

Dept. of Space Design

□ **Space Design Major**

In the future society, respect for humans and value of life will be highly regarded along with pursuit of fine living culture. So, we aim at study and education of beauty, function and technology as the creative value to create a new space culture. Also, we have understanding of new space concept suitable for the digital age and educational value suitable for a space paradigm of the ubiquitous situation. For this, the Department of Space Design runs subjects to have the comprehensive ability as a designer on the basis of theory and practice.

Space Design Major of Graduate School of Arts and Sciences aims to cultivate professional manpower for design education to propose the methodology and criticism, seeking for a new space not only in the existing physical side, but also expanding even to the humanistic realm and cyberspace, through investigation into space, environment, relationship with people and identity, based on the research of the sociocultural phenomenon and the new paradigm. That is to say, we produce high-quality human resources of academic field with both theoretical basis and realistic sense of design and promote development of design education.

□ **Courses**

· **Theory of Space Design Planning (3)**

As a fundamental course for realistic space design, this brings up the ability to visually express space and themes; themes and functions; and space and aesthetics, and cultivates the ability to compose technical problems of planning a space and contents contained in a space.

· **Theory of Housing Space Planning (3)**

This teaches a theory on how to design a residential space, finds out problems depending on kinds of residences, and cultivates the ability to design a new residential space through a design approach to solve a problem.

· **Theory of Display Design Planning (3)**

This cultivates the ability to complete an exhibition space through exhibition space, environmental factors, production media and space design by establishing the concept of exhibition and shaping the meaning and theme of exhibitions for effective communication with spectators.

- **Theory of Public Design Planning (3)**

This cultivates the ability to establish a conception of public space distinguished from personal space and to reasonably design a physical function as a facility and a public space as a visual environmental factor in a human community.

- **Studies in space design (3)**

This enables deep researches on how to interpret space and design and express and produce a space through diverse materials and specialized spaces.

- **Ubiquitous Design (3)**

This cultivates the ability to perform, produce, plan and develop design by introducing a ubiquitous conception.

- **Theory of Korean Interior Space (3)**

This cultivates the creative insight to learn the sculptural principle of traditional space through an indoor space created in our country's nature and history and see into the present and the future.

- **Lighting Design (3)**

This cultivates the ability to research the design meaning of the lighting playing an important role in indoor space as a tool or light element and maximize the image of a space through spatial production by lighting.

- **Space and Aesthetics (3)**

This researches new phenomena of a space their meanings affecting the space in a aesthetic point of view through an approach of discussions based on the technology in a digital era as well as the aesthetics in a traditional concept.

- **Space Cordination and Research Of Trend (3)**

This cultivates the ability to express a specialized space through diverse approaches to the interpretation and production technique between spaces and trends.

- **Art Theories in Modern Space (3)**

This enables one to learn general theory and establish new space concepts based on the basic understanding of contemporary sculptural concepts and thoughts.

- **Research Seminars (3)**

This enables one to have a time to research and discuss the latest design issues in space design's point of view. This enables one to research the way to academically access design through objective verification via this discussion.

- **Furniture and Space Design (3)**

This cultivates the ability to understand the basic elements of furniture design and the function and role of furniture design in indoor space design and perform creative design through material and structural experiments.

- **Thesis research (3)**

This enables one to deeply academically research personal subjects. Things are carried out by using different methodology depending on the scope, purpose, direction, etc. of research contents starting from the step to set a subject.

- **Theory of Space Marketing (3)**

This researches the design methodology to provide customers with experience values through the spatial configuration and planning containing brand values.

- **Theory of Space Identity (3)**

This cultivates the ability to integrate the images of a space in a spatial dimension as well as in a visual dimension.

- **Theory of Space Practice (3)**

This cultivates the ability to prepare detailed drawings for construction after basic design so that a spatial plan may be practically realized and the ability to apply the completed design through practical work theory and site study.

- **Theory of Modern Design (3)**

This cultivates the ability to view the design phenomena after postmodernism based on the historical context after the modern times among the historical flows of design and grasp the sculptural principle and source of design in the same times.

- **Space and Culture (3)**

Changes in the future space are inferred by taking a look at the spatial changes depending on the social changes of the times and the transition process of space depending on the historical flow and by grasping the connectivity between space and culture.

- **History of Space Design (3)**

As an acting main body, the human beings have been living an independent and coexisting life in nature differently from time to time through space. This cultivates the ability to grasp the context of indoor design from the ancient times to the modern and contemporary times.

□ Faculty Members

Hur, Bum Pall

Architecture, Hongik Univ., B.A.
Architecture, Hongik Univ., M.A.
Architecture, Hongik Univ., Ph.D.
Architectural Design
hur@kookmin.ac.kr

Yoon, Jae Eun

Industrial Design, Hongik Univ., B.F.A.
Interior Design,
Pratt Institute, New York, USA., M.S.
Architecture, Hongik Univ., Ph.D.
Interior Design
dreamask@kookmin.ac.kr

Kim, Kai Chun

Architectural Engineering, Chung-ang Univ.,
M.S.
Doctrine of Zen, Dongguk Univ., Ph.D.
Architecture
kck@kookmin.ac.kr

Ahn, Seong mo

Design, Seoul National Univ., B.F.A
Design, Seoul National Univ., M.F.A.
The Irwin S.Chanin School of Architecture,
The Cooper Union, New York, USA., M.Arch
Space Design
asmo@kookmin.ac.kr

Lee, Chan

Applied Arts, Seoul National Univ., B.A.
Interior Design,
Istituto Europeo di Design, Milano, Italy
Rodolfo Dordoni Associati, Graduation
Interior Architecture
lc@kookmin.ac.kr

Choi, Kyung Ran

Industrial Design, Seoul National Univ., B.A.
Industrial Design, Seoul National Univ., M.F.A.
Industrial Design, University of California, Los
Angeles, USA., M.A.
Furniture&Lighting
ran@kookmin.ac.kr

Yoon, Sung Ho

Architecture, Hongik Univ., B.S.
Interior Design,
Cornell Univ. New York, USA., M.A.
Interior Design
sy235@kookmin.ac.kr