College of Arts

Contact Information

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Departments

- · Department of Korean Music
 - Vocal Music Major
 - Instrumental Music Major
- Theory & Composition Major
- · Department of Design
- · Department of Fine Arts
 - Korean Painting
- Drawing & Painting
- Carving & Modeling
- Visual Communication Design
- Craft Fine Arts
- Theory of Art
- · Department of Music
- Voice/Vocals
- Piano
- String, Wood, Brass, Percussion
- Composition
- · Interdisciplinary Program of Arts & Design Technology
- Major in Digital Arts
- Major in Human Interaction Design

Affiliated Research Centers

- · Arts Institute of Chonnam National University
- · The Convergence Research Institute of Service Design
- · Research Center for the Culture of Sori in Chonnam National University

Korean Music

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■ What is Korean Music?

There are two basic types of Korean music: classical music and folk music. Classical music was enjoyed by the upper class from the court to the aristocrats. It is righteous, refined and elegant, with little obvious emotion. Folk music is lively, artistic and full of emotion and enthusiasm. The most prominent characteristic of Korean music is rhythm. Rhythmic cycles, called *jangdan*, which are constantly repeating patterns with an internal code of stresses and accents, underpin virtually all music. The performance techniques with full ornamentation, called *sigimsae*, particularly before or after the main pitch of a tone sound, are also very important in Korean music.

■ Department of Korean Music

The educational goal of CNU's Department of Korean Music is to preserve, cultivate, and develop Korea's traditions. Many efforts have been conducted to pursue this task, and the Department of Korean music does so by offering lectures to students with performance, practice, theory, and composition of Korean music. Accordingly, Western and Asian music is comprehensively studied.

Students are able to enlarge or develop their view of music. There are three major parts: instrumental music (Gayageum, Geomun-go, Daegeum, Piri, Haegeum, Ajaeng, and percussion), vocal music (Pansori, Gayageum Byeongcheng, Jeongga), composition and theory.

Additionally, there is another optional practice for students develop minor fields in order to broaden their musical competence. The major class instructions are done in face-to-face lessons. There are several performances in a year, including freshmen's performance, annual performance, and performances for each major instrument, to enhance the students' performance ability.

In 1992, the Department launched a pedagogy course which trains students to become school teachers; 10% of students can take teacher preparation courses and acquire the music teachers' certification of secondary schools in their major areas. The Department also offers a master's degree program and a doctoral degree program, established in 1989 and 2008 respectively, to educate more mature performers and scholars.

Professors

• In-Sam Jeon

[Professor, Pansori, insam3052@jnu.ac.kr]

· Yong-Shik Lee

[Professor, Theory, yongshiklee@jnu.ac.kr]

• Hee-Bong An

[Professor, Haegeum, haeguman@jnu.ac.kr]

• Hye-jin Yoon

[Professor, Composition,

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• Sang-yeon Kim

[Associate Professor, Daegeum,

sy5979@jnu.ac.kr]

· Jae-young Kwak

[Assistant Professor, Gayageum,

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• Seung-heon Lee

[Assistant Professor, Piri,

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■ Degree Requirements

Students are required to earn 130 credits, with 32 credits from core courses, 78 credits from Department courses, and 20 credits from electives.

■ What Do You Study?

Vocal Music Major Courses

■ Core Courses

Major of Korean Vocal Music 1-8

Instruction to Korea Operas 1-8

Chorus in Korean Traditional Music 1-8

Appreciation and Critics of Korean Music 1-8

Vocal and Instrumental Music 1-2 (Folk song)

Vocal and Instrumental Music 3-4 (DanSo)

Instruction to Western Music

Western Music History

Introduction to Korean Traditional Music 1-2

Korean Music History 1-2

Transcription of Korean Traditional Music 1-2

Sight & Ear Training 1-2

Janggu Accompanying 1-2

Instrumental Music Major Courses

Core Courses

Major of Korean Tradition Instrumental Music 1-8

Korean Music Orchestra 1-8

Korean Chamber Music 1 (Chong-Ak)

Korean Chamber Music 2 (Ka-Gok)

Korean Chamber Music 3 (Min-Yo Ensemble)

Korean Chamber Music 4 (San-Jo Ensemble)

Korean Chamber Music 5-6 (Sinawi)

Korean Chamber Music 7-8 (Creation)

