



SCHOOL OF DESIGN

GRADU

SCHOOL OF DESIGN

FACULTY OF DESIGN

KYUSHU UNIVERSITY

PROSPECTUS 2020-2021

KYUSHU UNIVERSITY

Faculty of Design Graduate School of Design School of Design

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The Kyushu University School of Design is being reorganized.

There are several intangible aspects of design, and it has further expanded to include "visions." From 2020, the School of Design will adopt a five-course system for the Department of Design in order to provide a more flexible study environment.

The Next 50 Years

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Dean's Message



50 Years of Design

Established in 1968, Kyushu Institute of Design celebrated its 50th anniversary in 2018. The term "design" (geijutsu kogaku) has been used ever since the launch of the institute, which aimed to create an academic field that integrates science and technology with art, the freest form of human expression. The late 1960s was a period when the unexpected effects of economic development were being felt. Social and student movements were gaining momentum and demanding change. The advances in science and technology brought along affluence and convenience, and at the same time, environmental pollution. The launch of the design institute coincided with a serious reflection on this so-called progress, an academic response to the social situation of the time. Kyushu Institute of Design has adopted the philosophy of "humanization of technology" and committing itself to training the best designers who can invent new ways of harnessing technology to enrich lives.

The Next 50 Years

Fifty years have passed since the founding of Kyushu Institute of Design. Although pollution is no longer a major social issue in Japan, the need for design is still growing. Social issues in the 21st century are changing, shifting from pollution to a declining birth rate and ageing population, coexistence with the natural environment, and the formation of an advanced



Faculty of Design Graduate School of Design School of Design Dean, TANI Masakazu

> information and communication society. As times change, the targets of design have expanded from physical to conceptual, even shifting into the world of ideology and imagination. In order to respond to changes in the design environment and introduce new design elements, the faculty is being reorganized, beginning from the 2020 academic year. In addition, the graduate school is scheduled for restructuring in the academic year that commences in 2022.

> What will design look like in fifty years on the centennial of Kyushu Design? You could say that it depends on everyone involved in the design process. The more people who get involved, the better the future of design will be. That is why I believe that it is our mission to create a place where the most outstanding individuals will want to come here to study design and do research over the next 50 years.

> The main contribution of design lies not in technological or material matters but in new value. We are confident that variety of view point, experience and cultural background will facilitates the emergence of such new value. Therefore, we hope to further remove cultural or linguistic barriers to progress on the Ohashi Campus and make it a meeting place for all kinds of students, research scientists, and designers, with many and varied talents.

> We cordially invite all those who are not afraid of a challenge, and who have a strong vision for the future, to join our design programs.

An upgraded course in design has commenced at the Kyushu University School of Design.



Features of the new School of Design

- Introduction of a new flexible and diverse educational program (one department, five courses) that can respond to new social issues
- 2 Expansion of traditional design education (integration of arts and sciences, with an emphasis on practical skills) that has been cultivated over 50 years
- Imparting knowledge and skills necessary for innovation
- Critical thinking and design practice from multiple perspectives to create a habitable environment
- Focus on training people who can be active in the international arena, while paying close attention to global trends in design

Features of the New Curriculum

- Students can choose from an array of subjects beyond their coursework based on their interests.
- In the first and second years, students will systematically learn the basics of design (theory and practical skills).
- Students will acquire practical design skills in project-type classes.
- In cross-course project-type classes and graduation research, students can receive guidance from multiple faculty members in related fields.
- Students may opt for international programs if they so wish.

From Admission to Graduation





Department of Design School of Design

- Environmental Design Course
- Industrial Design Course
- Design Futures Course
- Media Design Course
- Acoustic Design Course

The School of Design aims to train students to become designers who can combine the scientific knowledge of engineering and technology, develop a deep insight into human beings and society, and have a creative artistic taste. The forerunner of this institute, the Kyushu Institute of Design (1968-2003), educated students under the progressive slogan "humanizing technology" and taught how to incorporate technology in day-to-day life.

The field of design continues to evolve in line with the development of IT and its influence, innovation in production and distribution, diversification of lifestyles, and environmental issues on a global scale. Not only objects, but abstract factors like social structures are also targets of design. The School of Design produces highly creative individuals with a wealth of education who can respond adequately to the demands of the modern era, and are equipped with broad perspectives and academic knowledge that can be used on an international platform



Architecture Cities, and Landscapes

This is a comprehensive, modern Environmental Design course that covers architectural, urban, and landscape design. Focusing on fieldwork and practical design project exercises, the curriculum imparts specialized knowledge and practical skills to Environmental Designers.

Course Director Prof. OI Naoyuki

Industrial Design Course

Creative Design Ergonomics

Based on sensitivity, engineering, and science, students will gain the knowledge and skills required to logically create something that can support human life and society. They will be trained to create attractive products, living environments, services, and social systems from the perspective of consumerstaking into account social issues and human characteristics.

Course Director Prof. MAEDA Takafumi

Design Futures Course Art and Design

Social Futures **Biology and Computation**

> Students will also learn how to design future societies and lifestyles that transcend conventional assumptions. as well as the techniques to actualize them. Designers are trained as activists who can take on new challenges and create their own places of work.



Media Design Course

Media Expression Media Interaction Media Communication Science

Media Design is something that "connects and communicates with people," and students will systematically and comprehensively learn "What to communicate and how (Expression)," "How to connect with people (Interaction)," and "How people are interconnected (Communication)," to transform into bold individuals who will pioneer the Media Design of the new age.

Course Director Prof. SUNAGA Shoii













Acoustic Design Course

Sound Culture

Acoustic Environmental Engineerin Acoustic Information Science

This is the best curriculum in Japan for students to comprehensively learn Acoustic Design through specialized subjects in the fields of culture, environment, and information; and to train people with comprehensive design skills that combine sensitivity to sound, specialized knowledge of acoustics, and practical problem-solving skills.

Course Director Prof. KABURAGI Tokihiko



This course focuses on the study of the architecture, cities, and landscapes that will shape our future

2 fields of study

URBAN & LANDSCAPE DESIGN Urban Design Landscape Design Green Environmental Design

ARCHITECTUAL DESIGN Architectual Design Architectual Structure Architectual Environment





In this course, students study foundational subjects to develop basic scientific skills while simultaneously building fundamental design skills. From the second to fourth year, students focus on practical design projects and off-campus workshops and fieldwork. These projects are supported by a curriculum of lectures and classes designed in order to acquire a wide range of specialized knowledge and practical design skills concerning architecture, cities, regions, landscapes, and the diversifying environmental issues that arise around them.

Graduation research and design projects will help students acquire practical problem-solving skills while they build their English reading comprehension, communication, and presentation skills through subjects such as Academic English and Expert English.

Students from this course are eligible to take the Japanese First-Class Architect and Building Engineer (Ikkyu-kenchikushi) examination and can progress to a master's program that is in line with international architectural standards and qualifications.



Preferred Student Profile

Students who are highly motivated to make their own judgments about how to solve diverse environmental issues based on their historical nature.

Students with basic academic ability to acquire specialized knowledge of architecture, cities, regions, and landscapes.

 Students who can analyze the environment and recognize what to observe to perform this analysis, with social research skills, scientific thinking, expressiveness, and creative sensibility.

	1st year	2nd year	3rd year	4th year
Design literacy	Design literacy basics Design Case Studies I	Basic of Arts I-IV Design and Humanities	Design Language I, II Design Case Studies II	
subjects		Design and Social Sciences Human Science in Design Science and Technology in Design		
Course basic subjects	Environmental Design Basics I, II Industrial Design Foundation I, II Introduction to Design Futures Society and Diversity Introduction to Media Design I, II	Space Design Practice Environmental Design Project A, B Practice of Spatial Information Analysis I, II	Structural Planning I, II Theory of Building Construction Design	
Course specialized subjects		Structural Mechanics I, II Environmental Materials I, II Theory of Building Construction Environmental Control System Architectural Planning and Design Design of Urban Environments Environmental Conservation Landscape Architecture Landscape Planning and Design Building Code Social Design for Environment Data Analytics Material Culture Studies Start-ups and Global Distruptors Global Design Innovations Design Pitching Skills Intellectual Property Rights: Global Perspective	Building Production Environmental Information I, II Theory of Building Equipment Planning Environmental Engineering Laboratory A,B Theory of Architectural Space and Design History of Western Architecture History of Modern Architecture Heritage Studies History of Japanese Architecture Heritage Field Trips Landscape Planning and Design Facilitation Skills Environmental Ethics Communication in the Arts Arts Management International Environmental Design A I-IV International Environmental Design B I-IV	
Course exercises subjects (PBL)		Environmental Design Project C,D	Environmental Design Project E-H	Environmental Integrated Project A
Transdisciplinary Projects / Platform		Transdisciplinary Projects A, B		
Graduation research / Design				Senior Project I, II
Depth and Breadth Electives	In addition to the basic course, s	tudents may choose from four oth	er streams. This course framework allows	broader and deeper study.

Prospective Profession	These students go on to become architects, landscapers, urban planners, environmental consultants, and more. Graduates are eligible to take the examinations for first-class architects and building engineers (Ikkyu-kenchikushi)
Prospective Career	About half of environmental design graduates go on to graduate school, and the other half go on to find employ- ment soon after graduation. The majority of these grad- uates find work at housing companies, design offices, or construction companies, and many others go into furniture and fixtures, interior design, office equipment, information technology, civil service, real estate, or landscaping-related companies. Other students choose to study abroad every year. Upon entering graduate school, students develop their

design expertise and specialize in fields of their choosing.

E

Human-Friendly Design

2 fields of study

CREATIVE DESIGN Product Design Lifescape Design Social Design

ERGONOMICS Kansei Science Physiological Anthropology Ergonomics for All Ages and Abilities

The Industrial Design Course trains designers and researchersincluding creators, planners, and engineers-who build safe, desirable products, services, living environments, and social systems with a newfound bird's-eye perspective and appreciation for the consumer's standpoint. The course is designed around social connections and an understanding of the many aspects of human behavior.

https://www.design.kyushu-u.ac.jp/en/sc

The course consists of a systematic, multifaceted curriculum that is based on aesthetics, engineering, and science as they pertain to design theories and methodologies for social implementation. The educational structure is comprised of lectures and exercises that build off each other to deepen students' understanding and equip them with critical industrial design knowledge and skills. The curriculum is made up of specialized subjects that can be tailored to student interests and orientations, specifically in the core areas of ergonomics and creative design, whose theories and practices will become the foundation of any specialty.

Many of our academic faculty are involved in the education and research of design at universities all over Japan, and this course is one of the nation's starting points for design education. Students are active as much in the classroom as they are outside of it, with plenty of extracurricular activities and many student groups going on to win design awards in Japan and abroad.



Preferred Student Profile

Students who are strongly motivated to reflect on what it means to be human, and to create products, living environments, services, and social systems that support human life and society.

Students who possess the basic academic skills to acquire a wide range of expertise in human traits and logical design creation.

Students with a motivation to employ social perspective for thinking and implementation.

	1st year	2nd year	3rd year	4th year
Design literacy subjects	Design literacy basics Design Case Studies I	Basic of Arts I-IV Design and Humanities Design and Social Sciences Human Science in Design Science and Technology in Design	Design Language I, II Design Case Studies II	
Course basic subjects	Environmental Design Basics I, II Industrial Design Foundation I, II Introduction to Design Futures Society and Diversity Introduction to Media Design I, II	Introduction to Product Design Introduction to Lifescape Design Introduction to Service Design Introduction to Ergonomics		
Course specialized subjects		Practical Theory of Product Design Practical Theory of Lifescape Design Practical Theory of Service Design Ergonomics for All Ages and Abilities Data Analytics Environmental Ergonomics Environmental Physiology Kansei Science Behavioral Physiology Start-ups and Global Disruptors Global Design Innovations Design Pitching Skills Intellectual Property Rights : Global Perspective	Innovation Design Theory and Practice I, II Lifescape Design Practical Theory and Practice I,II Social Design Theory and Practice I, II Creative Design Project Data Mining I, II Physiological Anthropology Biological Information Processing Assistive Technologies for Life Activity Advanced Ergonomics Seminar Research Literacy International Industrial Design A I-IV International Industrial Design B I-IV Internship I, II	
Course exercises subjects (PBL)		Product Design Practical Theory and Practice I,II Lifescape Design Theory and Practice I, II Business Design Theory and Practice I, II Ergonomics Practice I Fieldwork Theory and Practice	Ergonomics Practice II Ergonomics Research Project	
Transdisciplinary Projects / Platform		Transdisciplinary Projects A, B		
Graduation research / Design				Senior Project I, II
Depth and Breadth Electives	In addition to the basic course, s	tudents may choose from four other s	treams. This course framework allows broa	der and deeper study



Profession

Career

Prospective Industrial designers (product / public / interior / brand / service / business), Creators (planning / research / engineering), Ergonomists

Prospective Around half of these graduates go on to graduate school and another half go on to employment in their respective fields of study. Our graduates go on to successful careers in a variety of industries that include home appliance and automobile design and furniture manufacturing; space design, architecture, and urban planning; trading; advertising; printing and publishing; information technology; banking; and government and public service. Those who go on to complete their graduate studies often become researchers, either in-house at private research institutes or at educational and research institutions such as universities, or pursue careers in the industries listed above.

