

2021-2022
KYUSHU UNIVERSITY

SCHOOL OF
DESIGN

DEVELOPMENT



PROSPECTUS

SCHOOL OF DESIGN
GRADUATE SCHOOL OF DESIGN
FACULTY OF DESIGN
KYUSHU UNIVERSITY

INNOVATION



GRADUATE
SCHOOL OF
DESIGN



DESIGN

FACULTY OF
DESIGN



SCHOOL OF DESIGN / GRADUATE SCHOOL OF DESIGN / FACULTY OF DESIGN KYUSHU UNIVERSITY PROSPECTUS 2021-2022



Faculty of Design
Graduate School of Design
School of Design
Kyushu University

The Kyushu University School of Design is being reorganized.

THE NEXT 50 YEARS

There are several intangible aspects of design, and it has further expanded to include "vision" 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.



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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 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.

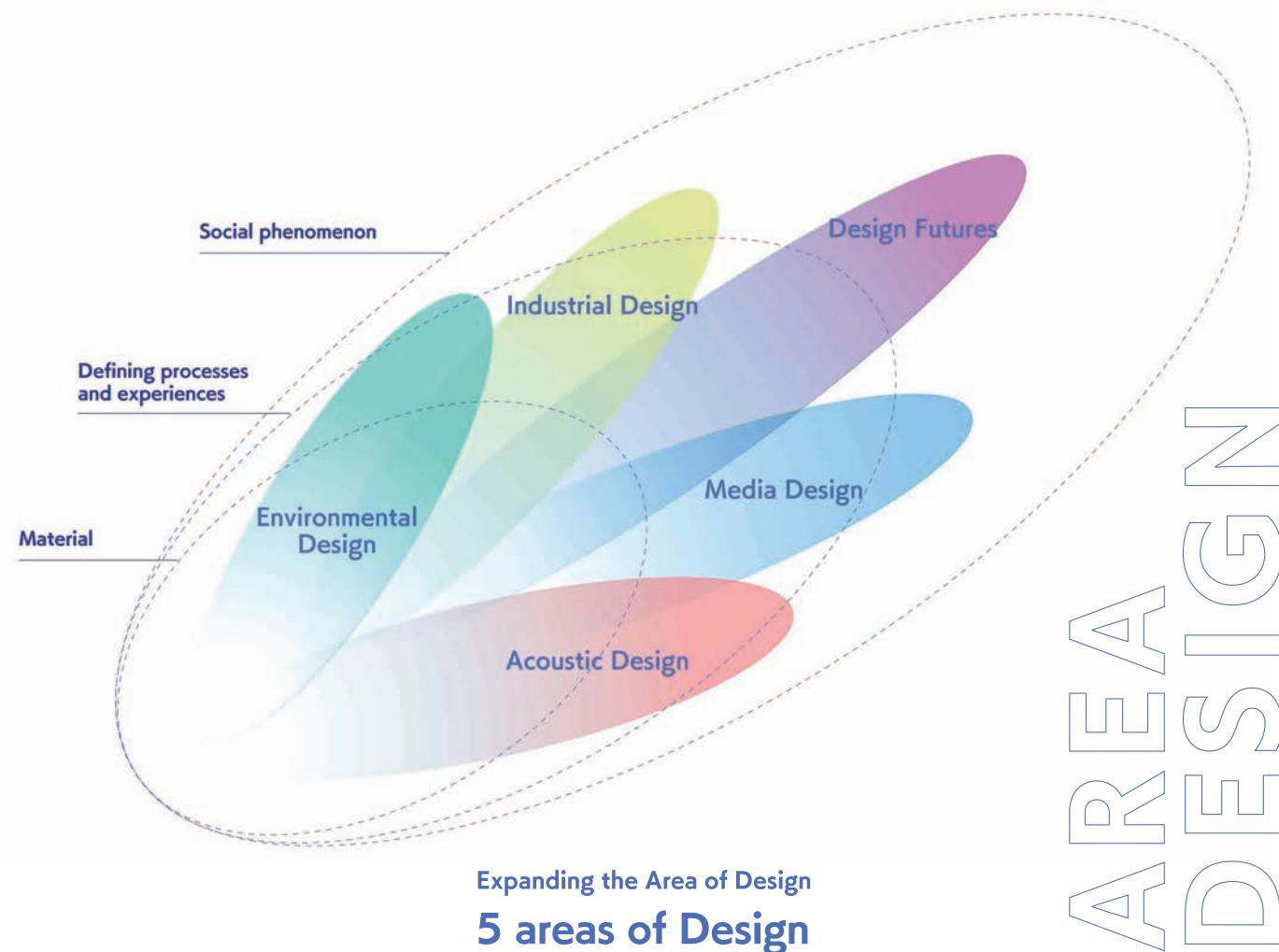
We cordially invite all those who are not afraid of a challenge, and who have a strong vision for the future, to join our design programs.



