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COLLEGE OF DESIGN

Kim, Su-Ken, the most renowned architect in Korea became as professor at Kookmin University in 1975. He was commissioned to coordinate the architectural engineering, costume design, decorative design, metal work and ceramic into the faculty of design. He also brought in young open-minded professors with a passion for teaching to renew the curriculum on par with international standards and new ideas. At the same time, he made a lot of opportunities to develop the students' own abilities by having 'Thematic Design Exhibitions' (triennale from 1976), which became the central part of the curriculum. All these efforts built the strong identity of the College of Design today.

The naming of the department or the college is the educational idea and direction, in the professor 'point of view. In this sense, our names of 'Faculty of Design' in 1975 and of 'College of Design' in 1980-reflect an entirely unique concept of design education in 21st century while the design programs of other schools remain under old-fashioned 'College of Fine Art'.

Know as firm, determined design educators, we built up a college with a new curriculum and teaching method based upon the students' experience and motivation. We try to support each student in his/her creative ideas and experimental concepts in every aspect and have an open-mind to keep a good sense of design. Consequently, we are especially known for our teaching know-how.

DEPARTMENT OF INDUSTRIAL DESIGN

The Department of Industrial Design has contributed in creating a desirable new lifestyle: we have cultivated our students of their ability to express their great design talent and to serve as an important part of international lifestyle by developing internationally competitive skills.

Students of our department have the ability to find solutions that originally effect the settlement and the concrete shape of models. The solutions are artistic sensibility, imagination and expression skills exhibited on problems of Industrial Product, Transportation, Environment, Interior and Exterior Design. In the department of industrial designs, the problems are seen from an angle of total science such as Art,

Scientific technique and Cultural science. Then we prepare the program beyond future of harmonization with theory and fact-in order to educate modeling ability and positive aid of new media.

Courses

- **Seminar in Special Topics (2)**

To raise intellectual curiosity through the meeting between professor and student and purpose of more active the relationship. Also encourage student's investigation for enter upon studies. The study progress by several way such as Seminar, Research, workshop and actual training etc it depends on professor and every lectures have small topics.

- **Design Technical Drawing (2)**

Students learn the importance of the Technical Drawing in Industrial Process through the studies on how to draft a production plan and various methods of expressing their ideas.

- **Observation and Expression (2)**

Students make images of an object with a variety of materials and techniques, given a specific situation.

- **2-Dimensional Practice (2)**

Students learn the skills based on modeling theories by practicing creative expressions.

- **Computer Aided Drafting (2)**

Students learn to draft the plan of products, cars and environment with a computer.

- **Visual Techniques (2)**

Students learn the ability to express with modeling. They learn to express various forms of objects, and several expression skills are practiced repeatedly.

- **3-Dimensional Practice (2)**

To understand the physical and visual 3-Dimensional model in a space, students make a physical 3D model with several materials and skills based on the principle of modeling.

- **Theory of Industrial Design (2)**

Students learn the basic theoretical knowledge of the study of Industrial Designs. They understand the background of its origin, concept and characteristics along with design processes and techniques. Also they take a look at the social, economical and cultural value of industrial designs to appreciate the role, faculty, responsibility and ethics of industrial designs.

- **Basic Industrial Design 1 (2)**

Students analyze the purpose, creation, function and shape of natural objects and find out the modeling solution and the possibilities of artificial objects in this course.

- **Basic Product Design (2)**

Students go through diversified experiments that model an expression of a product to find out a new product model with purpose, function, structure, material and form that are systematically related.

- **2-Dimensional Computer Aided Industrial Design (3)**

Students understand the basic theory of CAID and acquire knowledge to use software that is required to do jobs such as 2D editing, multimedia, and image editing.

- **Photography (2)**

This subject cultivates communication skills delivered through photography. Students also learn the theory and background of photography and darkroom work.

- **Rendering (2)**

Students learn the rendering expression ability of 3-Dimensional object based on

theories of Axonometric, Oblique, Perspective, and Projection. Students learn design communication skills using various materials.

- **Chromatic (2)**

With autonomous practical acquirement of colors, students achieve sense of maximum practical efficiency and uniformity by establishing their own substantial definition of color, maturing the ability to latitude understandings on art and design development.

- **Material and Structure (2)**

This course is about general industrial processes and various industrial materials such as metal and base metal with consequent study of the relevance between material and structure.

- **Basic Industrial Design 2 (2)**

Students go through a realization of form, function and the systematic relations of materials by plan and development process of industrial goods with a simple structure and function.

- **Basic Environmental Design (2)**

The purpose of this course is to experience conceptual space through material and the Joinery Technology experiment, which is a system of Space Enclosing Structure and the partition of spaces for the right purpose of the concept.

- **2-Dimensional Computer Aided Industrial Design 2 (3)**

A study of software those are useful in 3D computer modeling, simple animation and simulation.

- **Color Management (2)**

To improve the ability of original expression with a sense of color and the investigation of color theory along with practical organization with color planning through practical application for industrial design.

- **Rendering Aided Techniques (2)**

This course is linked with Rendering I. This study includes rendering skills and

other methods, with actual training on product's interior and exterior.

- **Design Graphics (2)**

In this course, students learn the meaning of ubiquitous and by breaking up the question of how to change the lifestyle through ubiquitous into things such as living space and product, this course examines how technology changes lifestyles.