Challenging is the philosophy of this course

3 fields of study

ART AND DESIGN

Develop a vision for the future with rich sensibilities and ideas, and acquire knowledge and skills to realize it.

SOCIAL FUTURES

Learn theories and methods for understanding the envi ment, society, and humankind for a desirable future.

BIOLOGY AND INFORMATION SCIENCE Learn how to understand natural and social p nomena from a mathmaticacal science perspec

ns behind the ph

https://www.design.kyushu



Never before have the expectations for the imagination and creativity of designers been so high, at a time when we desire a shift to a prosperous society that is rich in diversity yet maintains a sustainable ecosystem.

The Design Futures Course, which launches in April 2020, consists of a unique curriculum that integrates three fields essential to future society: 'Art and Design', 'Social Futures', and 'Biology and Computation'. As students deepen their knowledge of these core areas, they will take on existing social systems and services as well as other areas still unexplored by design.



Preferred Student Profile

Students who care about the future of our society, have a strong desire to develop new fields of design, and are capable of challenging and creating activities of expression without being bound by preconceived notions.

Students with the basic academic ability to acquire knowledge of art, technology, and thought, as well as life sciences and information sciences, for perceiving nature and society mathematically, in order to visualize a better society.

Students interested in social issues, who have logical thinking ability and an empirical orientation.

	1st year	2nd year	3rd year	4th year
Design literacy subjects	Design literacy basics Design Case Studies I	Basic of Arts I-IV Design and Social Sciences Design and Humanities Human Science in Design Science and Technology in Design	Design Language I, II Design Case Studies II	
Course basic subjects	Environmental Design Basics I, II Industrial Design Foundation I, II Introduction to Design Futures Society and Diversity Introduction to Media Design I, II	Visual Arts Fundamentals Critical Thinking Design Concept Computer Science I Design Sketching Introduction to Biology Environment and Sustainability Introduction to Computer Programming Society and Diversity	Art and Environment Introduction to Intermedia Bio Art and Design	
Course specialized subjects		Fine Art Practice and TheoryEditing DesignHistory of Western ArtDesign MaterialityArt and CultureDesign Futures MethodologyPerforming Arts Practice I, IIDesign ElementsPhilosophy of DesignMaterial Culture StudiesDesign AestheticsWeb Service DesignAdvanced Music Expression I, IISocial Design for EnvironmentCulture and RepresentationQualitative Research MethodsArt and Design Writing SkillsData AnalyticsAlgorithmsComputer Science IIAdvanced Biology and Computation I, IIPerceptual PsychologyStart-ups and Global DisruptorsGlobal Design InnovationsDesign Pitching SkillsIntellectual Property Rights : Global Perspective	Design Conceptualization Theory and Practice Design Implementation Theory and Practice Environmental Ethics Traditional Societies in the Globalized World Value and Policy Communication in the Arts Arts Management Design for Inclusive Education Facilitation Skills Psychometrics Physical Computing and IoT Simulation (Practical) Computer Science III Data Mining I, II Introduction to Biology II Biology Experiments Design Futures International Project A I-IV Design Futures International Project B I-IV Internship I, II	
Course exercises subjects (PBL)		Common Thematic Projects A Design Platforms A,C	Common Thematic Projects B Design Platforms B,D	
Transdisciplinary Projects / Platform		Transdisciplinary Projects A, B		
Graduation research / Design				Senior Project I, II
Depth and Breadth Electives	In addition to the basic course, s	tudents may choose from four other streams. This	course framework allows broader and o	leeper study.



Career

Prospective Designers (experience / vision, etc.), Creative directors, Data Profession scientists (social data / biometrics, etc.), Consultants, Administrative staff, Art managers, Creators, Entrepreneurs

Prospective Students can expect to find employment in areas related to social design upon graduation. Specific examples of potential careers are: creators and design consultants involved in the creation of services, experiences, and systems; planners who create new types of value in lifestyle and product design; UX designers who implement service design for manufacturers; researchers and planners who conduct investigative analysis for manufacturers; data scientists who analyze social and biometric data at research institutes; public servants and administrators involved in policy design at the local and national level; and globally-minded managers. We also expect many students to pursue research careers by continuing their studies at graduate school.

Acquiring the media expertise needed to design human connections and communications

3 fields of study

MEDIA EXPRESSION

"What to express and how to express it" Learning design and artistic expression MEDIA INTERACTION

"How to connect people with others and foster communication'

Learning technical methods for communication

MEDIA COMMUNICATION STUDY

"How do people connect and communicate with each other?" Understanding the human being as the object of comm tion and learning about human behavior and society

https://www.design.kyushu-u.ac.jp/en/schools/md/

The Media Design Course trains ambitious individuals who will usher in a new era of media design. The course inherits and further develops the rich educational and research traditions and resources of the Department of Visual Communication Design and Department of Art and Information Design. The term "media" does not only include content that represents information. It encompasses the hardware and software required to use this information as well as the means for transmitting that information. Media design refers to making full use of media to design connections and communications between people.

In this course, students will learn media design systematically and comprehensively through a curriculum based on the following three elements:

"What to express and how to express it"

-Learning design and artistic expression (media expression)

"How to connect people with others and foster communication" -Learning technical methods for communication (media interaction)

"How do people connect and communicate with each other?" cation and learning about human behavior and society (media communication science)



Preferred Student Profile

Students with a strong desire for design and artistic expression related to media and communication.

Students with the basic academic ability to acquire knowledge related to media, communication design, science, mathematics, human psychology, intellectual property, and art and culture.

Students who have the basic expressive ability related to media and communication design and content creation.

	1st year	2nd year	3rd year	4th year
Design literacy subjects	Design literacy basics Design Case Studies I	Basic of Arts I-IV Design and Social Sciences Design and Humanities Human Science in Design Science and Technology in Design Human Science	Design Language I, II Design Case Studies II	
Course basic subjects	Environmental Design Basics I, II Industrial Design Foundation I, II Introduction to Design Futures Society and Diversity Introduction to Media Design I, II	Introduction to Media Design III Fundamentals of Art and Design Media Media Programming		
Course specialized subjects		Art TheoryTypographic DesignColor ScienceGraphic DesignDrama and CultureInteraction DesignInformation DesignMechanics DesignGame DesignContents EngineeringPsychology of Visual PerceptionPerceptual PsychologyMedia Information ProcessingComputer GraphicsWeb Service DesignMoving Image DesignAnimation DesignApplied LinguisticsStart-ups and Global DisruptorsGlobal Design Pitching SkillsIntellectual Property Rights : Global Perspective	Generative Programming Creative Design for Advertising Virtual reality Computer Vision Physical Computing and IoT Psychological Thinking Intellectual Property Laws Psychometrics International Media Deisgn A I-IV International Media Deisgn B I-IV Internship I, II Media Design Project I, II Generative Programming and Expression Communication Design Seminar II User-Contents Interaction Real-World Interaction Creative Thinking	
Course exercises subjects (PBL)		Content Design Seminar I, II Plastic Arts Seminar Communication Design Seminar I Media Science Seminar I	Creative Prototyping Media Science Seminar II Comparative Cultural Studies Through Drama and Media Intellectual Property Management	
Transdisciplinary Projects / Platform		Transdisciplinary Projects A, B		
Graduation research / Design				Senior Project I,II



Career

Prospective Designers / Engineers (media-related, interaction design-re-**Profession** lated), Creators (media art / games / video / advertising, etc.)

Prospective Graduates of the Department of Visual Communication Design and the Department of Art and Information Design- the two courses that now comprise the Media Design Course -go on to have successful careers as creators and engineers in mass media, gaming, IT, film, advertising, printing, and other related industries. More than a few graduates have also gone on to become researchers at universities and research institutes. The graduates of the Media Design Course are also expected to play important roles in and beyond those industries mentioned above.

Depth and Breadth Electives In addition to the basic course, students may choose from four other streams. This course framework allows broader and deeper study.

Equipping acoustic design engineers and researchers with a keen sound aesthetic and an advanced knowledge of sound

3 fields of study

SOUND CULTURE STUDY An in-depth study of cultural and artistic activities related to music and sound.

ACOUSTIC ENVIRONMENTAL ENGINEERING An in-depth study of the human and physical aspects of the sound environment.

ACOUSTIC INFORMATION SCIENCE An in-depth study of auditory physiology and psychology, acoustic signals, and acoustic information.

ww.design.kvushu-u.ac.ip/e



In the first two years of the course, students take classes in basic science and design literacy as well as core program subjects in the fields of art, science, and technology as they relate to sound.

Following this, students acquire an aesthetic sense for sound as well as the expertise required from professionals in the fields of sound culture, acoustic environmental engineering, and acoustic information science. Students acquire the ability to apply to solve problems comprehensively by taking interdisciplinary classes outside of the course as well.

In their fourth year, students write a bachelor's thesis on a theme related to music, media art, sound design, physical acoustics, sound environment, hearing, or audio information processing.





Preferred Student Profile

Students with a strong interest in a wide range of sound-related arts, science, and technology, and a strong desire to voluntarily acquire specialized knowledge.

Students who are capable of gaining expertise in acoustic design, and have basic academic skills to acquire specialized knowledge in the fields of culture, environment, and information related to sound.

Students must possess a strong interest and meaningful experience in acoustics and music, an artistic sensibility and a rich individuality, and the motivation for independent study in the acoustic design course.

	1st year	2nd year	3rd year	4th ye
Design literacy subjects	Design literacy basics Design Case Studies I	Basic of Arts I-IV Design and Social Sciences Design and Humanities Human Science in Design Science and Technology in Design Design	Design Language I, II Design Case Studies II	
Course basic subjects		Physiology of Hearing Acoustic Signal Processing Psychology of Hearing Digital Signal Processing Sound Culture Theoretical Acoustics, Lecture and Seminar I, II		
Course specialized subjects		Perceptual Psychology Electrical Engineering Electronics Data Analytics Qualitative Research Methods Comparative Musical Theory History of Western Music Seminar on Sound Culture Speech Information Digital Signal Processing Seminar Practical Application of Theoretical Acoustics Audio Devices Start-ups and Global Disruptors Global Design Innovations Design Pitching Skills Intellectual Property Rights : Global Perspective	Psychometrics Information Theory Data Mining I, II Communication in the Arts Musicology Auditory Perception and Cognition Acoustic Media Engineering Seminar on Acoustic Media Engineering Rating and Control of Noise Theory of Nonlinear Systems Acoustics of Musical Instruments Room Acoustics International Acoustic Design A I-IV International Acoustic Design B I-IV Internship I, II	
Course exercises subjects (PBL)	Technical Listening Training I	Technical Listening Training II Computer Programming for Acoustics Music Theory and Expression Advanced Music Expression I, II Fundamental Sound Recording and Creation Environmental Sound Recording and Creation	Electronics Laboratory Generative Sounds Acoustic Experiments I, II	
Transdisciplinary Projects / Platform		Transdisciplinary Projects A, B		
Graduation research /				Senior Project I,I

Prospective Profession	Research and development into audio equipment, architecture, information and communications, Acoustics consultants, Sound engineers for broadcasting stations, Sound designers, Media artists
Prospective Career	More than half of our graduates go on to graduate school to deepen their expertise and further their research. After graduation from the undergraduate program or comple- tion of graduate school, many students go on to successful careers in a variety of roles related to sound, including the manufacturing of audio communication equipment, electri-

cal equipment, musical instruments; architectural acoustics

and noise control; software production; communications; or

as in-house researchers at corporate research institutes.