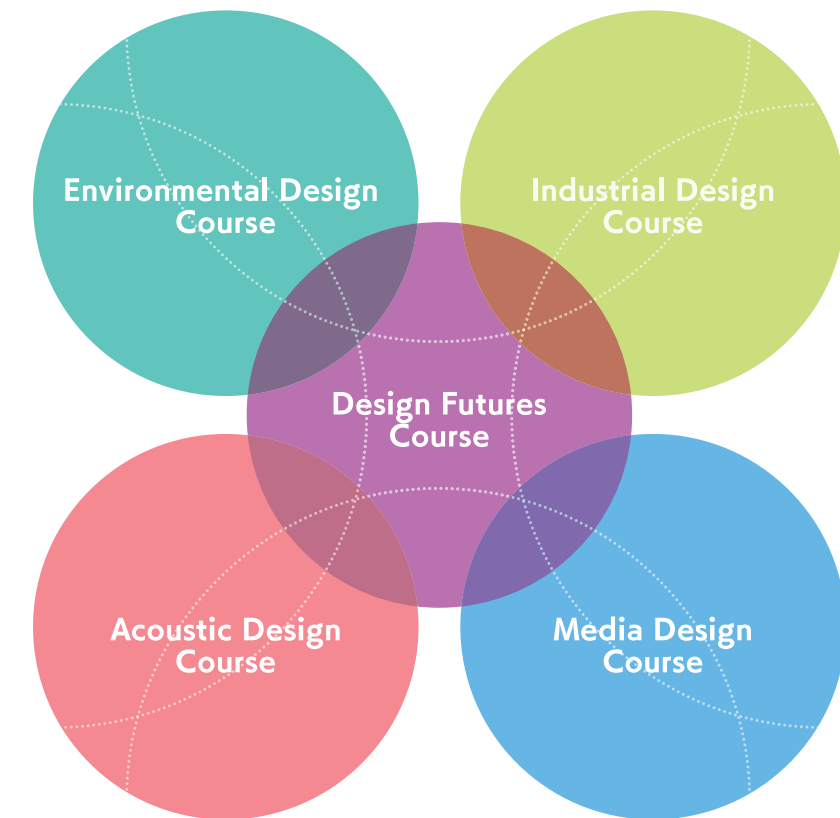
Faculty of Design
Graduate School of Design
School of Design

