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 virtual space 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 ream and cyberspace, through investigation into space, environment, relationship with people , based on the research of the sociocultural phenomenon and the new paradigm. further more, 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**

· **Sustainable Design Studio Ⅰ,Ⅱ (3)**

This studio-based course examines sustainable approaches to spatial design, grounded in fundamental spatial theories and the formal characteristics of space. It adopts an integrated perspective on environmental, social, and cultural contexts. Drawing on humanistic insights and cultural understanding, the course addresses contemporary sustainability issues and their practical application in spatial design.

· **Spatial Design Studio Ⅰ,Ⅱ (3)**

This studio-based course focuses on interpreting spaces through the discourses of contemporary society and translating them into spatial forms within the context of everyday life. By exploring modern thought and shifting daily practices, students engage with spatial design as a medium for critical reflection and creative expression.

· **AI and Spatial Design Studio Ⅰ,Ⅱ (3)**

This studio-based course explores the influence of digital technologies and artificial

intelligence (AI) on spatial environments in the context of ongoing societal and technological change, and examines their application to spatial design through a convergent approach. Utilizing digital-based technologies such as virtual reality and augmented reality, as well as cultural technology, the course addresses spatial experiences that integrate digital and physical spaces. Based on an understanding of user culture, the course explores future-oriented approaches to spatial design and innovative design thinking, and examines the roles and possibilities of spatial design within a sustainable future society.

· **Public Design Studio (3)**

This studio-based course examines the public value of spatial design and the social responsibilities of public space. Focusing on urban and community contexts, it analyzes social, cultural, and environmental factors to develop design strategies that enhance "publicness" across diverse settings.

· **Furniture Design Studio (3)**

This studio-based course explores the role of furniture and objects as essential spatial components. It focuses on design approaches that integrate furniture with its surroundings, analyzing elements such as light, color, materials, and imagery to understand the holistic relationship between space and objects.

· **General Space Design Studio Ⅰ,Ⅱ (3)**

It is a theoretical seminar subject that enhances the ability to make integrated thinking of space theory with themes such as space theory, molding theory, and history, etc. which are the basic theories in the field of space design.

· **Space Philosophy Theory Seminar (3)**

It is a theoretical seminar subject that fosters theoretical ability under the themes of eastern & western philosophy and religion & mythology as the main field of humanities to enable the combination of space design with humanities.

· **Space Research Design Seminar Ⅰ,Ⅱ (3)**

It is a theoretical seminar subject that fosters the ability of design based on research such as user research, service design, and research methodology, which are needed for space design.

· **Seminar on Cultural Space Theory Ⅰ,Ⅱ (3)**

This seminar-based course provides a theoretical examination of cultural spaces to understand the structures of life and thought embedded within them. It analyzes various cultural contexts, including traditional environments, and connects their conceptual meanings to contemporary spatial design discourse.

· **Space Issue Design Seminar Ⅰ,Ⅱ (3)**

It is a theoretical seminar subject that enhances the ability to apply to practice by conducting various studies to adapt and solve social phenomena and paradigms in

line with the development and change of modern society.

· **Eco-Friendly Space Design Seminar (3)**

It is a theoretical seminar subject that fosters the ability to apply to real spaces by thinking highly of the natural and ecological environment which should be preserved as limited resources to mankind and by establishing the best methods and postures for its efficient use.

· **VR Space Technology Seminar Ⅰ,Ⅱ (3)**

It is a seminar-type subject for the study of the reasons why it needs, technologies, and utilization methods in modern society, where the boundaries between real space and virtual space are blurred, and at the same time for acquiring technologies that can be realized in practice.

· **Media Space Technology Seminar Ⅰ,Ⅱ (3)**

It is a seminar-type subject that fosters the ability to mediate spaces that can play a leading role under the situation that various types of platforms are emerging along with the development of digital technologies and communication and distribution through them are spreading day by day.

· **History of Space Design Seminar Ⅰ,Ⅱ (3)**

As an acting main body, the human beings have been living an independent and coexisting life differently from time to time through space. This subject is a theoretical seminar subject that the ability to grasp the context of indoor design from the ancient times to the modern and contemporary times.

· **Paper Research Ⅰ,Ⅱ (3)**

As a course to prepare a thesis for the graduation of master's degree, it is a subject that improves the quality of thesis by learning the ability to select the subject of the thesis and searching & analysis ability as well as the logical approach of it.

· **Advanced Research Ⅰ,Ⅱ (3)**

As a research course in various fields necessary for doctoral programs, it is a research subject of specialized and advanced level.

· **Research Methodologyl Ⅰ,Ⅱ (3)**

Research Methodology I, II This seminar-based course introduces research methods and academic writing practices required for doctoral-level research. It covers key stages of the research process, including topic formulation, theoretical framework development, and methodological selection, and supports the development of foundational competencies for academic research.

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