Appreciation and Critics of Korean Music 1-8

Vocal and Instrumental Music(Folk song) 1-2

Vocal and Instrumental Music(DanSo) 3-4

Instruction to Western Music

Western Music History

Introduction to Korean Traditional Music 1-2

Korean Music History 1-2

Transcription of Korean Traditional Music 1-2

Sight & Ear Training 1-2

Janggu Accompanying 1-2

Theory and Composition Major Courses

Core Courses

Major of Composition & Theory of Korean Music 1-8

Seminar of Korean Music 1-8

Appreciation and Critics of Korean Music 1-8

Vocal and Instrumental Music 1-2 (Folk song)

Vocal and Instrumental Music 3-4 (DanSo)

Instruction to Western Music

Western Music History

Minor instrument 1-4

Studies in the Music Literature 1-4

Introduction to Korean Traditional Music 1-2

Korean Music History 1-2 Transcription of Korean Traditional Music 1-2 Sight & Ear Training 1-2 Janggu Accompanying 1-2

Electives

Folk Music Culture 1-2
Introduction to Court Music 1-2
Pedagogy of Korean Traditional Music
Minor Practice 1-4
Piano Accompanying 1-4
Harmony and Counterpoint 1-2
Developing Teaching&Learning Programs on
Korean Traditional Music
Development and Use of Teaching Materials &

Tools on Korean Traditional Music
Korean Music and Computer
Analysis on Korean Traditional Music 1-2
Introduction to Korean Opera Pansori
Production, and Promotion of Music
Introduction to Sanjo
Introduction to Asian Music
Reading Music 1-2
Field Research in Music Industry
Music Aesthetics and Philosophy
Conducting
Teaching Material and Pedagogy of Music
Teaching Logic and Essay Writing in Music Education
Pedagogy of Music Education
Introduction to Musicology

Careers

Graduates from the Department of Korean music work in diverse fields such as performers in music orchestra and ensemble, educators, scholars, experts in music business and industries, and broadcasting.

Design

_Contact Information

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■ What is Design?

Humans can express and communicate their experiences in the form of objects with visual language. In particular, visual communication by images (pictures) is more common than by language or numbers. The process of recreating visual language is the beginning of design and enables us to communicate information about things necessary for our daily survival. The teleology and the lyrical expression of our designs enrich our own existence and quality of life. The design of our lives depends on the technological prowess of the era and the shape of the times, and its role and meaning continues to evolve.

■ Department of Design at Chonnam National University

The Department of Design is a newly introduced major, formally classified in 2016 through an amalgamation of the Chonnam National University College of Art, The department of Fine Art, and the Department of Visual communication Design.

The department of design is structured with academic courses in theory and practical skills that will manifest students' abilities of planning, analyzing, and evaluating to cultivate competitive designers.

Tracks of subjects are classified into visual design, media art design, fusion service design and through each individual intensive class, we and planning to send out design specialists that the current generation requires by fostering global designers that will meet the demands of future society.

Professors

- Kim, EelKwon [Professor, Media Art eelkwon@gmail.com]
- Yun, JaeSung
 [Professor, Visual Communication Design, asvi84@naver.com]
- Nam, HoJung [Professor, Visual Communication Design, hojungn@jnu.ac.kr]
- Suh, YoungSang

[Professor, Photo and Media, ysang@jnu,ac.kr]

- Choi, Souk
 [Professor, Visual Communication Design, choiss@jnu.ac.kr]
- Jung, JungHo
 [Associate Professor,
 Marketing Communication Design,
 vava@jnu.ac.kr]

■ Degree Requirements

Students in the Department of Design are required to earn 140 credits, with 30 credits from core courses, 48 credits from electives, 32 credits from general courses, and 30 credits from liberal arts courses.

All students are required to pass English for Global Communication(EGC), participate in a graduate exhibition, and submit a thesis.

■ What Do You Study?

Department of Design Courses

2,3 Dimensional Modelling

Digital Art Graphic

UI/UX Design

Visual Contents Design

Commercial Photography

Marketing Communication Design

Package Design

Brand Design

Design Portfolio

■ Electives

Design Concept

Basic Graphic Design

Design Color

An introduction to Design Study

Idea and Expression

Digital Graphic Design

Theory of Design

Photography Editing Design

Design Research1

Illustration 1,2

Animated Image Design

Typography

Editorial Design

Motion Graphic Design

Photo graphic Design 1,2

Design Trend

Advertising Design

Video Media Design

Public Design

Web Application Design

Virtual Contents Design

Photography Editing Design

Service Design

Interaction Design

3D Design

Visual Information Design 1,2

Digital Art Design Workshop 1,2

Brand Identity Design 1,2

Image Design 1,2

Package Design Seminar 1,2

Service Marketing Design 1,2

Careers

Students may obtain positions in/as: Contents Design / Editorial Design / Publication Design / Graphic Design / Digital Design / Media Design / Service Convergence Design / Art Teachers in Middle and High Schools.