Dean, TANI Masakazu

New Design Education



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



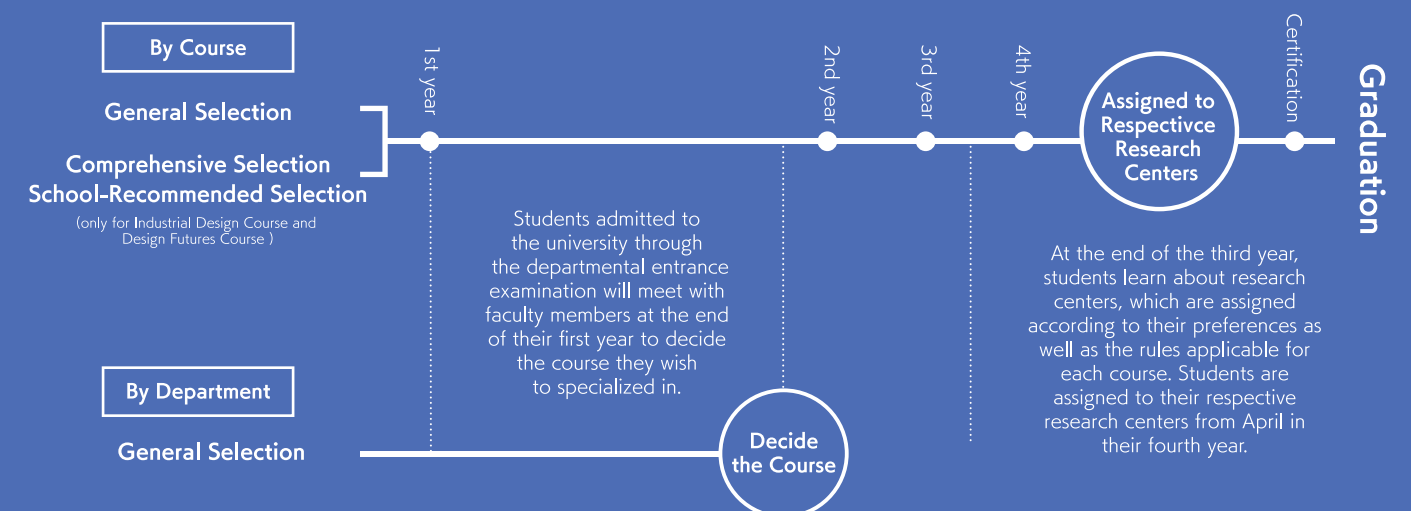
Features of the new School of Design



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) with design literacy subjects.
- In cross-course project-type classes, 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



COMPOSITION

Department of Design School of Design

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 “humanization of 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.

P6 Environmental Design Course

Course Director
Prof. UKAI Tetsuya

This is a comprehensive, modern Environmental Design course that covers architectural, urban, and landscape design. The curriculum is centered on fieldwork and practical design project exercises, supported by specialized lecture subjects, which enable students to acquire a wide range of specialized knowledge and practical design skills.

P8 Industrial Design Course

Course Director
Prof. MAEDA Takafumi

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 consumers—taking into account social issues and human characteristics.

P10 Design Futures Course

Course Director
Prof. KOGA Toru

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.

P12 Media Design Course

Course Director
Prof. SUNAGA Shoji

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.

P14 Acoustic Design Course

Course Director
Prof. YAKO Masato

This is the best curriculum in Japan that allows students to learn acoustical design comprehensively through specialized subjects in various fields such as music, applied physics, and psychology. We foster students who have sensitivity to sound, expertise in acoustics, and can apply problem-solving skills.



Environmental Design Course

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

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 FirstClass 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.



COURSE WEB



2 Fields of study

URBAN & LANDSCAPE DESIGN

- Urban Design
- Landscape Design
- Green Environmental Design

ARCHITECTUAL DESIGN

- Architectural Design
- Architectural Structure
- Architectural Environment

Preferred Student Profile

1

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

2

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

3

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.

Curriculum

	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	Space Design Practice Environmental Design Project A, B Practice of Spatial Information Analysis I, II		
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	Structural Planning I, II Theory of Building Construction Design 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 Internship I, II	
Course exercises subjects (PBL)		Environmental Design Project C, D	Environmental Design Project E-H	Environmental Integrated Project A, B
Transdisciplinary Projects / Platform		Transdisciplinary Projects A, B		
Graduation research / Design				Senior Project I, II
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.			



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 employment soon after graduation. The majority of these graduates 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.

Industrial Design Course

Human-Friendly Design

The Industrial Design Course trains designers and researchers—including 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.

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.



COURSE WEB



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.

2 Fields of study

CREATIVE DESIGN

- Product Design
- Lifescape Design
- Social Design

ERGONOMICS

- Kansei Science
- Physiological Anthropology
- Ergonomics for All Ages and Abilities

Preferred Student Profile

1

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.

2

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

3

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

Curriculum

	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, students may choose from four other streams. This course framework allows broader and deeper study.			

Prospective Profession

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

Prospective Career

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.



Design Futures Course

Challenging is the philosophy of this course

Now is a time for change. It's time for the automobile industry to rethink transportation services. Time for the healthcare industry to reduce medical expenses by taking prevention measures. Time for government and business to design a new social framework needed for the successful implementation of AI.

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.



COURSE WEB



Photo: Akiko Tominaga

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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 environment, society, and humankind for a desirable future.

BIOLOGY AND INFORMATION SCIENCE

Learn how to understand natural and social phenomena from a mathematical science perspective and the mechanisms behind the phenomena of life.

Preferred Student Profile

1

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.

2

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.

3

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

Curriculum

	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 Sciences and Technology in Design Design and Social Sciences Human Science 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 Design Concept Design Sketching Environment and Sustainability Introduction to Computer Programming Society and Diversity Critical Thinking Computer Science I Introduction to Biology		
Course specialized subjects		Fine Art Practice and Theory History of Western Art Art and Culture Performing Arts Practice I, II Philosophy of Design Design Aesthetics Advanced Music Expression I,II Social Design for Environment Culture and Representation Qualitative Research Methods Art and Design Writing Skills Data Analytics Algorithms Computer Science II Advanced Biology and Computation I, II Perceptual Psychology Start-ups and Global Disruptors Global Design Innovations Design Pitching Skills Intellectual Property Rights : Global Perspective Editing Design Design Materiality Design Futures Methodology Design Elements Material Culture Studies Web Service Design	Art and Environment Introduction to Intermedia Bio Art and Design 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 (Theory) 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, students may choose from four other streams. This course framework allows broader and deeper study.			