Graduate School of Design

- Human Science Course / Human Science International Course
- *Communication Design Science Course*
- Environment and Heritage Design Course
- *Content and Creative Design Course*
- Department of Design Strategy

In today's society, humans are expected to live intelligent and affluent lives. However, to achieve this ideal, it is essential to consider the ideal state of our equipment and tools, spaces, environments, and information from new perspectives. Furthermore, this challenge is exacerbated by a complex web of social relations, including those between individuals and groups, harmony and unity amid and change. The industrial world has seen the emergence of an environment that gives rise to new, complex clusters such as "environmental business," "soft industry," "intelligent industry," and "experience industry." Therefore, to contribute to the achievement of an environmentally sym biotic advanced information and communication-oriented society, the Graduate School of Design aims to foster scientific and technological knowledge and inquisitive capacity while establishing a higher-level humanistic design culture with the power to inspire creativity. Accordingly, we are engaged in research and education for the purpose of promoting cooperation among subject areas such as 'culture and human science," "planning and design," and "science and technology" and developing and advanced design methods. Furthermore, to achieve our goal of "Humanizing Technology," the Graduate School of Design aims to cultivate individuals equipped with the all-roun abilities needed to conduct creative research and perform



Department of Design

Human Science Course / Human Science International Course

Physiological Anthropology, Perceptual Psychology, Applied Mathematics and Computer Science

Department of Design

Communication Design Science Course

Audio-visual Integration, Acoustic Communication, Visual Image Communication, Hall Management Engineering

Department of Design

Environment and Heritage Design Course

Heritage Theory, Environment and Heritage Management, Environmental Design Technology

Department of Design

Content and Creative Design Course

Art Theory and Practice, Digital Content Design, Creative Design

3

Department of Design Strategy

Design Business, Design and Architecture, Design Experience

Human Science Course Human Science International Cou

Analyzing human physiology and psychology and design optimal environments, products, and information



The Human Science Course aims to equip students with the skills necessary to understand uniquely human characteristics and realize the optimal environment, products, and information for the humanization of technology. Our goal is to integrate theory and practice through mathematical analysis and consideration of the scientific guidelines of design based on physiological and psychological characteristics.

Originally a course under the Global 30 Project, theHuman Science International Course is a doctoral program designed to allow international students to obtain an advanced degree, regardless of their Japanese language ability, by providing them with classes and dissertation guidance in English.

We aim to provide an education that equips students with the following two abilities:

The ability to understand research on human nature from a scientific point of view

The ability to conduct research to propose optimal human environments, products, and information within a few years after graduating

This kind of education helps us train professionals who are interested in-and possess an aptitude for-human-based design from a science standpoint.

Preferred
Student
Profile

- Students with a clear motivation to study human science and basic knowledge of the field - Highly motivated students with good observation skills and creative ability

Graduate	 Company employees in research and development, supervisory, design and SE departments
Careers	- Producers and technicians in the media industry
	 Research personnel at research institutes, such as local public agencies and testing centers

- Research personnel at universities and national research institutes



Course Curriculum

The Human Science Course aims to cultivate individuals with the desire to conduct research on human characteristics and the ability to propose environments, products, and information that best meet the needs of humans.

Physiological Anthropology

The Physiological Anthropology Field provides systematic education opportunities to examine the impacts of products and living environments on physiological responses of the human central nervous system, autonomic nervous system, endocrine system and immune system, as well as to assess physiolosically the user-friendliness of products and living environments.

Specialized Speech Communication Visual Perception

Advanced Ergonomics for All Ages and Abilities Advanced Audiology Physiology Advanced Environmental Ergonomics Introduction to Physiology of Vision Assistive Technologies for Life Activity

Advanced Auditory Perception Time Perception Cognitive Psychology Advanced Color Science

formation

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Common Subjects
Doctoral Program
                           Advanced HS Training / Human Science Project Study I, II / Advanced HS Seminar III
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Subjects

18





Career

Graduates of this course pursue diverse career paths. Thanks in part to our profound understanding and specialized knowledge of human nature, we are able to train professionals who go on to successful careers in a wide range of fields.

Perceptual Psychology

The Perceptual Psychology Field provides systematic education opportunities to understand what kinds of information are presented to human perceptual systems by products and living environments, and how human perceptual systems deal with the in-

Applied Mathematics and **Computer Science**



The Applied Mathematics and Computer Science Field provides students with systematic education opportunities, to enable them to carry out data processing and mathematical analysis of data on human characteristics, and based on the obtained results, to formulate human characteristics models and design optimum living environments.

Assessment of Acoustic Environment Psychological Evaluation for Design Visual Environment Understanding Systems To Learn the Way of Thinking Psychologically for Graduatest

Computational Intelligence Mathematical Modeling in Biology Advanced Computational Statistics Advanced Machine Learning Human Interface Virtual Reality Systems Advanced Computer Graphics Advanced Mathematical and Data Sciences A

Advanced Human Science A, B / Advanced Scientific English / Internship / Human Science Seminar I, II / Special Research Project of Design 1~20

Communication Design Science Course

Training total communication architects with expertise in audiovisual information



The course exposes students to an original viewpoint of design engineering with the core goal of improving communication through the use of technology to enhance our life. In order to accomplish this goal, communication tools, instruments, and skills are coordinated with the ultimate objective of enhancing "mindto-mind" and "heart-to-heart" communication. The curriculum is based on the following three concentrations as a means to reach this goal: Audio-visual Integration, Acoustic Communication, and Visual Image Communication.

This course fosters professionals who understand the contents of audiovisual communication, are well versed on the characteristic of media and communication environments, and have the ability to design all aspects of audiovisual information communication. Graduates from this course go on to contribute to wide-range of industries and fields, including information processing, image communication, broadcasting, the music industry, the medical field, and research and education, to name a few.



 Preferred Students who have the basic academic ability needed to study in the Communication Design Science Course Students with a clear motivation to study in the Communication Design Science Course Students with an appetite for independent study and the ability to tackle a variety of problems in a serious manner Students aiming to work as an advanced professional, researcher, or educator with a foundation in communication design science 	Subjects	Analysis and Synthesis of Multi-Di- mensional Systems Advanced computational statistics Advanced Machine Learning Visual Sign Communication History of Western Modern Art Theater and Dramaturgy Network Service Design	Speech Communication Acoustical Signal Proces Applied Statistics Mathematical Modeling Advanced Audiology Phy Mechanics Design

Graduate	- Employees in communications and broadcasting companies
Careers	- Employees in sound environment and publishing companies

- Researchers and educators

Course Curriculum

Audio-Visual Integration Acoustic Communication

In the Audio-Visual Integration field. students follow a systematic course as language, music, environmental sound, and images. Students study strategies for applying these methof audiovisual culture.



of study that includes aspects such of study on the functions and characteristics of audio information sources. Students study and conduct research and conduct research on methods of on the technologies used to physically tion, computer vision, and image pro- understanding of the significance of integrating audiovisual information. analyze and regulate information communication spheres and achieve forms ods in practice, and the future shape of acoustic communication that best meet the needs of humans.

Advance Advance Visual Sig History o Theater a Network	Acoustical Signal Processing Applied Statistics Mathematical Modeling in Biology Advanced Audiology Physiology Mechanics Design			
Common Subjects	PBL in Audio-visual Inte Presentations in Acoust Special Research Projec	gration / PBL in Acoustic Communicatio ic Communication / Presentations in Visu t of Design 1~20		
Doctoral Program	Advanced Communication	n Design Science Training / Advanced Comm		

Specialized Assessment of Acoustic Environment Acoustic Environmental Control



Career

Communication architects who excel in all aspects of audiovisual information

The Communication Design Science Course consists of four divisions, Audio-Visual Integration, Acoustic Communication, Visual Image Communication, and Hall Management Engineering, and covers the following curriculum.



In the Acoustic Communication field, In the Visual Image Communication students follow a systematic course field students study and conduct research on the core theories of image engineering, including visual information processing, analysis, and cogniducing algorithms, and examine the applied technologies by which these theories can be applied in society.

Hall Management Engineering



In the Hall Management Engineering Division of the field, students engage in practical study and research on management methods based on their knowledge of engineering and promoting culture and art.

* The educational program offered in this division is only available to students studying in the Master's Program.

Visual Environment Understanding Systems Visual Image Communication System Design Visual Media Production Intelligent Design of Visual Environment Advanced Computer Graphics Computational Intelligence

Cultural Policy

Stage Arts and Music Management Engineering Technology of Culture Halls Engineering Technology of Culture Halls Culture Hall Management Engineering Project I, II, III, IV

n / PBL in Visual Image Communication / Presentations in Audio-Visual Integration / al Image Communication / Internship /Advanced Communication Design Science Seminar I, II /

Advanced Communication Design Science Training / Advanced Communication Design Science Project Study I, II / Advanced Communication Design Science Seminar III

Graduate School of Design Department of Design

Environment and Heritage Design Cours

Training designers who can bring new value to environment and heritage in a global context



https://www.design.kyushu-u.ac.jp/

This course has four key academic strategies to foster professional quality graduates. First, a focus on practical education that covers diverse fields of study both domestically and internationally in order to cultivate the ability to evaluate the various heritages. Also, research and an educational organization centered on developing students, especially to support an international network for environmental and heritage design. The second strategy is to provide students with expertise in evaluation, conservation, and heritage, and skills in designing architecture, landscape, and culture in order to preserve the heritage for future generations. Third, the program incorporates field work into the curriculum that promotes unique educational opportunities.

The aim of the field work is to construct a sustainable relationship between the various exchanges between people and products. These exchanges are stimulated by cultural and economic differences, and the management of tourism. Through these exchanges, students gain valuable experience about the relationship of the environmental and heritage designs. Finally, the curriculum includes overseas field investigations, and utilizes the skills gained through them to verify the results of these smallscale localized research projects based on Japanese environmental and heritage design and technologies to foster contributions by students on an international level through education.

Specia

Subjec

Comm



In the Heritage Theory field, students develop the ability to evaluate, preserve, and utilize environments and heritages. Students consider the meaning of environments and evaluate a diverse range of environments and heritages : nature, landscapes, cities, buildings, culture, art, lifestyles and crafts, which have grown out of the natural environments and histories of regions, and apply the multifaceted evaluations in surveys and research aimed at preserving and designing heritages and their environments

lized ts	Nature and Forest Conservation Rural and Urban Landscape Urban and Architectural Heritage Art and Cultural Environment International Cultural Heritage Protection Law Contemporary Thought of Media and Environment Cultural Policy	Management of Jourism Heritage Management Management of Landsca Management of Urban ai Management of Sustaina Management of Internati Modern and contempora Curriculum Design and N The Evaluation Theory of Stage Arts and Music Ma Advanced Theory of Fore				
		Auvaliceu meory or fores				
on Subje	cts Advanced Project I~III of Environment Advanced (Environment and Heritage	and Heritage Design / Archi Design) Seminar I, II / Specia				

Design / Architectural Design Internship / Global Architect Project / Internship for Architect 1,2 / Internship / ar I, II / Special Research Project of Design 1~20 Advanced Environment and Heritage Design Project Study /

Doctoral Program	Advanced Environment and Heritage Design Training
Doctoral Program	Advanced Environment and Heritage Design Seminar

Course Curriculum

Management

Heritage Theory



In the Environment and Heritage Management field, students develop the ability to manage environments and heritages. While building an understanding of the cultural value of environments and heritages from an international perspective, students develop surveys and research aimed at designing mechanisms for preserving and restoring the value of urban spaces, buildings, and landscapes as regional assets.

Preferred	- Students who have the basic academic ability to study in the Environment and Heritage Design Course
Student	- Students with an interest in and understanding of specialist fields related to environment and heritage design
Profile	- Students with high ethical awareness who proactively pursue independent learning and self-development
. i onne	 Students aiming to working as an advanced professional, researcher, or leader with a foundation in environment and heritage design
	-

- Researchers at universities, research institutes, and museums Graduate - Public officials working in the fields of architecture, landscaping, Careers urban planning, cultural promotion, and environmental policy - Town and community planners
 - Heritage preservation / restoration managers
 - Architectural, garden, and landscape designers
 - Architectural and landscape engineers







Global Architect Program

The Global Architect Program was established on April 1, 2017 in the Master's Program of the Graduate School of Design. This program develops human resources with comprehensive design ability with engineering and cultural arts knowledge on architecture and environmental design.

Applicants who can take this program need to have been graduated from the Department of Environmental Design at the School of Design, Kyushu University, or have been graduated from the Department of Architecture at other universities and have achieved the educational achievement goals of the Department of Environmental Design. Applicants must also be enrolled in the Master's Program in Environment and Heritage Design Course, or in the Master's Program in the Department of Design Strategy in the Graduate School of Design, and be authorized by the Director of the Graduate School of Design. Those who complete the program will receive a program completion certificate. This program will be applied for accreditation as an undergraduate and master's degree program (named "Environmental Design Program") of JABEE in architectural field (accreditation for UNESCO-UIA educational program) in conjunction with the graduation of the environmental design department (or a bachelor's degree course that is regarded as achieving the equivalent educational goal).

Career

Training environment and heritage designers who will go on to create value in regional environments.

The Environment and Heritage Design Course consists of three divisions, Heritage Theory, Environment and Heritage Management, and Environment Design Technology, and covers the following curriculum.

Environment and Heritage



Environment Design Technology



In the Environment Design Technology field, students develop the ability to improve and generate environmental and heritage values in modern society using technology. While examining and developing technology from a global perspective, students develop surveys and research aimed at maintaining the value of regional assets such as urban spaces, buildings, and landscapes and generating new value in them.