- **Production and Process (2)**

This lecture is about the right understanding to represent industrial progress such as the application of the industrial processing method or the material and product.

- **Design for Living Equipment (2)**

Design various spending goods to understand the general process from planning, producing, marketing, circulation, and consumption.

- **Design for Environmental Equipment (2)**

Design for the appropriateness of outdoor objects with consideration on the city's environment visual image and function.

- **Design for Industrial Equipment (2)**

Analyse the spacial quality of Industrial Equipment, establish the shape of the concept, the right structure and the practice to gain a suitable modeling sense for work in an industrial company.

- **3D Product Modeling 1 (2)**

It is an in-depth training of 3D modeling creation of product designs. Students learn the NURBS surface development techniques through basic modeling practices and acquire the modeling techniques that fuse new media into itself.

- **Digital Contents (3)**

It is a course where students establish a support system through an advanced understanding on general field of digital contents. Students inquire the theories, production cases and production processes of digital contents that are widely used in creating webpage, games and digital images and cultivate digital contents

creation ability within future design environment.

- **Human Factors (2)**

To improve the application skills for the design process with research that is based on a correct understanding of the human instrument system to analyze the relation and apply the method in a physical and a mental state.

- **Design for Environments (2)**

To understand the planning method and the primary factor of environment to design a new space for the purpose of human life and a suitable partition space of function and organization.

- **Design for Informational Equipment (2)**

This course lectures on applying the correct design element, after presenting a new concept of information equipment for the market environment and user lifestyle.

- **Design for Sports & Leisure (2)**

This course studies the present possibility of new human lifestyle through the age, which is becoming manifold, and rapidly changing lifestyles and design supplies.

- **3D Product Modeling 2 (2)**

Students acquire interactive product animation criticism technique by examining product design modeling data within the multimedia design environment.

- **UIT Interface Design (3)**

The purpose of this course is to acquire a new ability to harmoniously build up the relationship between a consumer and the product study with GUI, and AI of Human and Machine.

- **Design for Methodology (2)**

The purpose of this course is to acquire the ability to solve complex design problems step by step and also is to study about the standard capacity method for the solution, research, collection and analysis.

- **Transportation Design 1 (2)**

The purpose of this course is to present the possibility of the original Transportation concept, which must be studied in connection with unified comprehension of engineering, construction engineering, and human actors that study with Transportation Design for personal and commercial use.

- **Product System Design 1 (2)**

Students grope a new possibility beyond the future that will confirm the target object and design part in the industrial community-based on reasonable and analyzed consideration.

- **Environmental Design 1 (2)**

In this course, students investigate the standard of valuation through the process that takes concrete shape of concept on each specified configuration space.

- **Virtual Reality Product Design (2)**

In order to acquire the ability to criticize a product-created with virtual reality production tool-online and offline, Students acquire the abilities to evaluate surface quality in response to light and acquire techniques of real-time editing and display.

- **Advanced Design 1 (2)**

Students in this course establish the future oriented Industrial Designs through study on various human behaviors. They will set the object and the concept under a future environment. With these as a basis, students cultivate imaginative problem-solving abilities.

- **Design Management (2)**

In this course, students understand the theory of various conditions that must be considered when producing goods such as management policy and characteristics of consumers all around. Furthermore, students understand the market organization principle by acquiring the concept of the right Patent, a Patent on a new device, Trademark right, and Industrial property rights.

- **Transportation Design 2 (2)**

It is linked with Transportation Design I, more with a case study.

- **Product System Design 2 (2)**

It is linked with Product System Design I, and synthesizes the solution and proposition.

- **Environmental Design 2 (2)**

It is linked with Environmental Design I, and synthesizes the solution and proposition.

- **Product Graphics (2)**

Students inquire and learn efficient presentation techniques, based on Director, an industrial designs presentation tool. The class spares one hour each week on drafting interactive user interface using Lingo script.

- **Advanced Design 2 (2)**

Students present a future oriented industrial designs suitable for the changing environment. Through this process, students cultivate the ability to suggest a prototype of concepts and scenarios.

- **Portfolio (2)**

Students prepare their own portfolios by using the theory of presentation methods.

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DEPARTMENT OF VISUAL COMMUNICATION DESIGN

In a modern age, we are subjected to the influences and information from various sources of images, so much that the present era may be called the age of visual sensibility and visualizing information has now become one of the most important points of interest. Previous to the modern age, graphic design had concentrated on 'printed information on paper'. But now the concept of visual communication design, aided by the electronic age and the revolutionary developments in computer technology, has expanded its parameters to moving image and communicative information roles. There are many different angles of approach for the most effective methods of communication. Visual Communication Design may be seen as a creative process that transforms through creative planning for the effective communication of information.

Courses

- **Basic Design I (2)**

Students are encouraged to be analytically perceptive of structural forms to develop their own particular styles of graphic expression in two-dimensional forms.

- **Lettering (2)**

Familiarization with the spatial formation of Korean letters and learn to apply the concept in various visual elements.

- **Drawing (2)**

Structural forms are analyzed from a different perspective and experiments are

conducted with a wide range of materials and graphic tools to produce original output.

- **Basic Design II (2)**

Students are encouraged to be analytically perceptive of structural forms to develop their own particular styles of graphic expression in two-dimensional forms.