Prospective Profession

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

Prospective Career

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.

Media Design Course

Acquiring the media expertise needed to design human connections and communications

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.



COURSE WEB



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 communication and learning about human behavior and society

Preferred Student Profile

1

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

2

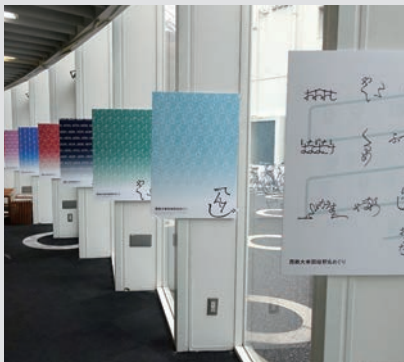
Students with the basic academic ability to acquire knowledge related to media, communication design, science, mathematics, human psychology, intellectual property, and art and culture.

3

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

Curriculum

	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 Science and Technology in Design Design and Social Sciences Human Science 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 Media Design III Fundamentals of Art and Design Media Media Programming		
Course specialized subjects		Art Theory Color Science Drama and Culture Information Design Game Design Contents Engineering Psychology of Visual Perception Perceptual Psychology Media Information Processing Computer Graphics Web Service Design Moving Image Design Animation Design Applied Linguistics Start-ups and Global Disruptors Global Design Innovations Design Pitching Skills Intellectual Property Rights : Global Perspective Typographic Design Graphic Design Interaction Design Mechanics Design	Generative Programming Creative Design for Advertising Virtual reality Computer Vision Physical Computing and IoT Psychological Thinking Intellectual Property Laws Psychometrics International Media Design A I-IV International Media Design B I-IV Internship I, II	
Course exercises subjects (PBL)		Content Design Seminar I, II Plastic Arts Seminar Communication Design Seminar I Media Science Seminar I	Media Design Project I, II Generative Programming and Expression Communication Design Seminar II User-Contents Interaction Real-World Interaction Creative Thinking 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
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.			



Prospective Profession

Designers / Engineers (media-related, interaction design-related), Creators (media art / games / video / advertising, etc.)

Prospective Career

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.

Acoustic Design Course

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

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 informa-

tion 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.



COURSE WEB



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.

Preferred Student Profile

1

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.

2

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.

3

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.

Curriculum

	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 Science and Technology in Design Design and Social Sciences Human Science in Design	Design Language I, II Design Case Studies II	
Course basic subjects		Physiology of Hearing Psychology of Hearing Sound Culture Theoretical Acoustics, Lecture and Seminar I, II Acoustic Signal Processing Digital Signal Processing		
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 / Design				Senior Project I, II
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.			



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 completion 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, electrical equipment, musical instruments; architectural acoustics and noise control; software production; communications; or as in-house researchers at corporate research institutes.

New Graduate School of Design Programs Kyushu University

Starting from April 2022

In response to design in the expanded fields, the new Graduate School of Design at Kyushu University will implement a new curriculum that enables individual design fields to be cross-integrated more than ever before. Thereby nurturing world class designers who can formulate clear strategies for social implementation, respond flexibly to social changes, envision and realize a desirable future.

2

Distinctive Curriculum

A curriculum that promotes the integration of design and enables a cross-disciplinary design that is in high demand by society.

Students can choose from all subjects available in the department. The new curriculum allows students to develop their specialties based on the course's core subjects, and they can enroll all subjects as electives according to their research interests.

The new curriculum offers a wide range of subjects taught in English to develop a flexible and inclusive mindset and cultivate students with global competence.

Distinctive Subject Studio Projects

A cross-disciplinary design studio-based subject, "Studio Projects", that integrates the elements of "mono", "koto", "vision" through practical exercises.