Fine Arts

_Contact Information

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■ What is Fine Art?

All art is an abstraction and many fine arts inevitably register figurative associations in the spectator's eye and mind. Fine art is a visual experience, achieving a greater "reality" than the contemporary environment, particularly in its new spiritual, philosophical, or scientific experiences.

What do we mean by Fine Arts? Do we mean the arts of a certain period in time? Are these arts expressing a certain style? Are they the works of certain key individuals? Do we intend to study all the works of a particular period? Perhaps the arts revealing a certain philosophy? Or on the other hand, should we study the arts of a certain period emphasizing certain materials? All of these questions are incorporated into Fine Arts.

■ Department of Fine Arts at jeonnam National University

Department of Jeonnam Arts School, as a leading organization of the National Universities in Jeonnam province, has cultivated numerous talented people over 30 years. We strive to foster domestic and international students in Gwangju aiming at the culture center in Asia with practical and creative education. Since 1982, we have provided numerous business ventures such as academic seminars, special lectures of famous artists, publication of academic journals, etc. In addition, we had made an agreement with Yanbian University and have had exchange programs and joint exhibition of works in Gwangju as well as Yanbian. Our department is made up of six parts: Korean Painting, Western Painting, Sculpture, Visual Design, Crafts and Theory. Each department recruits students in their own ways and offers the methodical practice education and theory with the subdivided curriculum to them. Graduates can work in many areas as an artists, sculptors, designers, craftspeople and curators in an administrative agency. Especially, our students who hold high ranks for three semesters can have a qualification for being a middle school teacher after completing a course in teacher education. Our department was established in 1982. The number of our graduates who received Bachelor's degree is presently about 2,433, 208 for Master's and 20 for Ph.Ds. All of them have improved our status while working in various fields internationally and domestically. Moreover, our graduates distinguish themselves in culture and arts fields as a curator, designer in exhibition and museum. The volume of recruitment is 11 in each department in order to improve education and environment quality. Also, we have consistently selected excellent personnel since 2010

Professors

- Jin Hur [Professor, Korean Painting, hurjin5@naver.com]
- Kum-Hee Jung
 [Professor, Western Art
 History, khjhjung@hanmail.net]
- Chul-Woo Kim
 [Professor, Fine Crafts(Ceramic Art), dogong63@hanmail.net]
- Ku-Yong Lee [Professor, Korean Painting, seed290@jnu.ac.kr]
- Kee-Moon Seo
 [Professor, Drawing & Painting, jinzza01@hanmail.net]

- Jei-Min Kim
 [Assistant Professor, Drawing & Painting, jeimin@gmail.com]
- Hyun-ju Kim
 [Assistant Professor, Fine Crafts(Metal Art),
 blueart00@jnu.ac.kr]
- Jeong-Yong Park
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- Ha-Young Joo
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- Hyoung-O Park
 [Assistant Professor, Sculpture,
 ochol@ hanmail.net]

Three Dimensional Presentation

Degree Requirements

Students in the majors of Korean Painting, Oil Painting, Sculpture, Visual Communication Design, Craft and Art Theory are required to earn 140 credits, with 36 credits from core courses, 42 credits from electives, 32 credits from general courses, and 30 credits from liberal arts courses.

All students are required to pass English for Global Communication (EGC) and participate in a graduate exhibition and submit a thesis.

■ What Do You Study?