- **Photography I (2)**

A general understanding of photography from techniques of photo taking to development in the dark room. Students experience a variety of photographic expressions.

- **Basic of Computer Graphics (2)**

Students will understand basic tool skills like 2D graphic programs through actual design works, and understand a vision of electronic publication.

- **Creative Methodology (2)**

Students build up the ability to think creatively and to solve design problems through research, analysis, and evaluation.

- **UIT Theory of Visual Communication Design (2)**

Understanding and analyzing the concepts of visual communication design, its structural elements, the design methodologies, the global trends, the development of visual language, and the general state of the design industry.

- **Graphic Design I, II (3)**

Students will study basic principles of graphic communication through designing posters, book covers, etc. in order to develop various design skills like illustration, photography, typography, symbol and color.

- **Typography I (3)**

Through assignments in 2-D layout and multi-page layout, students are encouraged to develop the ability to incorporate typographic form with other visual elements to produce more effective visual communication forms.

- **Digital Graphics I (2)**

Students learn to use the essential graphic tools of computer software such as Photoshop, QuarkXpress, and etc. It is aimed to build upon the ability to oversee the complete design process from idealization and design, to printing and publishing.

- **Photography II (2)**

A general understanding of photography from techniques of photo taking to development in the dark room. Students experience a variety of photographic expressions.

- **Motion graphics (2)**

Students are introduced to the basic techniques of moving image from planning to camera work as required in the makings of TV titles, music videos, video documentaries, and educational media, etc.

- **Colour and Design (2)**

Experimentation with different dimensions of color, color mode, and contrast. Coordination trains students to visually literate in the language of color.

- **Typography II (3)**

Through assignments in 2-D layout and multi-page layout, students are encouraged to develop the ability to incorporate typographic form with other visual elements to produce more effective visual communication forms.

- **Digital Graphics II (2)**

Students will develop basic tool skills like 2D, 3D graphic programs and animation programs in order to express creatively for their design works like web design, internet graphics, electronic publication.

- **Advertising Photography I, II (2)**

This class is for making an image with photography in advertising. It will study the process of advertising, good image making, and effective photographic imaging.

- **Animation I (2)**

Students learn the basic principles of moving image through various styles and computer software.

- **Illustration (2)**

Students experience different drawing techniques and methods using a variety of materials to develop personal and original illustrative styles.

- **Graphic Symbol (2)**

Understanding the process of designing graphic symbols and the ways in which symbols are used in society to give economic information or corporate identities and how symbols are used at different cultural levels.

- **Editorial Design (2)**

Through designing experimental works, students will explore possibilities of creative editorial design.

- **Advertising Design I (3)**

Through examination of well-known advertisements, students learn the basic expressive elements of advertisement, the general style, and its difference from other visual expressions, as well as experiencing the process of visualization from copywriting to making of the final images.

- **Multimedia Design I (3)**

Designing of various CD titles, homepages, and an overview on the information available through the Internet.

- **Animation II (2)**

Students learn the basic principles of moving image through various styles and computer software.

- **Character Design (2)**

This course gives the opportunity to express one's individualistic and particular style of expression as in humanizing various forms into humorous characters.

- **Package Design (2)**

This class is to learn the package design field. Students will learn about not only making a good package design but also understanding the process of package design.

- **Design Brief and Specification (2)**

Students learn to construct content text as printed in product brochures, manuals, pamphlets, home pages, etc. which are in true form with the visual illustrations.

- **Advertising Design II (3)**

Through examination of well-known advertisements, students learn the basic expressive elements of advertisement, the general style, and its difference from other visual expressions, as well as experiencing the process of visualization from copywriting to making of the final images.

- **Multimedia Design II (3)**

Designing of various CD titles, homepages and an overview of the information available on the Internet.

- **Photography Workshop (2)**

Students will study and discuss about various photography issues, and develop students' own expressions to apply visual communication design works. Also, study on new photographic technology such as digital photography.

- **Moving Image Design I, II (2)**

Students are introduced to the basic techniques of moving image from planning to camera work as required in the makings of TV titles, music videos, video documentaries, and educational media, etc.

- **Identity Design I (2)**

Students are inspired to gain a deeper understanding of the principles of identifying design, the goal, the present trend and its prospects.

- **Communication Design I (2)**

A study of the role and the real world of communication design in social and

cultural contexts. Students are encouraged to explore original conceptual subjects and apply the most relevant and ideal communication methods, techniques, knowledge, hardware, and software etc, to develop an all-round design ability.

- **Design Project I (2)**

This class is to develop an individual field with personal style. Students will decide on an individual project and produce the final artwork at the end of the semester. It will also have sessions on how to make a portfolio.

- **Graphic Design Industry (1)**

Systematic analysis of the trend in the modern graphic design industry. Students experience the complete production process from planning to the making of the final products.

- **Identity Design II (2)**

Students are inspired to gain a deeper understanding of the principles of identifying design, the goal, as well as the present trend and its prospects.

- **Communication Design II (2)**

A study of the role and the real world of communication design in social and cultural contexts. Students are encouraged to explore original conceptual subjects and apply the most relevant and ideal communication methods, techniques, knowledge, hardware, and software etc, to develop an all-round design ability.

- **Design Project II (2)**

This class is to develop an individual field with personal style. Students will decide on an individual project and produce the final artwork at the end of the semester. It will also have sessions on how to make a portfolio.

