Dept. of Entertainment & Contents Design

The department of Entertainment & Contents Design, newly opened in 2014 is a challenging vision for future design which 40 years of the history in design education of Kookmin University presents. In today's circumstance that the value and importance of entertainment industry are emphasized, korean culture already possesses the rich tradition of highly-valued entertainment spirit, pung-ryu(風流). The Entertainment & Contents Design is achieving advanced communication for human being by endowing futuristic convergence of design and technology to the historic heritage. The broad range of education on entertainment contents industry such as VFX-visual special effects, 3d animation, motion graphics, commercial films, etc and VR/AR new form entertainment fields amalgamating art, design and it is provided in systematic and professional methodology. Ultimately the department of Entertainment & Contents Design is contributing to creation of high-class global entertainment culture with conceptual design education paradigm of convergence sublating conventional medium-centered education methodology.

□ Courses

· Intensive Production Studio 1, 2 (3)

The ultimate goal of the Intensive Production Studio 1 and 2 is exploring and developing the methodology for creative production on various forms of motion pictures such as narrative film, documentary, video art, virtual game, motion graphics, interactive media and so forth.

· History Study of Motion Pictures and Media (3)

The ultimate goal of the History Study of Motion Pictures and Media is researching the history of motion pictures and media from early film, broadcasting to new media for cultural consideration on the entertainment industry in contemporary society.

· Critical Study of Motion Pictures and Media (3)

The ultimate goal of the Critical Study of Motion Pictures and Media is cultivation of upright viewpoint for creation of motion contents with philosophical, aesthetic and cultural perspective.

· Integrated Contents Design Studio 1, 2 (3)

The ultimate goal of the Contents Design Study is developing the methodology of broadening the perspective of design with exploring and integrating various fields such as ideology, culture and technology on multi-dimensional perspectives.

· **Thesis Project Study Seminar 1, 2 (3)**

The ultimate goal of the Thesis Study Seminar is solidification the foundation and theorization of personal viewpoint for thesis project, and cultivating ethics in researching and studying.

· **Advanced Story Design 1, 2 (3)**

The ultimate goal of the Advanced Story Design is developing story and narrative technic for various forms of motion media from film, animation, commercial film to virtual game.

· **Advanced Digital Video (3)**

The ultimate goal of the Advanced Digital Video is acquiring of theories and technic on utilizing professional video equipments for creative production.

· **Advanced Motion Design 1 (3)**

The ultimate goal of the Advanced Motion Design is acquiring of theories and technic on motion design for various spectrum of media such as motion graphics, VFX, 3D animation needed for cinema, broadcasting and the other forms of motion media.

· **Advanced Media Design 1, 2 (3)**

The ultimate goal of the Advanced Media Design is exploring the new possibility of interactive media for entertainment industry.

· **Independent Study (3)**

Each student selects a topic of interest and conducts individual research for a semester with a designated academic advisor.

· **Integrated Contents Design & Technology 1,2,3,4 (6)**

The ultimate goal of the Integrated Design Study is exploring the methodology of integrating technology & design based on study of philosophical, ideological, cultural theories on multi-dimensional perspectives.

☐ Faculty Members

Oh, Seung Hwan
Kookmin Univ., M.F.A.
Kyung Sung Univ., Ph.D.
Interactive Media Design
distortion@kookmin.ac.kr

Ha, Joon Soo
Seoul National Univ., B.F.A.
California Institute of the Arts, USA. M.F.A.
Film and Video, Documentary
jsha@kookmin.ac.kr

Son, Young Mo
Chonnam National Univ., B.B.A
Seoul Institute of the Arts, A.D.A
California Institute of the Arts, USA. M.F.A
Film Directing, Liveaction
ymson@kookmin.ac.kr

Yi, Tae Ho
Kookmin Univ., B.F.A
California Institute of the Arts, USA. M.F.A
Film and Video, Convergent Media Design
taeholee@kookmin.ac.kr

Kang, Suk Min
Kookmin Univ., B.F.A
California Institute of the Arts, USA. M.F.A
Seoul National University, Ph.d
Immersive Media Design
sukminkang@kookmin.ac.kr