History of Strategic Projects Project Management nt of Landscape Architecture

- nt of Urban and Architectural Heritag
- nt of Sustainable Societies
- nt of International Cooperation
- contemporary architectural design in Asia
- Design and Management of Design Education
- ion Theory of International Environmental Policy nd Music Management
- heory of Forest Landscape Ecology

System Design of Environmental Production System Design of Disaster Prevention Psychological Evaluation for Design Applied Statistics Advanced Environmental Chemistry Regional Thermal Environmental Engineering Architectural Design Architectural Planning and Design The Next Urban Space

Content and Creative Design Course

Producing internationally-minded creatives and researchers

This course emphasizes the promotion of internationally-minded creatives and researchers that can play leading roles not only domestically but globally in fields of modern-day media technology and creative arts. With the aim for cultivating students' theoretical and creative abilities for art and culture, the course focuses on three educational targets:

- Rich knowledge on art, culture, and their history with a skill to apply these to modern society
- Comprehension and practice of systematic theories of art, science, and engineering
- Creativity for manufacturing and digital contents development.

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D



Graduates in this course are expected to have successful careers

as expert designers and researchers in various fields. Some exam-



Preferred	- Students who have the basic academic ability needed to study in the Content and Creative Design Course
Student	- Students with a strong interest in and desire to pursue content and creative design
Profile	- Students with high ethical awareness who proactively pursue independent learning and self-development
	 Students aiming to work as an advanced professional, researcher, or leader with a foundation in content and creative design.
Graduate	- Content creators (designers and planners of media art, information and communication, etc.)

Careers - Employees at content development companies (companies involved in producing films, games, graphic information display, etc.)	s, music,
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- Employees at product design companies (information appliances, automobiles, robotics, interfaces, etc.)
- Educators and researchers (in the fields of entertainment science, educational content, media culture, etc.)

Course Curriculum

advanced content and manufacturing design.

Art Theory and Practice



In the Art Theory and Practice field, students learn about the cultures that have developed in human soci- ety, including knowledge of mathematical modeling, art, music, theater, language, cultural history and philosophy, and develop the ability to understand expression and apply their knowledge in practice

Specialized	Cultural Policy	Visual Perception		
Subjects	Advanced Contemporary Sculpture			
542,555	Advanced Lecture on Int	ter-Media Art		
	Mathematical Analysis o Plastic Arts	on the Composition of		
	Contemporary Thought o	f Media and Environment		
	History of Western Mod	ern Art		
	History of Western Musi	c and its Modern Practice		
	Lecture of Music and Trad	itional Performing Arts		
	Cultural Studies through	n Media		
	Theater and Dramaturgy	1		
	Contemporary Art			
	Stage Arts and Music M	anagement		

Expression of Media Art Advanced Lecture of Media Art Virtual Reality Systems Network Service Design Advanced Computer Graphics Advanced Lecture of Content Design Arts and Culture as Intellectual Property I, II Interactive Design

Common Subjects	Project of Art Theory and Practice / Digital Contents Design Project / Advanced Contents Creative Design Seminar I, II / Special Research P
Doctoral Program	Advanced Contents Creative Design Seminar III / Advanced Contents



Career

Graduates in this course are expected to have successful careers as expert designers and researchers in various fields, including digital contents design, industrial design, and information design.

The Content and Creative Design Course nurtures advanced creators with ethical and artistic sensitivity and the ability to conduct research on the theory and practice of media technology and art culture, subjects which form the foundations for

Digital Content Design



In the Digital Content Design field, students develop advanced knowledge and abilities related to the production of video, music and media art and representation theory and technology spanning the fields of art, science, and engineering.

Creative Design



The Creative Design field students study the fields of visual design, which involves designing communication environments, and industrial design, which is responsible for manufacturing, and acquire cutting-edge practical knowledge and abilities related to symbol environments, graphic design, product design, and mechanics design.

Visual Sign Communication Advanced Product Design Product Design Method Mechanics Design Lecture of Graphic Design Inclusive Design Public Design Editorial and Information Design Theory Automotive Design

Creative Design Project / Advanced Presentation Seminar / Internship / Project of Design 1~20

Creative Design Project Study / Advanced Contents Creative Design Training

Training advanced design strategists

The mission of the Design Strategy Department is to develop good judgment, creative abilities, professional designs, and provide practical experience to prepare students for the diverse coordina-tion and orientation needed in strategically implementing their designs within the field of design business. In order to achieve this goal, the curriculum enhances four skills:

- The ability to integrate a wide range of designs and connect them to the planning, formulation, and implementation of projects
- The ability to strategically advance a project and ensure a positive outcome
- The ability to lead a project with responsibility and confidence
- The ability to quickly adapt and manage a sudden market change with a high degree of skill

The Master's course develops the capacity for strategic design. Specifically, the ability to propose leading edge projects, and follow through with development all the way through to implementation. This ability is backuped by robust professional knowledge and skillsets. Through the program, candidates will be trained to become professional Design Strategists, exposed to the full spectrum of design business, considering economical and social impact, as well as intellectual property, logistics and sales.

In the Doctoral programme, not are candidates design strategists in their own right, but will further develop the ability to conduct education and research, meaning that they are able to conduct education in various enterprises and institutions. Through the programme, candidates structure their unique methodology of practical design strategy and fully develop their capacity to conduct education and research.

Course Curriculum

Spec

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Design Business

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bution and sale.

Design and Architecture



In the Design Business field, students study every aspect of design business, from the basic elements to advanced applications of intellectual property. In addition, students develop the ability to identify new design needs from the relationships between society, economy, and industry and construct methodologies that will generate solutions.

alized	Producer Principles	Architectural Design
ects	Design Innovation	The Next Urban Space
	Brand Business Design	History of Strategic Pro
	Project Management	Public Design
	Communication Design Theory	Methodology of Design
	Design Management	Architectural Planning
	Arts and Culuture as Intellectual Property I, II	Editorial and Information
	Presentation	Inclusive Design
	Sustainable Design	Advanced Product Desi
	Social Design	Product Design Method
	Design Consultanting	Mechanics Design
	Design for Industrial Information	Urban Planning Design
	Design Venture Business	
	-	

Common Subjects	Strategic Architecture Project A, B / Strategic Experience Project A, Design Strategy Project A, B / Internship for Architect1,2 / Internshi
Doctoral Program	Design Strategy Research Training / Design Strategy Research Project

Preferred Student Profile

- Students that have a clear motivation to work as a design strategist or design producer, including graduates of university or graduate school design courses and graduates of university or graduate school science and engineering or humanities courses who have a strong interest in design

- Employees working in design companies who have a clear motivation to work as a design strategist

Graduate Careers

- Design producers
- Design directors - Strategic designers
 - Educators and researchers





Career

Advanced design strategists

The Department of Design Strategy nurtures students with the creative abilities to determine design concepts and promote and support actual design processes, from the planning and production stage to the creation of intellectual property, distri-



In the Design and Architecture field, students develop the ability to construct design strategy methodologies based on integration with design business in a wide range of design fields in which living environments are created, including urban and architectural design, spatial design, industrial design, and lifestyle design.

Design Experience



In the Design Experience field, students develop the ability to construct design strategy methodologies based on integration with design business in the information design fields in which communication environments are created, including visual design, interactive design, listening design, and event design.

jects

Engineering and Design on Design Theory

Interactive Design Acoustic Design Digital Image Design English Presentation Negotiating in English Advanced Lecture of Content Design Visual Sign Communication Lecture of Graphic Design Expression of Media Art Stage Arts and Music Management

, B / Advanced Strategic Design Thinking / Global Design Project / ip / Global Architect Project / Special Research Project of Design 1~20

STUDENT WORKS



Sound Box

KAWATSU Aoi

Senior student in the Department of Environmental Design in 2019

The target institution is a "music-specialized" kindergarten that focuses on full-scale music education. In order to solve their current problems such as aging at the kindergarten and the separation of music from the children's daily life, we have proposed a new kindergarten program that blends music with daily activities. The plan focuses on kindergarten students' association with music and their emotions.



Tasting with Your Hands ku:t

KAYAHARA Minori Senior student in the Department of Industrial Design in 2019

This research aims to propose a design that allows both visually impaired and normal people to enjoy food together. An observation of how visually impaired people cook and have meals revealed that they had trouble using kitchen knives to distribute food on a plate. We believe that this is because they cannot check the food on their plates through touch. We proposed a plate design that solves the problem of portioning by making use of the sense of touch that allows individuals with and without visual impairment to enjoy their meals together.



ment of Art and Information Design in 2019

day. "Eating" information may become one of the "new ways" by which we receive information.



I Want to Go Far

IWANAGA Sakura, FUKUSHIMA Yuujin

"I Want to Go Far" is an advertising video that pursues the novelty of ideas and production in product advertising. In response to the challenge "A video that will attract people to a product and make them want to use it," we designed, directed, and produced a video on the subject "A single ballpoint pen can expand the world."

Senior student in the Department of Art and Information Design in 2018



The Transition of Loudness in Japanese Popular Music: A Media Historical Perspective on the "Sound Pressure War."

WATANABE Kazuma

Senior student in the Department of Acoustic Design in 2019



3rd BOVA Awards Department of Student Prize Sponsor: PILOT

Compared to digital sound sources in the early 1990s, those in 2020 seem louder. This can be attributed to the "sound pressure war," aimed at producing "sounds louder than others." This study calculated the average loudness value (LUFS) for the 10 best-selling Japanese CDs in the last 30 years (a total of 5,534 tracks). Loudness was found to have risen sharply since the mid-1990s, confirming that sound pressure war was actually taking place in Japan as well.



Notebooks That Make Studying Easier

SHIROKAWA Mami

First-year student in the Master's cource in the Department of Design Strategy in 2019

UYAMA Akiho, TERAZAKI Kaoru, HIRASAWA Hikari

Third-year student in the Department of Industrial Design in 2019

This is a practical industry-academia collaboration project for social implementation, where we designed a "series of notebooks that make studying easy." The design follows our frustrations with existing notebooks and our search for creative ways of using them. For example, "FILENOTE" is a notebook where class handouts can be placed in bag-like pages, and that can be used as a normal notebook detaching the bags. It won the silver prize at the 21st Fukuoka Design Award and is primarily sold at major general merchandise stores in Kyushu. Please try it!

21st Fukuoka Design Awards, Silver Prize

Good Design Award 2020



Automatic Generation of Tangible Projection Mapping for Thin Plants

SUEYOSHI Tomoki

Second-year student in the Master's cource in the Department of Content and Creative Design Cource in 2019

We proposed a system that automatically generates a projection mapping onto plants such as leaves and flowers. Our projection mapping allows user interactions such as contact and covering. We achieved automatic generation of dynamic projection mapping for plants by automatically tracking the projection areas and the image registrations of projection areas. And, we created and displayed interactive art works.

2018 Asia Digital Art—Interactive Art Category Student Category / Award for Excellence, Fukuoka Mayor Prize Award

NICOGRAPH 2018 **Outstanding Exhibit** Work Award



Toilet with a Muntin Roof: Awakura construction made with CLT

TAKESHITA Hironori

Second-year student in the Master's cource in the Department of Environment and Heritage Design in 2017





Various Sight-Impelled Methods to Modulate the Illusion of Self-Motion (Vection)

SATO Hirotaro

Second-year student in the Master's cource in the Department of Human Science Course in 2020



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This is a proposal for a public restroom at the roadside station at Awakurando built using CLT. The thick CLT was hollowed out in a pattern resembling the Nishiawakurason emblem, and the roof was separated from the wall for natural ventilation. Sunshine and shadow falling through the roof display the time.

Award for Excellence (Second place) at the 2016 Okayama CLT Architecture Student Design Competition

> We are performing a psychological experiment on the phenomenon of vection, in which visual stimuli induce an illusion of self-motion. We investigate the effect of the material texture of CG images on vection and the effect of the instructions provided by the experimenter on the intensity of vection.

Second-year student in the Master's cource in the Department of Communication Design Science Course in 2019

Speech medicine in the field of otolaryngology deals with a wide range of voice disorders, from organic diseases such as laryngeal cancer to functional disorders, which are pathological problems of vocalization. Although the assessment of hoarseness (abnormality of voice quality) is an important part of the examination, it lacks reproducibility because it relies on subjectivity. We are working on an automatic evaluation of voice quality using artificial intelligence to address this problem. The automated assessment system is expected to be applied not only as an assistive technology for medical institutions but also for disease screening.

ALUMNI ACTIVITIES



MOMOEDA Yu

Graduated from the Department of Environmental Design in 2006 Yu Momoeda Architecture Office

Architecture Linked with Environment

When designing architecture, the idea is to consider how to relate it to the environment. Environment to me is a broad concept that includes not only the surrounding physical environment, but also aspects on the time axis, like memories of native people, the unique culture, and the history of the city. The three works presented here are "Nagasaki's Wooden Gothic Church," "The Funeral Hall in a Residential Area," and "Cherry Trees and a Place of Prayer," each based on a different perspective. I believe that by associating architecture with wide-ranging environment, it is possible to create an experience that transcends time and space.