- **Internship (1)**

Students will experience the real world design process during a period of time in order to prepare for the time after their graduation.

- **Design Workshop I**

After, researches and studies on new design trend and technology of the time.

students will develop skills to apply their knowledge and understanding from the research and study to their works.

- **Design Workshop II (Non-credit course)**

Continued from Design Workshop II, after, researches and studies on new design trend and technology of the time. students will develop skills to apply their knowledge and understanding from the research and study to their works.

- **Understanding of Advertising (2)**

The advertising industry is getting larger and more important in modern society. Students will obtain of the advertise the basic understanding field, and will learn the process of how an advertisement is made. The class will also provide sessions to discuss about advertisements, what we usually see in the street and examples of foreign ads and Korean ads to compare different cultures.

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DEPARTMENT OF METALWORK & JEWELRY

Craft art plays a pivotal role in improving design culture, as well as personal imagination and the ability of expression are most important assets for the future of design. As a medium of artistic expression as well as a branch of design, craft is especially emphasized in modern society, because it harmonizes the human spirit with the material environment. The major of metalcraft in our school has been producing professional crafts people & designers for the last 20 years. Graduates have found careers as: metalsmiths, jewelry artists, metal sculptors, precious metal & gem designers, enamelists, product designers, utensil designers, furniture designers, interior & display designers, gallery & shop owners, curators, craft educators, and professors.

The Department of Metalwork and Jewelry at Kookmin University plays a crucial role in developing future professionals for one of the most active metalcraft communities in world. Our Alumni have continually challenged the boundaries of craft by evolving the traditionally accepted norms of display, form, function, material, and techniques, into inspiring modern works that appear in galleries all around the world.

Courses

- **Basic Metal Craft I,II (2)**

This course provides an introduction to the basic concepts and skills in metalwork and jewelry. It aims to increase the students' awareness of the scope the subject.

- **Drawing (2)**

Students take this course in their first year of study. This subject is concerned with the visual interpretation and perception of the known world. This course introduces and practices various technical drawing to express an idea for making art work.

- **Rendering (2)**

This course explains the basic theories on perspective drawings and expression techniques such as axonometric, oblique, perspective projection, and rendering utilizing various painting materials.

- **Formative Art (2)**

This course introduces various principles to make a piece of art work through an experiment to develop concepts with various expressions. Students are encouraged to be analytically perceptive of structural forms to develop their own particular styles of artistic expression in two and three-dimensional forms.

- **Introduction to Craft (2)**

This course gives an idea of craft in general and introduces various crafts movement in our era which makes student to understand value of contemporary craft and its properties.

- **Metal Craft I,II (2)**

Developing workshop skills and the ability to work creatively with metals and other media. This subject is a studio-based discipline linked to the traditions of metalsmithing.

- **History of Metal Craft I,II (2)**

This course studies metal craft in relation to its style, technology, and social

continuity through the origins and development of metal craft, including its history.

- **Form & Structure I,II (2)**

An investigation into the spatial and formal relationships of 3D objects. Students will develop their understanding through modeling with different materials.

- **Material & Technique I,II (2)**

This course is an introduction to base and precious metals. Content includes practical information on production of alloys to the different working properties of various metals.

- **Jewelry Making I,II (2)**

Students learn some basic jewelry making skills such as how to carve a wax model and fabricate metal jewelry.

- **Art & Craft I,II (3)**

Students learn how to design and craft intricate objects using their understanding of form, materials and technology. This project allows the student to produce a functional object and demonstrate their construction skills.

- **Art & Craft III,IV (3)**

This subject is a process of making as a way to continually explore and develop a concept, from the original idea to the finished object which can be either functional or nonfunctional.

- **Art Jewelry I,II (3)**

Students learn the basic concept of jewelry making skills to establish a personal vocabulary in their jewelry work.

- **Photography I,II (1)**

II A general understanding of photography from techniques of photo taking to development in the dark room. Students learn how to express their ideas with a variety of photographic tools.

- **Forming Discipline through digital media I,II (2)**

Students study to operate computer software that is practicable for 3D computer modeling, simple animation, and simulation to express a metal object before making a real piece as a model.

- **UIT Research and Critic I (2) UIT**

This is one of the important critic sessions in major. Students need to discuss what they think of an important part of social and cultural aspect of craft based on concept of UIT.

- **Research and Critic II (2)**

This is one of the important critic sessions in major. Students need to discuss what they think of an important part of social and cultural aspect of craft based on well known craftsmen and their art works.

- **Jewelry Design I,II (2)**

This course brings together creativity and function through the production of finished pieces of jewelry.

- **Jewelry Design III,IV (2)**

An advanced jewelry design and making course for the commercial jewelry industry.

- **Glass Making I,II (2)**

A fundamental course of glass making. Students learn how to use glass material and make a glass object.

- **Craft Seminar I,II (2)**

Aspects of craft history and craft management will be related to the major field of development via professional practice seminars.

- **Oriental Art History (2)**

This is a study of the origins and development of Oriental Art, including Korean Art.

- **Contemporary Art Theory (2)**

Students study one subject on the theory, context, and cultural aspect of contemporary arts and crafts in order to develop artistic theory.

