development	Game Scenario Planning
Culture, Arts and Technology	Game Production Studio
Culture, Arts and Entrepreneurship	Creative Criticism Seminar
Culture and Arts Management Theory	Artistic Logic and Writing
Art Product Planning	

■ Major in Human Interaction Design

Cognitive Science
Bioinformatics
Research on Digital Communication
Service Engineering Special Theory
Data Science
Service Convergence Design
Design Management
Marketing Communications
Design Strategy Simulation
Design Creativity
ICT Service Design
Art & Design Business
Design Research Methodology
Public Brand Design
Introduction to HCI
Interaction Design
Cognitive System Engineering Special Theory
Cognitive Science and Application
New Service Product Development
Artificial Intelligence and UX Design
Visual Analytics
Statistical Research Methodology 1
Statistical Research Methodology 2
Design Quality Management
Service Management Innovation
Database Design
Introduction to Industrial Information System Engineering
AR/VR
Media Video Contents
Media Technology Design
Art and Computing Thinking
Programming Computer Graphics

New Media and Contents
Interactive Media
Culture and Technology
Healthcare Service Design
Human Physiology
Healthcare IoT
Healthcare Big Data Analysis
Healthcare Business and Law
Integrated Research Methodology
Health Promotion Education
ICT Technology Trends Analysis
Cognitive Psychology
Visual Thinking
Design Start-Ups
UI/UX Design
Interface Design
Design Trends
Social Innovation Design
Visual Information Processing and Application
Computer Science
Bio-signal Mining
Biometric Engineering Design
High-tech Marketing
Social Business Paradigm
Big Data Marketing
Physical Computing
Introduction To Healthcare Engineering
2D Special Production Technique
3D Special Production Technique
Transhumanism
User Experience Data Analysis
VR Mobile Contents Development
Social Problem-Solving

■ Careers

Students may obtain positions in/as:

■ Major in Digital Plastic Arts

Convergence content curator, content fab creator, technical art director, media technology content producer/planner, digital artist, entertainment director, virtual reality exhibition planner, culture and arts

research institute content creator, digital arts convergence educator, media facade, visual effects (VFX) and hologram content planning/production, game and 3D animation producer, etc.

■ Major in Human Interaction Design

Smart healthcare coordinator, data manager, opening start-ups using intellectual property rights and copyrights, big data curator, medical big data scientist, digital cartographer, technology-based venture start-ups, public service designer, social media consultant, local contents creator, art & culture product designer, eye-tracking programmer, art trend planner, AI software and related application developer, design consultant, special effects designer, wearable device design and system developer, UI/UX designer, other product convergence interaction designer, etc.