The Funeral Hall in a Cherry Trees and a Place of Prayer Residential Area

entiarraca





SAKO Kentaro

Graduated from the Department of Industrial Design in 2013 Appliances Company , Panasonic Corporation

Working to Design an "Ideal" Future

My job is to devise new designs and concepts for home appliances and living spaces. With the GENOME HOUSE Project, I proposed a new method of space design. This is the first initiative in the world to analyze an individual's genes, and design a "combination of home appliances and interiors that the person's body feels potentially comfortable with." While learning design, I gained an ability to reflect in a way that integrates a wide range of disciplines, not just product design, but also spatial design and ergonomics. It is an incredible skill that allows you to think of exciting ideas and shape them. I hope all of you get it next time.





Golden ratio TOKYO MIDTOWN AWARD 2018, Grand prix Production: HIROKAWA Rakuma, SAKO Kentaro, NAKASHIOYA Shohei



HARAGUCHI Yui

Graduated from the Department of Environmental Design in 2009 YOUI, inc.

After completing my graduation, I worked for an urban development consulting company and a local government think-tank based in Fukuoka before establishing YOUI Co., Ltd. in 2017. YUOI is a company that promotes a better society through the cooperation of diverse actors such as companies, governments, and citizens, under the slogan "From Solving Social Problems to Proposing Social Values." We are working to promote SDGs by associating with NPOs, governments, and large corporations.



FUJITA Yoshiko

Graduated from the Department of Visual Communication Design in 2005 Suntory Communications Ltd./Design Department

In-house designers use ideas to envision the future of everyday life.

As an in-house designer, I have two jobs. First, to develop product concepts and designs for the current food and beverage market. Second, to create and propose innovative ideas for the future from scratch. A part of a company, in-house designers have the opportunity and a social responsibility to offer new values to society, so we continue to propose ideas. It is an exciting job that may sometimes be difficult to realize, but one that has the potential to create new values for the future of our daily lives.



MIZOGUCHI Maiko

Graduated from the Department of Acoustic Design in 2018 Audio-Technica Corporation

Always Studying "What makes Good Sound?"

I am responsible for designing and developing home audio equipment. There are times when I look at good performance as a numerical value using frequency characteristics and vibration analysis, but there are also times when I create the sound of a product by judging the sound quality. I studied acoustic theory at the university and had many opportunities to hone my sensitivity to sound. This experience has led me to my current work. It is difficult to theoretically explain what is considered "good sound," but I believe that it is an interesting field precisely because it is difficult. I will continue to pursue sound through product development!











KOJIMA Mizuki

Graduated from the Department of Design Strategy in 2016 Recruit Co., Ltd.

"Air Mate" is a store management assistant that offers an "improvement system" for store management. By using it in combination with Recruit's business support service, "Air Business Tools" for daily store operations, information such as sales, shifts, and stocking is gathered and automatically analyzed in the cloud. You can understand store issues and improvement methods from your smartphone or PC at a glance without the need for time-consuming tabulation and cumbersome analysis. You can also easily look back at the improvements you have implemented. This system can be immediately introduced to small and medium-sized businesses and independently-owned stores, allowing owners to focus on measures for improving management and business decisions. We can help maximize your profits by streamlining the various management tasks of your store operations.





GOTO Kosuke

Graduated from the Department of Acoustic Design in 2015 Takenaka Research & Development Institute

I am conducting research into the acoustic design of buildings such as music halls and related technologies. I am currently working on the development of technology that can-based on the calculations—reproduce a realistic sound space. It cannot be understood just from words and numbers, but if you listen to the sounds, the difference becomes apparent. Recreating the sound in this way makes it easier to raise awareness of a problem among the various people involved in a project. Balancing the physical accuracy and comfort of the reproduced sound can be a difficult task, and sometimes we hit a wall, but the knowledge, sensitivity, and experience I cultivated during my days as a student helped me to address these issues.





ANDO Ryoichi

Graduated from the Department of Art and Information Design in 2009 Institute of Science and Technology

I am an assistant professor at the National Institute of Informatics (NII). My research area is computer graphics, particularly the numerical simulation of fluid for the film industry. After earning my Ph.D. from Kyushu University's Graduate School of Design, I worked as a postdoctoral researcher at the Institute of Science and Technology Austria (IST Austria), before joining NII. Physics-based simulation for fluids have been studied for a long time, but it still remains a challenging task to accurately compute it. For example, simulating just for a glass of water of a few seconds can take several hours. We are striving to develop new algorithms for fluid calculations from the aspects of accuracy, visual quality and the physical validity. I am proud that I contribute to the development of special effects technology by mean of research.



YU lun

Graduated from the Department of Human Science International Course in 2019 Niigata University

I conducted research on optimization through evolutionary computation at the Graduate School of Design. Optimization is used in the design of various devices and systems. Today, the need is for more than just optimization-optimization in collaboration with humans and more intelligent optimization. Learning the advantages of both the optimization algorithms and the users is necessary to reflect human sensitivity in optimization design. The Graduate School of Design has students from various countries as well as a wide range of research in physiology, psychology, and mathematics. I thought it was an excellent research fusion environment for learning about different research directions and design concepts, so I decided to perform optimization research that combines humans and engineering. And my goal was not just to solve problems, but to provide people with a better future.



TAKAHASHI Hiromi

Graduated from the Department of Environmental Design in 2011 CTI Engineering Co., Ltd.

Creating an Environment for a Future with Diverse Perspectives

As a construction consultant, I am in charge of planning related to research and conservation, restoration, and creation of the natural environment, in connection with infrastructure development projects such as rivers and roads. I identify issues based on field surveys, data analysis, and requests from residents, and draft plans to connect a better environment for the future. Recently, I have been involved in research on children's play environments and regional revitalization, as well as public relations and waterfront utilization. Visiting various places and interacting with people to give shape to plans is interesting, inspiring, and rewarding. In this job, I am required to connect knowledge and technology in multiple fields outside of nature; ideas, local history and culture; and people from different walks of life, and I feel that there are many opportunities for me to make use of the perspectives that I developed during my fieldwork and research as a student.













Do you feel that school campus designs appear the same wherever you go? Do the homogeneous architectures arranged regularly in many universities make it feel restrictive and cold? That sense of déjà vu is sure to vanish when you visit Ohashi Campus.

The architecture on the Ohashi Campus was designed with a never-before-seen educational philosophy by Assistant Professor Hisao Kohyama in 1972. (He is also Professor Emeritus at the University of Tokyo). The basic concept of design was "communication," and it was intended to encourage students, faculty, staff, and the local community to have broad discussions and develop their studies.

He envisioned three types of "communication," and created appropriate forums for each.

1. Formal communication through dialogue \Rightarrow (Lecture rooms, seminar rooms, etc.)

2. Informal communication between students and faculty members ightarrow(Lounge, terrace, etc.)

3. Free communication locations \rightarrow (University quad, etc.)

While many university campuses tend to be walled in and closed, the Ohashi Campus was designed so that you can feel the movement and presence of people both inside and outside the building.

The overall layout of the building is also ingenious. The "U-shaped building layout," the "courtyard," and the "45-degree axis" are its main

features. This method is effective in order to open outward and not inward, and to create a chain linking the inside and the outside, which is necessary to integrate space for creating a high density of activities in the university.

In recent years, "active learning," in which students develop their learning and research more actively through discussions and presentations has been attracting attention. It has been 50 years since the Kyushu Institute of Design, the predecessor of this institute, opened to the public, but the design of the Ohashi Campus, with its skillful arrangement of open spaces centered on communication, has never faded-rather, it remains a beacon, a space for advanced education and research for the 21st century.

In 2018, the "Design Common" facility was completed to inherit and strengthen the campus design concept and to disseminate the design to the region and the world.

> Department of Design Faculty of Design Prof. TANOUE Kenichi



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OHASHI Campus / Facilities

Despite its compact size, the Ohashi campus is well-equipped with all necessary facilities for living, studying, and researching arts and engineering, as well as other unique facilities. In addition, various research projects are being carried out in collaboration with institutions, companies, and people. Research is being conducted daily in various fields to address problems related to the environment.



Design Library

An open facility, the Design Library contains a wide range of materials related to the study of design as well as the equipment and facilities needed to use these materials.



Design Workshop

At the Design Workshop, students and faculty members acquire the basic skills and techniques for operating the various tools and processing equipment and engage in practical training to develop sensitivity to the different materials used in design. The Design Workshop is also used for other creative endeavors, such as graduation work, senior projects and various faculty and student productions.



Digital Workshop

The Digital Workshop aims to support the creation of advanced digital content and archive development and contains equipment and facilities such as a Multi-purpose Photography Studio, a 3D body digitizer, and motion capture equipment.



Bio-Food Lab

The Bio-Food Lab is a joint-use facility with equipment for molecular biology experiments, microscopes for observing microbe structures, and a working kitchen. It is regularly used for research and education, including seminars and workshops related to the boundaries between art and the advanced life sciences, food design, and genetic modification and bioethics.



Research Center for Human Environmental Adaptation

The Research Center for Human Environmental Adaptation contains nine environmental chambers for controlling air pressure, temperature, air humidity, illumination, light color, and water pressure over a wide range of settings. The main purpose of the center is to evaluate human environmental adaptability and clarify the conditions required for healthy and comfortable living environments.



Experimental House for Living Space Design

At the Experimental House for Living Space Design, students and faculty members can simulate residential living environments such as rooms, kitchens, bathrooms, toilets, and stairways, to observe and analyze human behaviors and activities in real-life settings.



Research Center for Applied Perceptual Science

The Research Center for Applied Perceptual Science aims to establish a new research area, perceptual science, which transcends the boundaries between disciplines such as humanities, sciences, and arts in order to construct better relationships between humans and environments. The Center provides a place where distinguished researchers with two or more different fields of expertise can gather and swiftly reflect their ideas in research.



Environmental Design Global Hub

The Environmental Design Global is established under the School of Design as an Internal Research and Education Centre in January 2017. The hub aims to work with international partners in interdisciplinary research to bring about an innovative breakthrough in the area of environmental design. The hub currently housed 27 researchers of varied expertise such as humanities, social science, design, landscape and architecture.



SDGs Design Unit

We at the Faculty of Design, Kyushu University takes action to help achieve the SDGs through the power of design as design experts. That is why we established the SDGs Design Unit in April 2018. We position this unit as a "social platform" for collaboration with citizens, NPOs, industry, overseas universities, and international organizations to explore solutions together and aim to resolve societal issues through design. We conduct a broad range of education, research, production, and social collaboration in relation to design, including not only university students but also people from elementary school students to adults. We take place various lectures, workshops, presentations, joint projects and symposiums.

Organizations



Physiological Anthropology Research Center

The Physiological Anthropology Research Center is engaged in applied research into the human emotional and biological characteristics and physiological adaptability necessary when designing safe and comfortable products and living environments.



Social Art Lab

The Social Art Lab (SAL) at Kyushu University engages in research, education, practice, and advocacy for socially engaged art practice, aiming to propose new ways of finding problem solutions through interdisciplinary efforts in arts, technology, and environmental design.



Center for Designed Futures of Kyushu University

The Center for Designed Futures of Kyushu University was established on January 1, 2017, after the reorganization of Kansei Design Center, with the aim of creating a research base for international design studies. With aspirations to have a positive impact on building a better society for the future, it links design studies with various research fields both inside and outside the university and, through collaboration with industry and government, promotes the speedy social application of design-related research findings.

Organization

At Kyushu University, the educational institutions are categorized into "School" and "Graduate School," to which students belong, and the research organization "Faculty," to which faculty members belong, to provide a system that enables us to respond to a variety of educational needs beyond the borders of the faculty members' fields of specialization.

Under this system, the School of Design and the Graduate School of Design are staffed by faculty members of the Faculty of Design as well as those from various disciplines, to provide students with the most up-to-date education in response to societal changes. Starting in 2020, the School of Design will have one five-course format under only one Department, offering a flexible curriculum that allows students to study based on their interests. The Graduate School of Design offers two specializations: Design and Design Strategy, and the area of study is divided into five courses.