- **Industrial Metal Work I , II (2)**

Students search for the ways to express their work through various presentation techniques and visual communication methods. This subject is related with industry to produce a product as a project.

- **Art Jewelry III, IV (3)**

Students hone their skills and gain insights into materials and processes that became the expression of an idea to make art jewelry.

- **Craft Management (2)**

The aspect of craft management and project management will be related to the student's major field of specification. Students study various arts and crafts management, policy, and strategic theories including business side of arts and crafts.

- **Glass Forming (2)**

Introduction to glass blowing and casting, culminating in sample pieces.

- **Research and Planning on Cultural Event (2)**

Students learn an important part of social and cultural aspect of craft through the research on history of metal crafts. Students also find out various possibilities on study of crafts with planning some cultural events.

- **Digital Technology and Production (2)**

Students learn some of the leading technologies in digitalized and automated process rather than traditional techniques and its production process. This course provides an importance of software programs and digitalized hardware devices for mass production in craft.

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DEPARTMENT OF CERAMIC CRAFTS

The study of ceramic crafts sets an educational goal of fostering the talented professionals who may lead the cultural and industrial age of the 21st Century. To do that, we aim to guide the ceramic craftsmen to embrace this cultural age as we help students not only understand the history of Korean ceramic crafts and the current situation of international ceramics but also have various sensible experiences and improve creative insight while developing educational programs appropriate in this digital age.

Courses

- **Basic Ceramics I, II (2)**

This course introduces general ideas of ceramic craft and basic forming techniques. As accustomed to the techniques, students will develop a sense to the breadth and features of ceramic crafts.

- **Formative Practice I, II (2)**

This is an introduction to basic design elements and principles. Students will make various forms of ceramics in order to develop their creativity and expression.

- **Form and Structure I, II (2)**

Students will explore the relationship between space and form in three-dimensional objects and conduct various experiments with visual sensibility and types of design.

- **Photography I, II (1)**

Students will get accustomed to the basic techniques including those of presentation in the entire area of photography. The goal of this course is to learn how to express one's own work in photos by photographing, developing and printing films.

- **Ceramics I, II (2)**

As a beginning step in ceramic making, students will learn basic wheel-throwing techniques by repetition.

- **Ceramic Sculpture I, II (2)**

This course enables students to have a hands-on experience of intrinsic qualities of clays by going through every step for treating them. Students will make ceramic formative arts through various experiments.

- **Ceramic Materials I, II (2)**

This course is about learning scientific knowledge in relation to the intrinsic qualities of ceramic materials and the manufacturing process. This course enables students to use scientific knowledge in exploring their aesthetic expression.

- **Digital Visual Techniques I, II (2)**

Students will become skilled in the basic method such as making a drawing and how to mark for all sorts with a computer and also get accustomed to the way of expressing craft arts and designs through this procedure.

- **Theory of Craft I, II (2)**

This course introduces important theories in the history of applied arts as well as history of Korean crafts. Students will also understand the characteristics of modern crafts.

- **Decoration Techniques in Ceramics I, II (2)**

This course introduces techniques of surface decoration for ceramic wares. Students will also experiment with various techniques.

- **Ceramics III, IV (2)**

Students will explore a variety of expression by applying a number of different forming techniques.

- **Ceramic Sculpture III, IV (2)**

Students will experiment with a wide range of ceramic sculpture with a focus on a form.

- **Ceramic moulding I, II (2)**

Students will learn various techniques of ceramic moulding using a gypsum mould in both theory and practice.

- **Digital Form and Structure I, II (2)**

Students will understand how to use a computer and improve the ability by practices.

- **Glassmaking I, II (2)**

This course is designed for students to have a hands-on experience of glass as one of the forming materials and to learn the methods of making glass. Students will have the ability to make creative and individual styles of glass work.

- **Ceramic Jewelry (2)**

Students will study various sorts of basic manufacturing techniques of ceramics and their application in ceramic ornaments.

- **Theory on Contemporary Art (2)**

This course is designed for students to understand the position and characteristics of crafts arts in the Western contemporary arts based on a survey of their historical background. It also aims to introduce general principles in forming.

- **Craft Management (2)**

Students will study systematically the generals related to industrial art business and management of craft artists' studios. Seminars will be incorporated in which both domestic and foreign cases are examined.

- **History of Ceramics (2)**

This course is a survey of ceramic history: a survey of Korean ceramic history will be followed by a comparative analysis of East Asian and European ceramic history.

- **Ceramics V, VI (3)**

This course is designed for students to practise making vessels that have specific functions. Students will also learn the techniques of glazing and firing in the process.

- **Environmental Ceramic I, II (3)**

Students will study the environmental effects of ceramic sculptures in terms of form. Students will also practice making ceramic works that are in harmony with the surroundings.

- **Industrial Ceramic I, II (2)**

With reference to the manufacturing processes in industrial ceramic business, students will explore relevant ceramic designs and practise making products accordingly.

- **Glass Forming I, II (2)**

Students will cultivate an ability to make creative form by learning the blowing and moulding techniques as an advanced level of glass making.

- **Theory on Contemporary Ceramics I, II (2)**

Students will understand the social and cultural significances of ceramics in history. Based on this understanding, students will also explore the prospects of ceramic crafts.