Major in Korean Painting Courses

Basic Korean Ink Painting 1, 2 Basic Korean Painting 1, 2 Korean Ink Painting 1, 2, 3, 4 Korean Painting 1, 2, 3, 4

■ Electives

Basic Drawing 1, 2
Calligraphy and Seal Carving 1, 2
Painting of The Four Gracious Plants 1, 2
Computer graphic1, 2
Pedagogy on Arts through Creative Approach
Planning · Producing & Demonstrating
Korean Painting Media & Techniques 1, 2
Figure Drawing 1, 2

Exercise of Photography
Creative Drawing 1, 2
Two Dimensional Presentation
Chromatics
Theory of Asian Arts
Portrait 1, 2
Portfolio & Presentation
Creative Korean Painting 1, 2
Techniques of Korean Painting 1, 2
Conservation 1, 2
Understanding Cultural Policy and Arts & Cultural Education
Communication Skills

Major in Drawing & Painting Courses

Basic Studio Arts 1, 2

Fundamentals of Painting 3, 4

Studio Arts 1,2

Advanced Course in Studio Arts 3, 4

Creative Painting 1, 2, 3, 4

■ Electives

Instructional Theory of Art

Research On Teaching Materials And Methods Of

Arts

A Course on Fine Arts Logic and Essay writing

Figurative Drawing 1, 2

Materials 1, 2

Computer graphic1, 2

Water Color Painting 1, 2

Pedagogy on Arts through Creative Approach

Planning · Producing & Demonstrating

Figure Drawing 1, 2

Three Dimensional Presentation

Exercise of Photography

Creative Drawing 1, 2

Two Dimensional Presentation

Chromatics

Seminar on Arts 1, 2

Portrait 1, 2

Print Making 1, 2

Portfolio & Presentation

Techniques of Portrait 1, 2

Technics of Drawing & Painting 1, 2

Conservation 1, 2

Techniques Of Painting Representation 1, 2

Understanding Cultural Policy and Arts & Cultural

Education

Communication Skills

Understanding Integrated Arts Educational

Programs

Major in Carving & Modeling Courses

Human Body Molding 1, 2, 3, 4

Study of Terra-cotta Technique

Study of Metal Sculpture Technique

Study of stone sculpture technique

Study of Wooden Sculpture Technique

Practical Molding Tutorial 1, 2

Study of Creative Design 1, 2

■ Electives

Computer graphic1, 2

Academic plan counselling

Basic Molding 1, 2

Basic Plane Design

Basic Three-dimensional Design

Korean Design and Culture

Pedagogy on Arts through Creative Approach

Planning · Producing & Demonstrating

Figure Drawing 1, 2

Three Dimensional Presentation

Exercise of Photography

Creative Drawing 1, 2

Two Dimensional Presentation

Study of Relieved Sculpture Technique

Three-dimensional Drawing 1, 2

Practical Art Anatomy

Seminar on Art in Field

Basic Introduction of Science of Arts

Chromatics

Portrait 1, 2

Portfolio & Presentation

Study about practical art(ornamental sculptures and

ceramic sculptures))

Contemporary Art Criticism

Computer and Plane Design

Computer and three-dimensional Design

Public art project

Environment Sculpture

Art and Marketing

Study of Complex Media

Interactive Art

Understanding Cultural Policy and Arts & Cultural

Education

Communication Skills

Understanding Integrated Arts Educational

Programs

Major in Visual Communication Design Courses

Advertising Design 1, 2, 3

Package Design 1, 2

Identity Design

Visual Environmental Design 1, 2 Visual Information Design 1, 2

Brand Package Design 1, 2

■ Electives

Basic Design Studio-3D

Detailed Representation 1, 2

2D Design Studio

Typography

Color moulding

Basic Design Studio-3D

Design Research

computer graphic1, 2

Teaching&Learning Approach to

Design(Infant,Elementary,Middle&High

School, Adult)

Pedagogy on Design through Creative Approach

Planning · Producing & Demonstrating

Figure Drawing 1, 2

Three Dimensional Presentation

Illustration 1, 2

Media Design 1, 2

Commercial Photo

Photography

Exercise of Photography

Creative Drawing 1, 2

Design project

Two Dimensional Presentation

Chromatics

Theory of Design

Portrait 1, 2

Digital Design 1, 2

Portfolio & Presentation

Understanding Cultural Policy and Arts & Cultural

Education

Communication Skills

Understanding Integrated Arts Educational

Programs

Major in Craft Fine Arts Courses

Ceramic Art: Basic 1, 2

Wood Lacquer Art: Basic 1, 2

Ceramic Art: Advanced Skill 1, 2, 3, 4

Wood Lacquer Art: Advanced Skill 1, 2, 3, 4

Electives

Basic Drawing 1, 2

Detailed Representation 1, 2

Basic Wheel Throwing 1, 2

computer graphic1, 2

Teaching&Learning Approach to

Crafts(Infant, Elementary, Middle&High

School, Adult)