Research Organizations	Fac	Dep	Department of Human Scient Physiological Anthropology Perceptual	CE I Psychology Modeling and Optimiz	ation				
	ulty of	artment	Department of Communicati Sound Culture and Art Management Scie Image Information Engineering	on Design Science ence of Sound Design Communicat	ive Acoustic	c Systems			
	Desigr	Course	Department of Environmenta Landscape and Social Environment Desig Architectural History and Cultural Property	Il Design n Built Environment Design y					
			Deparment of Content and C Art Content Design Content Design Inte	reative Design eraction Design					
			Department of Design Strate Social System Design Social Innovation Social Communication Design	gy Design					
			Global Innovation Center						
			Relocate teachers to educationa	al organizations					
Educational	Sc	Dep	Environmental Design Course		•		•		
Organizations	hoo	bartm	Industrial Design Course		•				
	of	nent of Design	Design Futures Course						
	Des		Media Design Course			٠		•	
	ign		Acoustic Design Course					٠	٠
	Gr	Dep	Human Science Course						
	adu: sigr	partment of Design	Human Science International Co	ourse					
	ate :		Communication Design Science	Course					
	Sch		Environment and Heritage Desig	gn Course	1				
	00		Content and Creative Design Co	urse				•	
	of	Depa	tment of Design Strategy		•	•	•		
	Gradu Integ Scier	Dep Kan Grad	Kansei Research Course						•
	uate Scl rated Fr Ices	artmer sei Sci	Kansei Communication Course					•	
	nool of ontier	it of ence	Kansei Value Creation Course		•				
								(As of Ma	y 1, 2020
Administor	Secretar	y-Genera	I				Des	sign Lit	orary
	— Di	rector o	- General Affairs Division —— General A	Affairs Section			Secretary	-General	,
			- Planning	and Public Relations Section				atalogin	g Sectio
			- Research	Support Section				Circulation	n Sectior
	—Dir	ector of	Finance Division — Accounti	ng Section			L_ s	pecialist	
			Supplies	0001011					

Preservation Section for Facilities of Ohashi Campus

Academic Affairs Section

- Student Affairs Section

-Director of Student Affairs Division

Department of Human Science

ITO Hiroyuki

SUNAGA Shoji

UEDA Kazuo

ITO Hiroshi

INOUE Daisuke

SEKI Motohide

MORI Fumito

Physiological Anthropology Sound Culture and Art Management HIGUCHI Shigekazu Professor Physiological Anthropology, Chronobiology, Sleep Science, Kansei Science OMOTO Akira Professor Applied Acoustical Engineering YAKO Masato Professor Musicology, Music Aesthetics MAEDA Takafumi Professor Physiological Anthropology, Environmental Ergonomics, Thermal Physiology KAWAHARA Kazuhiko Associate Professor Performance Evaluation of Acoustic Engineering System MURAKI Satoshi Professor Ergonomics for All Ages and Abilities Associate Media Arts Professor JO Kazuhiro WATANUKI Shigeki Professor Kansei Science, Physiological Anthropology HIRAMATSU Chihiro Associate Visual Psychophysiology NISHIMURA Takayuki Lecturer Physiological Anthropology NISHIDA Hiroko MOTOMURA Yuki Assistant Physiological Anthropology, Professor Kansei science, Psychophysiology SAITO Kazuya Assistant Physical Ergonomics, Occupational Therapy LOH Ping Yeap JAMIESON, Daryl Steven Assistant Professor Perceptual Psychology NAGATSU Yuichiro Assistant Professor Art Management, Disability Studies Professor Perceptual Psychology Science of Sound Design Professor Color and Visual Sciences SAMEJIMA Toshiya Associate Acoustic Engineering Associate Psychology of Hearing Professor TAKADA Masayuki Associate Psychoacoustics, Professor Environmental Acoustics SENO Takeharu Associate Psychology Professor YAMAUCHI Katsuya Associate Professor Noise Control Engineering REMIJN, Gerard Bastiaan Associate Experimental Psychology Communicative Acoustic Systems Modeling Optimization KABURAGI Tokihiko Professor Speech Information Processing TAKAGI Hideyuki Professor Computational Intelligence SAWAI Kenichi Associate Chronobiology, Nonlinear Dynamics Professor WAKAMIYA Kohei Assistant Speech Science MARUYAMA Osamu Associate Computational Biology, Bioinformatics Image Information Engineering Assistant Biophysics, Materials Science, Bioart **INOUE** Kohei Assistant Mathematical Biology, Evolutionary Professor Biology ONO Naoki Assistant Nonlinear Dynamics, Network Science HARA Kenji

Department of Content and Creative Design Department of Design Strategy

Art			Social System D)esi
KOGA Toru	Professor	Philosophy, Ethics, Aesthetics, Fundamental Theory of Design	INOUE Shigeki	Profe
TOMOTARI Mikako	Professor	Sculpture	TOGO Yasushi	Profe
OSHIMA Hisao	Associate Professor	Dramaturgy	TAMURA Rvoichi	Asso
KATAYAMA Masashito	Associate Professor	Fine Art	FIIII Tomoaki	Profe
YONEMURA Noriko	Associate	Art History		Profe
MASUDA Nobuhiro	Lecturer	Aesthetics, Image Theory	HALL, MIChael	Profe
			ZHANG Yanfang	Lect
KURIYAMA Hitoshi	Assistant Professor	Fine Art	TSUCHIYA Jun	Lect
FUYUNO Miharu	Assistant Professor	Cognitive Linguistics, Corpus Linguistics, English Education, Media and Education, Media and Language Culture	Social Innovatio	on E
YOSHIMURA Riichi	Assistant Professor	Linguistics, Intercultural Communication Studies	HIRAI Yasuyuki	Profe
Creative Design	n —		OGATA Yoshito	Asso Profe
IHARA Hisayasu	Professor	Graphic Design	SUGIMOTO Yoshitaka	Asso
TAKENOUCHI Kazuki	Associate Professor	Creative Design, Computer Fabrication, Synthesis of Mechanism, Design Science	SOGABE Haruka	Asso
KUDO Mao	Assistant Professor	Sign System Design, Visual Symbol		Asso
SAKOTSUBO Tomohiro	Assistant	Public Transportation Design,	WAISUWAE AKdne	Profe
TOH Kiriko	Assistant	Visual Design, Information Design on	INAMURA Tokushu	Assis Profe
	Professor	Networks Assistant	Social Commun	icat
Content Design				Drof
KIM Daewoong	Professor	Contents Design, Digital Archive	KITO SOIWIT WIASAIIITO	FIUR
ISHII Tatsuro	Associate Professor	Visual Image Creation, Visual Image Expression	IKEDA Minako	Asso Profe
TOKUHISA Satoru	Associate Professor	Service Design, Innovation Management, Human Computer Interaction	SAITO Toshifumi	Asso
MATSUGUMA Hiroyuki	Associate Professor	Computer Graphics Design	AKITA Naoshine	Λεεί
MORIMOTO Yuki	Assistant Professor	Computer Graphics	, in the starting c	Profe
Interaction Des	ign —			
TSURUNO Reiji	Professor	Computer Graphics, Visual Computing		
ASO Tsukasa	Associate Professor	Intellectual Property Law		
USHIAMA Taketosi	Associate Professor	Digital Content Environment Design		



NAKAMURA Mia Associate Sociology of Music, Arts Management

Associate Musicology, Music Theory & Analysis, Professor Music Culture

Lecturer Mechanical Engineering

Assistant Mathematical Engineering, Professor Mathematical Modeling of Perceptior

Associate Pattern Recognition Professor Image Processing

Associate Digital Image Processing and Professor Recognition

Associate Visual Information Processing

YOSHINAGA Yukiyasu Associate Image Processing, Pattern Recognition

fessor Human Centered Design

fessor Social System Design, Project Management, Regional Policy Management, Regional Branding ciate Design Management, Design Systems

ociate Machine Design Associate

pciate English Skills and Environmental Risk Management

turer Universal Design, Social Design

urer Building Materials

Design

essor Interior Design, Office Design, Interior Product Design, Inclusive Design ciate Industrial Design, Product Design, essor Science of Design, Design Method ciate Product Design, Industrial Design

ociate Design Process, Sign Design, essor Public Space Design

ciate Creativity, Design Process, Relational Design Management, Social Innovatio

stant Design Engineering

tion Design

fessor Brand Design, Promotional Design, Social Experience

Contemporary Design, Design Journalism, Information Design Design History, Editorial

ciate Creative Direction, Art Direction, essor Advertising Design, Museum Design

istant Interior Design, Interior Product fessor Design, Science of Design, Inclusiv Design

(As of May 1, 2020)

Department of Communication Design Scinense Department of Environmental Design

andscape and Social Envir

anuscape anu		invironment Design
ANEKIYO Hiroyuki	Professor	Landscape Management, Landscape Planning and Design
ONDO Kayoko	Professor	Environmental Policy, Environmental Economics, History of Social Though
ANI Masakazu	Professor	Environmental Anthropology
ASAHIRO Kazuo	Associate Professor	Environmental Conservation and Restoration
AKATORI Chika	Associate Professor	Landscape Ecology
.OH Wei Leong	Associate Professor	Design Education
Built Environme	ent Desi	gn
OI Naoyuki	Professor	Urban and Building Environment, Environmental Psychology
ANOUE Kenichi	Professor	Architectural Planning and Design
NOUE Tomo	Associate Professor	Planning of Building Construction, Management and Organization of Building Process
JKAI Tetsuya	Associate Professor	Architectural Design, Urban Design
OSHIOKA Tomokazu	Associate Professor	Structural Engineering
MASAKA Tomoko	Lecturer	Environmental Chemistry
WAMOTO Masaaki	Assistant Professor	Architectural Design
AWAMOTO Youichi	Assistant Professor	Urban Environment
Architectural Hi	story a	nd Cultural Property —

FUJIHARA Keiyo Professor Historical Study of Japanese Modern Architecture Associate History of Japanese Architecture

FUKUSHIMA Ayako Associate Heritage Studies

KATO Yuki



International Office Faculty of Design

SHIMOMURA Moe Assistant Professo (Department of Human Science)

Global Innovation Center Advanced Project Division

HAYABUCHI Yuriko Associate Professor (Advanced Project Division)

Educational support staff

Information Infrastructure Office

OKA Tatsuya Technical Manager KITA Yuichiro Technician TANAKA Takahiro Technician

Design Workshop

KASAHARA Kazuharu Senior Technician KURIYA Junichi Technician FUKUZAWA Megumi Technician TSUDA Mitsuo Technical Manage

Laboratory

MAEDA Yasuhiko Techniciar OKUDA Kenshiro Technician IWAMI Takahiro Technician KOZUMA Takiko Clerical Staff of Education

Support

Admission Fee

282,000 yen

first and second semester 267,900 yen

Tuition Fee

The admission fee and tuition for the first semester is 549,900 yen, and it must be paid at the time of admission.

Note 1) The admission and tuition fees are estimated amounts; in the event that the payment amount is revised at the time of enrollment or while attending school, the new amount will be applicable from the time of revision. Note 2) Tuition fees are payable for two semesters-April and October.

Financial assistance

1) Enrollment fee exemption

Postgraduate students who demonstrate excellent academic results and are difficult to pay the enrollment fee due to financial reasons or undergraduate students under special circumstances may apply for exemption. Full or hald exemption of the enrollment fee is granted to successful applicants. If you wish to apply for exemption, please contact the Student's Payment Exemption Section, Carrer and Scholarship Support Division, Student Affairs Department in case you are First-year undergraduate students. Auditor students, research students, or other non-degree students are not eligible. Governmental or non-governmental scholarship recipients are not eligible if their scholarships cover the enrollment fee

2) Enrollment Fee Deferment

The enrollment fee deferment is implemented for students who have excellent academic records and difficulty in paying the enrollment fee by a payment deadline due to financial reasons and who have significant difficulty in paying the enrollment fee by a payment deadline because a main provider of their educational expenses passed away within a year before the enrollment or the student/the provider has suffered from natural disasters within a year before the enrollment after screening based on their application. The payment deadline will be deferred (extended) until a

date designated by university (For students enrolling in October, the deadline is the end of February). The full amount of the enrollment fee must be paid

3) Tuition fee exemption

Students who demonstrate excellent academic results and are difficult to pay the tuition fee due to financial reasons may apply for exemption. 100, 50 or 25 percent exemption of the semenstrial tuition fee is granted to successful applicants. If you wish to benefit from this system, please contact the Student's Payment Exemption Section, Carrer and Scholarship Support Division, Student Affairs Department in case you are First-year undergraduate students

Auditor students, research students, or other non-degree students are not eligible. Governmental or non-governmental scholarship recipients are not eligible if their scholarships also cover the tuition fee.a year before the enrollment or the student/the provider has suffered from natural disasters within a year before the enrollment after screening based on their application. The payment deadline will be deferred (extended) until a date designated by university (For students enrolling in October, the deadline is the end of February). The full amount of the enrollment fee must be paid.

Campus Dormitory

Dormitory 1

This dormitory is located at the center of campus and features a 1:1 ratio of international and Japanese students. (All rooms are individual)

10-story, iron-reinforced concrete building 252 13m2 single rooms 2 26m2 rooms for physically disabled students Targeted Students: Male and female graduate students (including international students) 5 minute walk



Dormitory 2

This dormitory is located at the center of campus and features an 8:2 individual ratio of Japanese to international students. (All rooms are individual) Within the international dormitories, this is the one with the highest percentage of Japanese students

10-story, iron-reinforced concrete building 241 17m2 single rooms 20 43m2 rooms for married couples Targeted Students: Male and female graduate students (including international students). Married international students 5 minute walk



Club Activities

Sports Clubs

KIDW (professional wrestling) Tennis Club Basketball Club Badminton Club Volleyball Club KID-RFC Rugby Club De-Signal Futsal Club Shu-kyu Sekkei Soccer Club Plan-o-blast (dance club) Tenikon (Laid-back tennis club) Geiko Meikyu-kai (Rubber Ball Baseball Club) Campus.