- **Portfolio (2)**

This course is designed to help students in preparing for various interviews and examinations with regard to the employment and further education by making a successful portfolio. During the course, students will be trained to summarize the concepts and the process of the ceramic projects that they have conducted during the four years. They will also practice giving presentations using various techniques.

- **UIT Ceramic Management (2)**

Students will make a research on a wide range of practices that are essential in the management of craft artists' studios. These include purchase of materials, manufacturing techniques such as forming, glazing and firing, and decision making in prices as well as sales.

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DEPARTMENT OF FASHION DESIGN

The department of fashion design is dedicated to providing students with specific theoretical, practical and social skills necessary for achieving success in various fields of the fashion industry. The department provides an organized and innovative educational program for developing creative and sensual designers through training and drilling. The program is constructed to take the students through all aspects of fashion design from functional to experimental design and emphasizes a thorough understanding of the design process, materials, construction and merchandising. Diversification within the curriculum prepares the students to meet the highest requirements of the fashion industry.

Courses

- **Drill for Plastic Arts I , II (2)**

This course introduces students to the basic principles and concepts of plastic art by studying the way, in which elements of design are used in different cultures and then applying them to their own work. Students explore form and space by studying concrete design elements as line, shape, composition, mass, and volume.

- **Fundamentals of Design I , II (2)**

This course introduces students to basic design principles, processes and materials of three-dimensional design through a series of projects. Various materials are used in design projects that explore form and space.

- **Drawing I , II (1)**

The study of anatomy and drawing. Drawing from the nude figure as the basic for understanding the fashion figure. Students develop skills in drawing the figures from a fashion point of view in a variety of mediums.

- **Material of Clothing (2)**

A study of a wide variety of woven and knitted fabrics with emphasis on the chemical analysis of textile products. Students investigate the factors affecting

fabrics such as quality control, function, aesthetics, and limits imposed by technology.

- **Apparel Construction I, II, III, IV (2)**

A study of the construction, and pattern drafting techniques used in women's apparel.

Be the creator of your own clothes as you are taught the fundamentals of sewing. Learn how to choose the right fabric for the pattern, layout cutting and application. Hand sewing for tailoring is also covered to give you a professional finished look.

- **Dyeing I, II (2)**

Mix dyes, color mixing, screen making, and print techniques, plus new and individual experiments in dye designing in actual workshop surroundings.

- **Knit Design I, II (2)**

Students study complex structures and color in knitting on a knitting table machine and learn drafting techniques related to their projects.

- **Fashion Drawing I, II (2)**

A study of the structure of the human figure will be undertaken.

Continued development of the student's sketching technique with emphasis on balance and rhythm.

- **Art Fabric Design (2)**

Allow a new sense using experimental textile through range extension of artistic expression, and as a subject which studies aesthetic processing, variously develop creative image, texture, color and others of textile based on basic principle of design and the sense of fashion to apply creative activities in fashion industry.

- **History of Western Costume (3)**

Studying the history of costume from the ancient to contemporary times in relation to its historical, social, and cultural background.

- **Draping I , II (2)**

Basic and further silhouettes are draped in muslin on the dress form. Students develop original designs that is in harmony with the current trends and get design-room practice.

- **Human Factors & Clothing (2)**

Presents a survey of the issues in the field of the environment that is caused by the human body and clothing. Studies the improvement of human clothing life adapted to social changes, physical growth, and health. Also considers the efficient and hygienic clothing life.

- **Fashion Design I , II (2)**

Research and analysis in color, texture, material, and detail of various kinds of garments. The emphasis is on developing an original design through using a variety of fabrics and silhouettes and the relation of clothing to the figure.

- **Computer Aided Fashion Design I , II (2)**

This course studies the operation and function of the computer and the current trends in computerized design related to fashion design and pattern making.

- **Fashion Illustration (2)**

This course examines the range of unusual and experimental materials and the techniques of fashion illustration. Expand the illustrator's imagination and develops a personal viewpoint in composition and rendering of the design element.

- **Color & Textile Planning (2)**

Color theory is studied, color sense and creative expression ability is enhanced, and high added value is produced and capability is raised through application practice of actual textile.

- **Weaving(Hand Craft) (2)**

Study of the use of hand table looms. Students begin weaving coordinated collections, of their own designs for both apparel and interior fabrics.

- **History of Korean Costume (3)**

Studying the history of the Korean costume, in relation to its neighboring countries such as China, Japan, and etc.

- **Fashion Accessory (2)**

An introduction to the major areas of accessory design. Various type of shoes, handbags, and belts are analyzed in terms of materials, construction, and presentation. Students acquire hands-on technique of all three facets.

- **Fashion Photo (2)**

A general understanding of photography from the techniques of photo taking to development in the dark room. Students are encouraged to experiment with various photographic expressions focused on fashion.

- **Fashion Marketing (2)**

Concentration is on the development and trends of the major sectors of marketing in the domestic fashion industry. Examines demographics, profiles market research, product planning, product distribution, price philosophy, and the role of promotion.

- **Comparative Study in Fashion Designers (3)**

This course will offer students a survey of the major works of some of the worldly renowned fashion designers in different periods of the twentieth century and help them develop their ideas and apply to their own works.

- **Apparel Design Study I , II (1)**

An advanced pattern drafting class making a comprehensive use of pattern making skills acquired in the previous pattern classes. Students learn to make the first pattern from a designer's sketch. The pattern is then used to make a muslin sample of the garment.