Pedagogy on Arts through Creative Approach

Pedagogy on Crafts through Creative Approach

Developing Teaching & Learning Programs on

Crafts

Planning · Producing & Demonstrating

Figure Drawing 1, 2

Three Dimensional Presentation

Exercise of Photography

Mechanical Drawing 1, 2

Textile Art: Basic 1, 2

Metallic Art: Basic 1, 2

Creative Drawing 1, 2

Two Dimensional Presentation

Chromatics

Theories of Crafts

Portrait 1, 2

Portfolio & Presentation

Metallic Art: Advanced Skill 1, 2, 3, 4

Textile Art: Advanced Skill 1, 2, 3, 4

Interior Design 1, 2

Understanding Cultural Policy and Arts & Cultural

Education

Communication Skills

Understanding Integrated Arts Educational

Programs

Major in Theory of Art Courses

History of Art 1, 2

History of Aesthetics

History of Korean Painting in Chs?n Dynasty

History of Korean Art The Way to Modern Arts Art Management Theory The Methodologies of Art Criticism of Modern art

Modern and Contemporary Korean art theory

Reading in English
Theory of Art Exhibition

■ Electives

Art and Culture computer graphic1, 2

Visual Media Comprehension

Topics in Comparative Research of the Arts in East

and West

Art and Sociology

Pedagogy on Arts through Creative Approach

Planning · Producing & Demonstrating

Figure Drawing 1, 2

Three Dimensional Presentation

Exercise of Photography

Creative Drawing 1, 2

Two Dimensional Presentation Theory of art and marketing Contemporary Design Theory

Chromatics

History of Oriental Art

Museology

History of Chltural Assets

Art philosophy

Theory of Installation Art

Animation Art Portrait 1, 2

Portfolio & Presentation Contemporary Aesthetics Appreciation Of Art

Art Psychology

Contemporary Art Discourse Theory of Art Therapy A Study of the Artist

Understanding Cultural Policy and Arts & Cultural

Education

Communication Skills

Understanding Integrated Arts Educational

Programs

Careers

Students may obtain positions in/as:

- Art Administrators
- Curators in Fine Art Museums
- Restoration and Judgment of Cultural Assets
- Private Art Institutes

- Professional Designers in Companies and as Freelancers
- Art Teachers in Middle and High Schools

Mental Treatment in Art Students may obtain positions in:

- Broadcasting and Newspaper Company Related Art Departments
- Art Gallery Management, Display and Planning
- Developing Art Products

- Manufacturing Environmental Monument
- Producing Video Image Methods and Advertising Media

Music

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What is Music?

Music may be defined as the art of creating or performing the pattern of notes.

■ Department of Music at Chonnam National University

The department of music has educated talents as one of the most leading and comprehensive institutions in the Honam province. With acclaimed faculty members, the department inspires prospective leaders of every musical fields by providing systematic coursework. The department also helps voice, piano, composition, string, and wind major students broaden their musical insight by offering numerous performance opportunities including regular concerts, masterclasses, and guest recitals each year. The Department also comprises of Yehyang Hall, Jieum Hall, 40 individual sound-proof practice rooms, music library, music listening room, computer room, chorus room, and lockers for instruments. There are a wide range of careers available to graduates including further studies at local or national graduate schools, teaching jobs at colleges, teaching jobs at middle and high schools, professorships at national universities and private colleges, instructor positions at private schools, professional performer positions, professional music department jobs at broadcasting companies, or professional composer positions.

Professors

- Hyun-Ok Moon, D.M.A.
 [Professor, Piano, hyun0404@jnu.ac.kr]
- Sukyung Shin, D.M.
 [Professor, Piano, sushin@jnu.ac.kr]
- Hyun-Sue Chung, Ph.D. [Professor, Composition, music@jnu.ac.kr]
- Kyung-Jin Han, Ph.D. [Professor, Composition, hankj7@jnu.ac.kr]
- Byung-Kil Yoon, Diplom [Associate Professor, Voice corelliyoon@jnu.ac.kr]

- Eun-Shik Park, D.M.A.
 [Associate Professor, Piano meunspark@jnu.ac.kr]
- Hyejung Lee, Diplom [Associate Professor, Violin hjlee0608@jnu.ac.kr]
- Byung-Woo Kong, Perfectionnement [Associate Professor, Voice veritaspaul@jnu.ac.kr]
- In-Woock Park, M.A.
 [Associate Professor, Conducting parkinwoock@jnu.ac.kr]
- Yun-Joo Na, D.M.A.
 [Associate Professor, Cello nayunjoocello@jnu.ac.kr

• Hye-Sung Na, Konzertexamen [Assistant Professor, Voice

Degree Requirements

Music Major Students are required to earn 130 credits, with 50 credits from core courses, 20 credits from electives, 32 credits from general courses, and 30 credits from liberal arts courses.