Cultural Clubs Shou-mei-ya (Behind The TRP (Tape Repor Kyushu University School K-ON JAZZ Sukimono-kai Folk Song Club Theater Department SOLA (video product

Geiko-Sai (Design Festival)

The Geiko-Sai (Design Festival) is completely handmade from the ground up. As only the School of Design could do, the festival develops new, unconventional forms of entertainment that includes live events, fashion shows, installations, and idol performances.

ZENYA



The ZENYA project creates a morale-boosting event for the eve of the Geiko-Sai that gets everyone involved excited for the following day's festivities. ZENYA delivers a live performance where every element is created by hand—from the stage and the performers to everything that happens behind the scenes.

5ken

5ken is an official project organized by the Geiko-sai planning committee. On the day of the Geiko-Sai, 5ken holds a number of events including live performances, workshops, and exhibitions that introduce the School of Design, 5ken also sells official goods for the Geiko-Sai and oversees the festival's official mascot Geiko-chan



2ken



2ken provides the festival with interactive events that they call "installations." By combining stage settings, art exhibitions, lighting, video, and sound, 2ken creates a creative space based around a single theme.

Himatsuri (fire festival)

The Himatsuri (fire festival) is held on the last night of the Geiko-Sai. In the middle of the athletic field, festival staff dance together with members of the local community. We plan to continue developing this creativity of this event while respecting its tradition, which has continued since the time of the former Kyushu Institute of Design.

Student Activities

We have many unique sports and cultural clubs which provide a wide variety of activities that enrich the student life. Club activities are mainly held in Ohashi

(As of May 1, 2020)

Shou-mei-ya (Behind-the-scenes student club)	ANIMA Production (Multidisciplinary video club)
The TRP (Tape Report Play)	impression! (Interactive art club)
Kyushu University School of Design Philharmonic Orchestra	KUDOSA
K-ON	Brass Band club
JAZZ Sukimono-kai	Omotesenke Tea Ceremony club
Folk Song Club	Qmns(Web production club)
Theater Department	Pelanche Poloncho
SOLA (video production club)	3DD club
Namaoto-bu	KD-SDGs
Rec-lab.	Ohashi Film Circle
BUG PROJECT (Live-action video production club)	MAKE



3ken-funsui project

The 3ken-funsui project creates a performance that is designed around the fountain at Ohashi Campus using video, sound, and stage design.

Pant

Panf is responsible for creating the flyers that are handed out during the Geiko-Sai. In addition to introducing each of the exciting events planned for the Geiko-Sai, Panf fills the other pages with their own original content which always makes for a fun read.





CBA

The CBA project organizes a fashion show that students create by hand, doing everything from stage design and costumes to music and video. CBA thinks outside the box to create new kinds of entertainment that will thrill and excite the audience

International Exchange

Ever the outward-looking institution, Kyushu University aims to equip its students with an international mindset. As such, the Faculty of Design, the undergraduate School of Design, and Graduate School of Design are all actively engaged in international exchange in both research and education.



Partner institutions & Credit transfer system

The following right partner institutions are schools with which we have concluded a department-wide international exchange agreement and include academic cooperation in addition to for-credit student exchange programs. The credit transfer system allows students to count credits earned at their host university as course credits toward graduation for a study abroad period of up to one year.

Geiko Global International

Exchange Portal Site http://www.gg.design.kyushu-u.ac.jp/er

As part of globalization of the School of Design and the Graduate School of Design, the Geiko Global International Exchange Portal Site provides support to international students and students who want to participate in an exchange program.

International Office Faculty of Design

The Faculty of Design has established an International Office to support students and faculty in various ways by planning and proposing international projects (such as carrying out international exchange agreements, student, and faculty exchanges) in order to realize the internationalization concept.

Partner Institutions - Faculty Level	(As	of May 1, 2020)
University	Country	Agreement Date
Faculty of Engineering Hasanuddin University, INDONESIA	Indonesia	Dec. 2, 2013
Multimedia Nusantara University	Indonesia	Mar. 31, 2017
School of Design and Human Engineering, Ulsan National, REPUBLIC OF KOREA	Korea	Sep. 2, 2014
School of Design, Korea Polytechnic University	Korea	Mar. 30, 2017
College of Humanities, Arts, and Social Sciences of Nanyang Technological University	Singapore	Jul. 18, 2017
School of Architecture and Fine Arts, Dalian University of Technology	China	Jun. 12, 2017
Faculty of Design and Environment, Technological and Higher Education Institute of Hong Kong (THEi)	China	Oct. 1, 2017
School of Design and Arts, Beijing Institute of Technology	China	Dec. 1, 2017
College of Design, National Taipei University of Technology TAIWAN	Taiwan	Mar. 19, 2015
School of Design Ming Chuan University TAIWAN	Taiwan	Jul. 15, 2015
College of Planning and Design, National Cheng Kung University	Taiwan	Jun. 22, 2017
Faculty of Architecture and Design, faculty of fine Arts, and Graduate School of Fine Arts Anadolu University, TURKEY	Turkey	Nov. 1, 2014
Eskisehir Technical University, TURKEY	Turkey	Apr. 1, 2019
Bangladesh Agricultural University	Bangladesh	Oct. 30, 2014
Faculty of Architecture and Planning Bangladesh University of Engineering and Technology BANGLADESH	Bangladesh	Aug. 8, 2015
Faculty of Engineering, Premier University	Bangladesh	Nov. 14, 2016
Bangabandhu Sheikh Mujibur Rahman Agricultural University	Bangladesh	Oct. 3, 2017
Loughborough Design School, Loughborough University	United Kingdom	Nov. 28, 2007
The Politecnico Di Milano, Italy	Italy	Feb. 28, 2002
HKU Games & Interaction HKU University of the Arts Utrecht (HKU)	Netherlands	Aug. 26, 2015
Department of Communication & Multimedia Design, NHL University of Applied Sciences, (NHL)	Netherlands	Feb. 14, 2012
Faculty of Digital Media and Creative Industries Hogeschool van Amsterdam	Netherlands	Apr. 23, 2012
The Faculty of Design and Department of Architecture, Hochschule Darmstadt, University of Applied Sciences, Germany	Germany	Oct. 10, 2007
Faculty of Cultural Sciences, cologne University of Applied Sciences, Germany	Germany	Aug. 31, 2009
State University of Arts and Design Karlsruhe (HfGkarlsruhe), GERMANY	Germany	Jul. 24, 2003
School of Arts, Design and Architecture Aalto University	Finland	Aug. 25, 2014
Ecole Nationale Superieure d'Architecture de Paris la Villette (ENSAPLV)	France	Mar. 4, 2015
Universite de Technologie de Belfort-Montbeliard, FRANCE(UTBM)	France	Sep. 21, 2009
Ghent University Faculty of Arts and Philosophy Faculty of Engineering and Architecture and Faculty of Political and Social Science	Belgium	Feb. 16, 2017

Campus Experience

Wow! Design Experiences

The Kyushu University School of Design, located on Ohashi Campus, opens its doors to the general public through events where everyone can experience the fun of design. In this event, the School of Design showcases its research and presents it to the local community.



Open Campus

The event is held in early August every year for high school students. Various programs are conducted for high school students who are interested in the School of Design, such as open labs of each department, student work exhibitions, mock classes, and direct dialogue with current students.



Department of Environmental Design

Architectural Design	General Contractors and	DNP Media Create
ajima Construction Design	Others in the Construction	Lighting Planners Associ
ivision	Industry	Shiseido
akenaka Design Works	Shimizu Corporation	Interior Design
ikken Sekkei	Taisei Corporation	Okamura Corporation
ihon Sekkei	Obayashi Corporation	Uchida Yoko
TT Facilities	Real Estate	Zycc
R Kyushu Construction	Nomura Real Estate Develop-	Sangetsu
epartment	ment	▼ Media, Information a
un Mitsui & Associates Inc.	Various Design-Related	Publishing
rchitects	YKK AP	Fujitsu
AYA Architects	LIXIL	IBM Japan
asutaka Yoshimura Architects	Nomura Co. Ltd.	TBS-Vision
adao Ando Architect & Asso-	Toshiba Lighting & Technology	Nishinippon Shimbun
ates	Koizumi Lighting	Landscaping

Department of Industrial Design

▼ Au

Nissa

Honda

Mazd

Yama

▼ Ho

tion, M

Instru Hitach

Panas

Sharp

Sony Cano

Ricoh

Fujitsu

Denso

tomobiles	Epson	Okamura Corporation
a Motor Corporation	Omron	Nitori
1	Housing and Equipment	Otsuka Kagu
a	Sekisui House	▼ Toys and Games
а	Daiwa House	Bandai
na	TOTO	Takara Tomy
me Appliances, Informa-	LIXIL (INAX, TOSTEM)	Sega
Medical and Precision	Lighting Equipment	Level-5
ments	Koizumi	Sports and Fashion
ii, Ltd.	Toshiba Lighting & Technology	Asics Corporation
onic	Interior and Exterior	Shimano
	Nomura Co. Ltd.	Itochu Fashion System
	Tanseisha	Design Firms and Office
n Inc.	Hakuten	Urban Development
	Office and Furniture	GK Design Group
I	KOKUYO	Fukuoka Jisho
)	Itoki	nendo

Department of Visual Communication Design

Printing Information	Tohokushinsha Film Corpora-	Asatsu-DK
General Asahi	tion	Daiko Advertising
Dai Nippon Printing	Imagica	KBC Media
oppan Printing	KOO-KI	Nishitetsu Agency
Broadcasting & Internet	Game Software Production	Services & Publishing
Kyushu Asahi Broadcasting	Capcom	Recruit
NHK	Sega Enterprises	ASCII
aga TV	Sony Computer Entertainment	Mainichi Communication
lippon TV	Namco	Telecommunications
WOWOW	Level-5	NTT Communications
apanet Takata	BANDAI NAMCO Entertain-	JFE Systems
Video / CM Production	ment	ScienceSoft
KB Movies	Advertising Production	JustSystems
v Man Union	Dentsu	IBM Japan
Jinnon Animation	Hakuhodo	Fuiitsu

Department of Acoustic Design

Acoustic Communication	Harman International	 Acoustic Measurement,
Equipment, Hearing Aids and	Hitachi, Ltd.	Architectural Acoustics, and
Electrical Equipment	Foster Electric	Noise Control
Alpine	Fujitsu	Spectris (Brüel & Kjær Divisio
Audio-Technica	Hosiden Kyushu	Sona
Canon Inc.	Rion	Nagata Acoustics
Sony	JVC Kenwood	Nihon Onkyo Engineering
Sony Mobile	Musical Instrument Manu-	Obayashi Corporation
Denso Ten	facturing	Kajima Corporation
TOA	Yamaha	Taisei Corporation
Toshiba	Kawai Musical Instruments	Takenaka Corporation
Nippon Electric Company (NEC)	Manufacturing	Kobayashi Riken
Pioneer	Roland	News Environmental Design
Panasonic	Casio	Yotsumoto Acoustic Design

Department of Art and Information Design

▼ Telecommunications	TV Asahi	▼ Entertainment
NTT	Asahi Broadcasting Corpora-	Nintendo
SoftBank	tion	Square Enix
KDDI	WOWOW	Level-5
NTT West Japan	Tohokushinsha Film Corpora-	Sega Konami
NTT East Japan	tion	GREE
NTT DATA	Pony Canyon	Printing, Publishing, and
Advertising & Planning	Toei Animation	Information Services
Dentsu	Nishinippon Shimbun	Toppan Printing
Hakuhodo	TBS Vision	Dai Nippon Printing
ADK (Asatsu-DK)	Web and ICT Services	Recruit
Daiko Advertising	Yahoo	Zenrin
▼ Broadcasting and Media	CyberAgent	Information Equipment an
Content	teamLab	Electrical Equipment
NHK	Kayac Inc.	Panasonic



As of May 1, 2020

Lan's Inc. PREC Institute Seibu Landscape Uchiyama Landscape Const ▼ Consulting Pacific Consultants Kokusai Kogyo

Landbrains Yachiyo Engineering Kozo Keikaku Engine ▼ Technology D Techno Rvowa Takasago Thermal Engir

Saibu Gas Living

▼ Telecomn

Government

Ministry of Land, Infrastructur Transport and Tourism Japan Patent Office Fukuoka Prefectural Office Saga Prefectural Office Urban Renaissance Agency Fukuoka City Kasuga City ▼ Housing Industry Misawa Homes Sekisui House Daiwa House ▼ Advertising Agencies Dentsu

Hakuhodo

▼ University, Research Kyushu University niversity of Tokyo Others Nomura Research Institu JTB Mitsubishi UFJ Bank