- **Fashion Design Workshop I (2)**

An initial class in the development of a collection for a fashion show. Students make the initial selection of color and fabric, develop design ideas, and translate them into muslin samples.

- **Fashion Design Workshop II (2)**

The completion of a collection for a fashion show. Students prepare and present their collections.

- **Men's Wear Design (2)**

Studies the characteristic principles of color, design, and the fashion details of men's wear design. Also, lectures to be covered will include design, merchandising, marketing, and advertising of men's wear.

- **Korean Clothing Construction (2)**

Develops an understanding of the concepts when designing Korean traditional clothing. Acquaints students with the special needs and skills involved in the production of patterns and the techniques of construction.

- **Care of Clothing (2)**

A general study of textile materials for the specific bleaching performance for fabric care and maintenance, including physical and chemical textile management procedures. Another consideration is the consumer environment: security protection and there are four basic categories of damage to textiles caused by air pollution.

- **Art to Wear (2)**

It is the process of growing artistic experiment spirit and formative creativity based on artistic creativity, and attaining actual art work through experiment of textile and searching formative shape.

- **UIT Social Psychology of Clothing (2)**

In the flow of globalization, the meaning which clothing categorized by gender linked with appearance image is studied in cultural, recognitional and symbolic aspect.

- **Portfolio Development (2)**

Students develop a complete collection in the apparel areas in which they will seek employment. Portfolio evaluation aimed at the improvement of individual pieces, overall organization, and selection.

- **Wearable Computer Design (2)**

Improve the theory and actual design capability for wearable computer which is highlighted as a necessary element of the establishment of Ubiquitous information technology environment.

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DEPARTMENT OF INTERIOR DESIGN

The pursuit of a better quality of life is an endeavor that most humans undertake and attempt to realize in their lifetime. Each person has his or her own standard and unique version of that dream. However in a broad sweeping generalization, for most people it usually equates to a strong and comfortable shelter, clean drinkable water, enough food to maintain good health, and the love and happiness of companionship. What all these elements share beyond ourselves is the space we occupy, and the forecasts are that this space will be increasingly adorned with technology and designed to maximize comfort and efficiency.

The department of Interior Design at Kookmin University realizes the challenges that our living space will face in the next millenium and has created an educational format that prepares students for the possibilities of the future. One such method is to segregate various design elements that permeate our living space and focus on each element. For example, Interior elements may focus on colors, materials and textures, electronics, and lighting, while architectural elements would focus on commercial, recreational, and cultural spaces. The end result prepares future professionals capable of solving design. in any given circumstance with clarity, understanding, and expertise.

Courses

- **Basic Dimensional Practice (2)**

Students develop a creative and experimental sense of formative arts through three-dimensional formative art activity based on a fundamental understanding and on the principle of formative art. Through physical and visual formative art activities, students develop the basic ability of interior design.

- **Basic Drawing I (2)**

Learn fundamental drawing related to interior design (line drawing, drawing marks, measurements, marks, fixture drawing, actual site measurement, and its drawing etc.) and its form of expression.

- **Auto Cad (2)**

This curriculum is to develop an ability to make out basic design drawings with

Auto Cad based on basic drafting for interior design.

- **Theory of Interior Design I /II (2)**

Learn both the concept and fundamental theory of interior design through its general theory, and acquire knowledge as an interior designer.

- **Space Dimensional Practice (2)**

Understand the fundamental concepts of space and develop the ability to produce and express images appropriate to the characteristics of space.

- **Two Dimension, Three dimension (2)**

Learn the drawing of interior design with the use of computers.

- **Web Design (2)**

Learn both three-dimensional modeling and 3D animation of interior space as a computer-aided designing activity.

- **Interior Design I /II (2)**

As a training course of interior space designing, students learn the planning, developing, drawing, modeling, and presentation of design according to a special curriculum for each grade.

- **History of Design (2)**

Learn the history of interior design related to the history of architecture and the design history, from ancient times up to before modern times.

- **Interior Perspective (2)**

Learn the construction method of the one-point perspective and the two-point perspective of interior space, and study a perspective by free hand.

- **Theory of Korean Style of Interior Design (2)**

Understand and interpret the architecture and interior design of Korea's traditional residences and culture, and apply it to modern interior design.

- **Dimensional Practice (2)**

Students develop a creative and experimental sense of formative arts through three-dimensional formative art activity based on a fundamental understanding and on the principle of formative art. Through physical and visual formative art activities, students develop the basic ability of interior design.

- **Practice of Photographic (2)**

Students learn fundamental theory and practice through studying the principle of photography, photographing, and working in a dark room.

- **Expression Technique (2)**

Develop abilities to express perspective drawings with a variety of materials (marker, water color, color pencil, etc.).

- **Theory of Formative Art of Interior (2)**

Students learn the meaning of formative art in interior design and the meaning of space which results from formative art with theoretical background.

- **Interior Graphic (2)**

This curriculum is to understand roles of visual perception & graphic elements in interior design and develop an ability to express designs graphically.

Equipments to be used: Illustrator and Photoshop.

- **Color & Material I (2)**

Students grasp the properties and the characteristics of various materials that are used in interior space, and implement color training according to the materials. Through these activities, students develop their ability to apply the above to designing.