All students are required to pass English for Global Communication 1 and to complete a degree recital.

■ What Do You Study?

Voice Major Courses

Core Courses

Voice Major 1-8

Chorus 1-8

Music Theory - Sight Singing & Ear Training 1-2

Harmony 1-2

Deutch Diction 1-2

Italian Diction 1-2

Computer for Real Life

Music History 1-4

Writing for Self-reflection and communication

Career Plan and Self Understanding

Performance 1-2

Electives

Theory & Practice of Computer Music 1-2

Opera Workshop 1-2

Korean Art Songs

Introducing Musicology 1-2

Music Form

Keyboard Harmony 1-2

Counterpoint 1-2

Deutch Art Songs

Italian Art Songs

French Art Songs

English and American Art Songs

Vocal Literature 1-2

Multimedia Music

Vocal Ensemble 1-2

Instruments 1-2

Arts Management

Music Education Theory

Music Software 1-2

Class Piano 1-2

Music Analysis 1-2

Jazz

Piano Pedagogy 1-2

Conducting 1-2

Piano Major Courses

Core Courses

Keyboard Harmony 1-2

Instrumental Accompanying

Vocal Accompanying

Computer for Real Life

Writing for Self-reflection and communication

Career Plan and Self Understanding

Music History 1-4

Performance 1-2

Music Theory - Sight Singing & Ear Training 1-2

Piano Major 1-8

Piano Literature (Baroque Period) 1

Piano Literature (Classic Period) 2

Piano Literature (Romantic Period) 3

Piano Literature (Contemporary Period) 4

Harmony 1-2

■ Electives

Chorus 1-8

Piano Ensemble 1-2

Piano Chamber Music 1-2

Piano Pedagogy 1-2

Arrangement 1-2

Class Piano 1-2

Theory & Practice of Computer Music 1-2

Conducting 1-2

Jazz

Music Form

Introduction to Musicology 1-2

Music Therapy 1-2

Music Software 1-2

Music Analysis 1-2

Art Management

Music Education Theory

Instruments 1-2

Counterpoint 1-2

Multimedia Music

String, Wood, Brass, Percussion Major Courses

Core Courses

Instrument Major 1-8

Orchestra 1-8

Music Theory - Sight Singing & Ear Training 1-2

Harmony 1-2

Music History 1-4

Performance 1-2

Writing for Self-reflection and communication

Computer for Real Life

■ Electives

Wind Ensemble 1-8

String Ensemble 1-8

Chamber Music 1-6

Counterpoint 1-2

Multimedia Music

Instruments 1-2

Vocabulary of Musical Terms

Keyboard Harmony 1-2

Music Software 1-2

Music Analysis 1-2

Introduction to Musicology 1-2

Composition 1-2

Class Piano 1-2

Music Form

Orchestra Literature 1-2

Jazz

Theory & Practice of Computer Music 1-2

Arrangement 1-2

Arts Management

Conducting 1-2

Study on Piano Tuning & Technology 1-2

Excerpt Class 1-6

Composition Major Courses

Core Courses

Computer for Real Life

Writing for Self-reflection and communication

Career Plan and Self Understanding

Orchestration 1-2

Counterpoint 1-2

Music History 1-4

Performance 1-2

Music Theory - Sight Singing & Ear Training 1-2

Composition 1-2

Composition Major 1-8

Modern Composition Technique & Analysis 1-2

Harmony 1-2

■ Electives

Class Piano 1-2

Theory & Practice of Computer Music 1-2

Arrangement 1-2

Piano Pedagogy 1-2

Keyboard Harmony 1-2

Multimedia Music

Chorus 1-8

Instruments 1-2

Music Software 1-2

Art Management

Music Education Theory

Music Analysis 1-2

Music Therapy 1-2

Introduction to Musicology 1-2

Conducting 1-2

Music Form

Jazz

Careers

- Professional performer
- Teacher at middle and high schools
- Professorships at colleges

- Professional composer
- Director at broadcasting and publishing services

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 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