NTT DoCoMo NTT Communications IBM Japan ▼ Advertising, Printing, Publishing and Broadcasting Der Hakuhodo Products Asatsu-DK Dai Nippon Printing Renesse Asahi Broadcasting Corporation ▼ Infrastructure and Transport tation Services All Nippon Airways

Mitsubishi UFJ Bank Fukuoka Bank JR East/ West Japan/ Kyushu Nishi-Nippon Railroad ▼ Research Institutes and Researchers Shimizu Corporation Institute of Technology Toyota Central R&D Labs IBM Research National Center of Neurology and Psychiatry Education and Research Hokkaido University Fukushima Medical University Chiba University Kanazawa Medical University

Kyoto Institute of Technology Fukuoka Women's University Kyushu University ▼ Public Administration Japan Patent Office Industrial Technology Centers in Fukuoka, Saga, Oita, Hiroshima, Iwate, and othe prefectures . Fukuoka Prefecture Yamaguchi Prefecture Fukuoka City Kitakvushu Cit Labor Bureau

Hewlett-Packard Japa KDDI ▼ Manufacturing NEC Sharp Sony Hitachi, Ltd. Panasonic Electric Works Mitsubishi Electric Kansai Paint Pencil ▼ Transport Industry All Nippon Airways ▼ Lighting Equipmen

Intel

Yamagiwa ▼ Foodstuffs Suntory Otsuka Foods ▼ Interior-Exterior Design and Construction Nomura Co. Ltd. Total Media Universities Kyushu University Kyushu Institute of Technology Kobe University Tsukuba University of Technology Kyushu Sangyo University Kobe Design University

▼ Automobile Toyota Motor Corporation Honda R&D Nissan Mazda ▼ Software and System Engineering NTT DATA Capcom

DigiOn ▼ Transport Industry All Nippon Airways Narita International Airport ▼ Broadcasting & Telecommu-

Japan Broadcasting Corporation (NHK) TBS TV TV Asahi Mainichi Broadcasting NHK Media Technology WOWOW NTT Communications NTT East Japan NTT DoCoMo SoftBank

▼ Performing Arts & Art Management

Shiki Theatre Company Sapporo Cultural Arts Founda-▼ University, Research Kyushu University Fukushima University Tokyo University of the Arts Kyushu Institute of Technology Fukuoka University Tokyo University of Information Sciences NTT Research & Development

Hitachi, Ltd. Mitsubishi Electric Fujitsu NEC Sony Casio Computer Co. Ltd.

▼ Government and Public Institutions

Fukuoka Prefectural Office Fukuoka Municipal Office Kitakyushu Municipal Office Public Prosecutor's Office Yufuin Museum Tokyo International Forum

▼ Universities and Research

Institutions University of Tokyo Kyushu University Tokyo University of the Arts Tokyo Metrop National Institute of Informatics Riken Institute of Physical and Chemical Research ▼ Others Nomura Co. Ltd. Mitsubishi UFJ Bank

Fukuoka Bank Nishi-Nippon City Bank Tokio Marine Nichido All Nippon Airways IR Fast Japan Nishi-Nippon Railroad Kao Japan Post Service

Statistics

International Students

																					(As	of May 1, 2020)
Country	у	Italy	Iran	Indonesia	Egypt	Kuwait	Colombia	Sri Lanka	Thailand	Bangladesh	Philippines	Brazil	France	Malaysia	Myanmar	Latvia	Russia	South Korea	Taiwan	China	South Africa	Total
	U																	2	2	4		8
Male	G		1	2	1	1		1		1	1		2			1		4	2	47	1	65
	Total	0	1	2	1	1	0	1	0	1	1	0	2	0	0	1	0	6	4	51	1	73
	U													1						4		5
Female	G	1		3			1		1		1	1	1		1		1	5	3	71		90
	Total	1	0	3	0	0	1	0	1	0	1	1	1	1	1	0	1	5	3	75	0	95
Total		1	1	5	1	1	1	1	1	1	2	1	3	1	1	1	1	11	7	126	1	168
U: Unde	U: Undergraduate G: Graduate																					

Students

																				(As of	May 1,	2020)
				1st y	/ear			2nd	year			3rd	year			4th	year			т	otal	
			М	F	Tota	al	м	F	Tota	I	М	F	Tota	I	м	F	Tota	al	М	F	Tota	al
		Benvironmental Design Course Industrial Design Course Design Future Course	18 26 16	14 16 8	32 42 24	(1)													18 26 16	14 16 8	32 42 24	(1)
Uno	ichool	G Media Design Course	20 21	21 11	41 32	(1)			\backslash				\backslash				\backslash		20 21	21 11	41 32	(1)
dergr	ofE	General departmental entrance examination	20	1	21														20	1	21	
aduate	Design	Department of Environmental Design Department of Industrial Design Department of Visual Communication Design Department of Acoustic Design Department of Art and Information Design					22 27 23 24 25	16 19 16 12 12	38 46 39 36 37	(1)	21 34 14 26 27	15 16 22 10 12	36 50 36 36 39	(1) (1) (2)	25 48 22 38 46	22 11 22 14 8	47 59 44 52 54	(1) (1) (1) (1)	68 109 59 88 98	53 46 60 36 32	121 155 119 124 130	(3) (2) (4) (1)
	Tot	al	121	71	192	(2)	121	75	196	(2)	122	75	197	(4)	179	77	256	(4)	543	298	841	(12)
0	Maste	Department of Design Department of Design Strategy	69 18	51 13	120 31	(41) (5)	79 26	41 17	120 43	(39) (9)									148 44	92 30	240 74	(80) (14)
Grad	er	Total	87	64	151	(46)	105	58	163	(46)				$\overline{\}$					192	122	314	(94)
uate	Docto	Department of Design Department of Design Strategy	11 5	10 1	21 6	(9) (2)	8 4	3 2	11 6	(6) (1)	19 7	12 3	31 10	(17) (2)					38 16	25 6	63 22	(32) (5)
	Ŷ	Total	16	11	27	(11)	12	5	17	(7)	26	15	41	(19)					54	31	85	(37)

(): Number of International Students



Admission Policy

School of Design

The entrance examinations for the School of Design, Department of Design are roughly divided into two types: by course or by department. In the course-based entrance examination, students select their course at the time of application, whereas in the general departmental entrance examination, the course is decided at the end of the first year. The advantage of the general departmental entrance examination is that students can take design literacy subjects and specialized subjects of each course in their first year and then select the course they wish to pursue.

Graduate School of Design

Department of Design

As a university with a wide range of research areas, in the general entrance examination, we actively seek applicants from the School of Design from this university who are interested in further developing their education and research in the School of Design, as well as applicants from other faculties and universities who are interested in design, based on their areas of expertise and research plans.

In addition to the general entrance examination, we also conduct entrance exams for international students, actively accepting international students and stimulating international exchange. We also conduct entrance exams for working adults, actively accept working adults, and promote refresher education for working adults who are active in various fields. The department is equipped to teach interdisciplinary research themes demanded by working professionals, and under the philosophy of design, the department re-trains students as human resources capable of responding to rapid technological innovation and structural changes in society and promotes interaction between the university and society by giving back to society.

Admissions for Undergraduate / Graduate Students

Please check the website of Kyushu University for the admission classification.

Kyushu University

https://www.kyushu-u.ac.jp/en/admission

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Admissions

There are two types of course-specific entrance examinations: general selection (first semester) and comprehensive selection.

In general selection (first semester), students are selected based on whether they have a good understanding of the subjects studied in high school. Comprehensive selection varies with each course and is based on practical skills, creativity, motivation, and aptitude.

In addition, starting from the entrance examination in 2021, two new school-recommended courses (Industrial Design Course and Design for the Future Course) will be offered.

Department of Design Strategy

For this specialization as well, as a university with a wider variety of research areas, for the general entrance examinations, we actively seek applicants from the School of Design interested in pursuing higher education and research at the School of Design, as well as applicants from other faculties and universities who are interested in design and design strategy, based on their areas of expertise and plans for the future.

In addition to the general entrance examination, we also conduct entrance exams for international students, actively accepting international students and stimulating international exchange. We also conduct entrance exams for working adults, actively accept working adults, and promote refresher education for working adults who are active in various fields. The department has established a system that includes a large number of practitioner faculty members who are capable of teaching interdisciplinary and practical research topics required by working professionals, and under the philosophy of design, the department promotes interaction between the university and society by re-training students to become design strategists required by society, giving back to society. In particular, in all entrance examinations for this department, an interview is conducted that includes a presentation, in order to test the applicant's ability to structure and explain to a third party their reasons for the application, research plan, and future career path.

Faculty of Design, School of Design, Graduate School of Design Kyushu University https://www.design.kyushu-u.ac.jp/en/admission/



History

Feb. 27th	1963	Committee for the establishment of Kyushu University of the Arts formed.
Oct. 18th	1966	Preparatory committee for Kyushu University of Industry and the Arts (tentative name) formed.
Jun. 1st	1967	Preparatory office for the Kyushu Institute of Design established.
Apr. 1st	1968	The Graduate School (Master's Course) of the Kyushu Institute of Design is established, comprised of the Divisions of Living
		Environmental Studies and Audio and Visual Communication Studies.
Apr. 1st	1972	The Advanced Course of Design was established.
Apr. 1st	1977	The Advanced Course of Design was discontinued.
May 2nd		Master's programs at the Graduate School of the Kyushu Institute of Design are established, comprised of the Divisions of Liv-
		ing Environmental Studies and Audio and Visual Communication Studies.
Apr. 1st	1980	Health Care Center established.
Apr. 1st	1986	The Departments of Environmental and Visual Communication Design are reorganized. The staff of each Department are divided into two groups.
Apr. 1st	1988	The Department of Industrial Design and the Department of Acoustic Design are reorganized. The staff of each department are divided into two groups.
Apr. 1st	1993	The Graduate School (Doctoral Course) of the Kyushu Institute of Design is established, comprised of the Divisions of Living
		Environmental Studies and Audio and Visual Communication Studies.
Apr. 1st	1997	The Departments of Environmental Design, Industrial Design, Visual Communication Design, and Acoustic Design are reorganized.
		The Department of Art and Information Design is established, comprised of three sections: Media Art and Culture, Media De-
		sign, and Information Environment Sciences.
		Design Research Center established.
Apr. 1st	2001	The Graduate school of Kyushu Institute of Design is reorganized.
Oct. 1st	2003	The Kyushu Institute of Design and Kyushu University are unified.
		The School of Design, Graduate School of Design and Faculty of Design of Kyushu University are established.
Apr. 1st	2006	The Department of Design Strategy, Graduate School of Design of Kyushu University is established.
Apr. 1st	2008	The doctoral program in the Department of Design Strategy, Graduate School of Design of Kyushu University is established.
		Department of Design of the Graduate School of Design restructured around a four-course system: the Human Science Course,
		Communication Design Science Course, Environment and Heritage Design Course, and the Content and Creative Design Course.
Oct. 1st	2009	The Faculty of Design, Kyushu University is reorganized.
		Departments of Environmental Design, Human Living System Design, Visual Communication Design, Acoustic Design, Art and
		Information Design and Applied Information and Communication Sciences are discontinued. The Departments of Human Science,
		Communication Design Science, Environmental Design, Content and Creative Design, and Design Strategy are established.
Apr. 1st	2010	The doctoral program in the Human Science International Course of the Department of Design, Graduate School of Design of
		Kyushu University is established.
Apr. 1st	2013	The Research Center for Applied Perceptual Science, Faculty of Design of Kyushu University was established.
Oct. 1st		The Department of Environment and Heritage Design is restructured as the Department of Environmental Design, offering a
		total of 17 subject groups.
Aug. 1st	2014	The Physiological Anthropology Research Center at the Faculty of Design, Kyushu University is established.
Apr. 1st	2015	The Social Art Lab at the Faculty of Design, Kyushu University is established.
Apr. 1st	2017	The Environmental Design Global Hub at the Faculty of Design, Kyushu University is established.
June 1st	2018	50th Anniversary of "Design"
Apr. 1st	2020	The School of Design was reorganized with the establishment of Department of Design; composing of the Environmental De-
		sign Course, Industrial Design Course, Design Futures Course, Media Design Course and Acoustic Design Course.

	Successive	KOIKE Shinji	(1968 to 1974)	Successive	SATO Haruhiko	(2003 to 2005)
	President of	OHTA Hirotaro	(1974 to 1978)	Dean of Faculty	YASUKOUCHI Akira	(2005 to 2009)
	Kyushu Institute of Design	YOSHITAKE Yasumi	(1978 to 1986)	of Design, Kyushu University	ISHIMURA Shinichi	(2009 to 2013)
		ANDO Yoshinori	(1986 to 1994)		YASUKOUCHI Akira	(2013 to 2017)
		YOSHIDA Sho	(1994 to 2002)		TANI Masakazu	(2017 to present)
		TAKIYAMA Ryuzo	(2002 to 2003)			

News- week's "The World's 10 Hottest Cities".

Airport as developing "gateways" to the Asian continent.