- **Display Design (2)**

As our standard of living has improved, studies on space display are being gradually highlighted. This curriculum for Display Design is to cultivate an ability to manage and express various elements necessary for space display & coordination so as to develop an ability to maximize the emotional expression of interior space.

- **History of Contemporary Design (2)**

Learn and understand the architecture history and the design history from after modern times to contemporary, with the background of the times and conception.

- **Interior Design III (2)**

As a training course of interior space designing, students learn the planning, developing, drawing, modeling, and presentation of design according to a special curriculum for each grade.

- **Furniture Design I (2)**

This curriculum is to understand basic components of furniture design, functions & roles of interior space design, acquire a basic knowledge of creative designs and cultivate a high quality of design ability through materials and structural experiments.

- **UIT Theory of Interior Space (2)**

Grasp the type of space through the understanding and analysis of space, renew the understanding of space, establish the concept of space, and apply it to interior design.

- **Interior Environment Equipment (2)**

This course improves the designing ability of students in interior design through studying duct facilities, piping facilities, sound facilities, fire-fighting facilities, etc. of interior space.

- **Exhibition Design (2)**

Students develop a drawing ability of exhibition design based on the theory of exhibition design.

- **Color & Material II (2)**

This curriculum provides an intensive course of Color & Material I, emphasizes practical education which applies actual samples such as colors or materials to space.

- **UIT Design & Aesthetics (2)**

In the Digital Era, we will discursively examine social phenomena of Ubiquitous Space and its meanings affecting on space based on digital technology, and study keywords & meanings of space design from an aesthetic point of view.

- **Virtual Reality Space I (2)**

For the future society, we need to access space where we can experience and realize the actual space in virtual reality space. This curriculum is to cultivate the practical applicability through Tool learning to achieve VR Space.

- **Lighting Fixture Design (2)**

Understand the fundamental theory and lighting apparatus, and develop the designing ability of planning lighting, when planning interior design.

- **Interior Design IV (2)**

This curriculum is to acquire an ability to understand complex functions such as accommodation & working space, based on creative understanding cultivated through Interior Design III. You will be able to learn practical interior design processes such as an analysis & selection of surrounding trading areas, an analysis of and response to customers' needs and studies on psychological responses to behaviors in space.

- **Furniture Design II (2)**

This curriculum is to understand a correlation between furniture and interior space, a current and change of Oriental and Western furniture design from modern viewpoints so as to examine new functions of furniture design in interior space design and acquire the process of design development.

- **Interior Design Studio (2)**

Students learn the general theory of interior design applied to actual buildings from MD construction to planning for each floor, facility structures, as well as the laws and regulations etc. in the substantial form of studio, This course also provides students with practical adaption activity.

- **Professional Drawing (2)**

Through integration, Students calculate the working price and estimate, and develop construction, management ability.

- **VR Space II (2)**

This curriculum is to understand the concept of space design in a 3D virtual space and practice interior design by using a VR tool.

- **Construction and Estimate (2)**

After interior design planning, this curriculum is to learn how to construct designs in detail & per material and special construction technology through some theories and field education. An estimate is a job for making an estimate of designs for construction after interior design planning, and is a standard to judge practical construction budgets for completed designs. After learning how to calculate the amount of materials and apply materials & unit prices for construction, you will be able to apply an estimate which will be made out through particulars of construction to an estimate program.

- **Interior Design V/VI (2)**

In this curriculum, you will make a plan of graduation works per subject based on your ability improved through Interior Design I /II. And you will learn how to analyze customers 'needs and understand characteristics of users' behaviors through an analysis of sites and feasibility study. Then, you will examine aesthetic functions & values and suggest their countermeasures through discussion and performance to extend social discourse. After this, this curriculum aims to complete a process of making graduation works with Interior Design IV.

- **Furniture & Space Design I (2)**

This curriculum is to understand fundamental components of furniture design and functions & roles of furniture design in interior space design acquire a basic knowledge of making creative designs and cultivate a high quality of design ability through materials and structural experiments.

- **Interior Design Seminar (2)**

The course provides students with lectures in the form of seminars, giving special themes of research regarding interior design.

- **Interior Design Marketing (2)**

Students will understand the role of marketing in interior designing practice, and develop various practical abilities based on the fundamental theory of marketing.

- **Architectural Code & Structure (2)**

Learn the theory and practical application of architectural code and structure which students should know in interior design.

- **Lighting Plan (2)**

Understand the fundamental theory and lighting apparatus, and develop the designing ability of planning lighting, when planning interior design.

- **Furniture & Space Design II (2)**

This curriculum is to understand a correlation between furniture and interior space and a current & change of Oriental and Western furniture design from modern viewpoints so as to examine new functions of furniture design in interior space design and acquire the process of design development.

- **Ubiquitous Space Design 1 (2)**

This curriculum is to develop an ability to lay out space design which was introduced from the concept “Ubiquitous”, plan for its production and develop its design.

- **Ubiquitous Space Design 2 (2)**

This curriculum, an intensive course of Ubiquitous Space Design 1, is to develop an ability to apply this design to space through intensive learning for the upcoming Ubiquitous Era.

- **Portfolio (2)**

By using the portfolio method, students produce four years' curriculum of the Department of Interior Design, and learn the methods to deal with writing a resume, making a self introduction, interviewing, etc. regarding applying for a job.

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