- Ryu, Jaehan
 [Professor, French Language and Literature, jh2059@jnu.ac.kr]
- Jeong, Geumhui [Professor, Fine Arts, khjhjung@hanmail.net]
- · Choi, Seok

[Professor, Design, choiss@jnu.ac.kr]

• Lee, Guyong

[Professor, Fine Arts, seed290@jnu.ac.kr]

· Ham, Donghan

[Professor, Industrial Engineering, donghan.ham@gmail.com]

· Jeong, Young-Seon

[Professor, Industrial Engineering, young.jeong@jnu.ac.kr]

• Jung, Jungho

[Associate Professor, Design, vava@jnu.ac.kr]

· Ahn, Minjeong

[Assistant Professor, Nursing Science, anminjeong@jnu.ac.kr]

• Min, Jinyoung

[Professor, French Language and Literature, sahara@jnu.ac.kr]

· Shin, Chunseong

[Assistant Professor, Culture Business, jh2059@jnu.ac.kr]

■ 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 Meet any one of the following prerequisite:
 - At least 1 publication of academic paper in on-campus or off-campus academic journal.
 - For the Digital Arts major, participation in at least 2 international exhibitions.
 - For the Human Interaction Design major, at least 2 presentations at international academic conferences.
- 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 27 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)
- 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 42 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)
- 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 Arts

Seminar : Visual Design Theory of Fine Arts Arts & Cultural Marketing Visual Design Studio

Theory of Korean Contemporary Art Theory of Contemporary Western Art

Arts And Aesthetics Contemporary Art Criticism East and West Comparative Art Convergence Contents Design

Design Illustration
Theory of Art Creation
Convergence Formation Studio

Formative Arts Techniques 1
Formative Arts Techniques 2

Art Technology

Media & Formative Arts
Digital Fine Art Technics
Art Production Management
Culture & City Civilization

Introduction to Humanities & Arts Humanities Culture & Arts Seminar

UNESCO Culture Cities

Development of Local Culture & Urban

Cultural Arts & Technology Cultural Arts Entrepreneurship Art Merchandise Planning Culture & Arts Trends

Semiotics

Formative Psychology

Media Art Studio Sound Design

Theory of Visual Communication Studies of Design & Formation

Art Psychotherapy Arts & Copyright Art Curation

Cultural Archetype & Contents Digital Contents Planning Theory of Video & Film Evolutionary Psychology Visual Programming

Motion Graphic Special Production Techniques

3D Printer Applications Motion Graphic Design Video Animation VFX Studio

Game Production Studio

Seminar for Convergence of Culture and Arts

Arts Management

Virtual Contents Storytelling
Design Policy Studies
Arts Research Guidance 1
Arts Research Guidance 2
Arts Project Research Training 1
Arts Project Research Training 2
Digital drawing coding practice

Glocal Convergence Studio

■ Major in Human Interaction Design

Bioinfomatics

Research of Digital Communication

Service Engineering Special Theory

Advanced Topics in Service Engineering

Service Convergence Design

Design Management
Marketing Communication
Design Strategy Simulation
Art & Design Business
Design Research Methodology

Public Brand Design Introduction to HCI Interaction Design

Special Topic on Cognitive System Engineering

Cognitive Science and Applications

Development of New Service Production

AI & UX Design

Statistical Research Methodology 1 Statistical Research Methodology 2

Design Quality Management Service Management Innovation

Database Design

Introduction to Industrial and Information Engineering

AR/VR

Image Media Contents

Media Technology & Design Art & Computational Thinking Computer Graphics Programming

New Media & Contents

Interactive Media

Cultural Technology Theory

Healthcare Service Design

Human Physiology Healthcare IoT

Healthcare BigData Analysis Healthcare Business & Legal Mixed Research Methology Health Education and Promotion

Cognitive Psychology

Design Startup UI/UX Design Interface Design Design Trend

Physiological Computing User Experience Analysis

Development of AR / VR Contents

Design Thinking & Creative Problem Solving

DesignScience Research
Design Convergence Essence
Arts Product Capstone Design
Design Research Guidance 1
Design Research Guidance 2

Design Project Research Training 1 Design Project Research Training 2 Creative Problem Sloving Design Digital Transformation Leadership

Design statistics 1
Design statistics 2

ChatGPT and Design Ethics

Careers

Students may obtain positions in/as:

■ Major in Digital 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.