	Strategic Design Course	Environmental Design Course	Human Life Design and Science Course	Design Futures Course	Media Design Course	Acoustic Design Course
Subjects						
Design Science		Core Subject				
Advanced Environmental Chemistry		Core Subject				
Advanced Thermal Environmental Engineering		Core Subject				
Applied Ergonomics			Core Subject			
Advanced Physiological Anthropology			Core Subject			
Chronobiology				Core Subject		
Molecular Biology				Core Subject		
Advanced Psychology of Visual Perception					Core Subject	
Advanced Color Science					Core Subject	
Auditory Perception						Core Subject
Time Perception						Core Subject
Others						
Design Engineering		Core Subject				
Advanced Structural Engineering		Core Subject				
Advanced Environmental Psychology		Core Subject				
Human Information Engineering			Core Subject	Core Subject		
Methodology of Design Engineering			Core Subject			
Biomimetics				Core Subject		
Advanced Computer Graphics					Core Subject	
Advanced Virtual Reality					Core Subject	
Speech Information Processing						Core Subject
Advanced Acoustical Engineering						Core Subject
Others						
Design and Creativity	Core Subject					
Design Innovation	Core Subject					
Serious Game Design 1	Core Subject				Core Subject	
Advanced Architectural Planning Theory		Core Subject				
Advanced Landscape Design		Core Subject				
Public Design			Core Subject			
Context Design			Core Subject			
Life and Art				Core Subject		
Speculative Design				Core Subject		
Media Arts					Core Subject	
Advanced Lecture of Content Design					Core Subject	
Sound Design						Core Subject
Sound Art						Core Subject
Others						
Cultural and Social Design	Core Subject					
Intellectual Property Laws 1,2	Core Subject					
Design Management	Core Subject					
Advanced History of Japanese Architecture		Core Subject				
Advanced Heritage Studies		Core Subject				
Communication Design			Core Subject			
Life Scape Design			Core Subject			
Arts Management				Core Subject		
Philosophy of Design				Core Subject		
Theater and Dramaturgy					Core Subject	
Current Topics in Multimodal Communication					Core Subject	
Music Culture in Society						Core Subject
Ethnomusicology						Core Subject
Others						
*6 credits from the course's core subjects *The subject names are tentative and may change without prior notice.						
Studio Projects Compulsory Electives 2 credits	Subjects related to studio projects					
Electives 14 credits	Subjects offered in the department					
	Design Special Project or subjects offered by other graduate schools, etc.					
Subjects related to master's research 18 credits	Design practices (Compulsory 2 credits)					
	Special research on design I-IV (Compulsory 16 credits)					
Master's Degree	Master of Design or Master of Design Strategy					

1

One Department, Six Courses

The new Graduate School of Design will consist of one department and six courses which are structured to include design in the expanded fields that targets "mono", "koto" and "vision"

Strategic Design Course

Integrating the Department of Design and Department of Design Strategy, the renewed course is further empowered to create a real-world implementation of innovative ideas through a Design X Business X Entrepreneurship approach.

Environmental Design Course

Conducting high-level research and creative design practice, focusing mainly on the environment surrounding people, namely architecture, cities, regions, and landscapes.

Human Life Design and Science Course

Learning and researching on creating products, services, systems, and living environments based on human characteristics and advanced science and technology.

Design Futures Course

Envisioning a future in which human beings can coexist with life forms, each other, and the environment; and design products, systems, and mechanisms to make that future a reality.

Media Design Course

Creating the future of media communication design that connects people, sensibility to expression, sensation to space, and virtual to reality.

Acoustic Design Course

Acquiring comprehensive problem-solving skills in a wide range of sound-related fields such as art, science and technology.

3

Offer Professional Certificate Programs

Creative Leadership Program

This program aims to develop advanced design talent with competencies in design, art, business, and leadership.

Cultural Hall Management Engineer Training Program

This program aims to develop human resources who have an understanding of the functions of cultural halls such as theaters and music halls as hardware, the knowledge of art and culture of the performances, and the planning and practical skills to oversee the operation of the performances.

Global Architect Program

This program develops talents with comprehensive design ability with engineering and cultural arts knowledge on architecture and environmental design.

4

Promote Cultural Diversity Among Students

To respect the diversity of values which is essential in producing creative and innovative design, and promote diversity among graduate students from different cultural backgrounds.

Promotion of English language subjects

All subjects of the master's courses and doctoral program are offered in English. Japanese language proficiency will not be the requirement for the completion of the programs.

Integration of entrance examinations

The new entrance examinations for all applicants (Admission by Personal Merits / General Entrance Examination) will replace the formerly used entrance examination for international students.

5

Promote Advanced Interdisciplinary Research in the Doctoral Program

To respect the free will of students and to provide them more flexibility in terms of research, the current Department of Design and the Department of Design Strategy will be integrated into a single department.

Promote free and flexible research

To respect the perspective of each doctoral student and to motivate and build their confidence, the new doctoral program encourages students to engage in a free and flexible structure of individual research, rather than the conventional method of having a single supervisor.

Diversified guidance system

A system with an optimal group of supervisors from multiple fields will be established to ensure the quality of students' research; and create an advanced and specialized academic research environment with a systematic educational function to acquire a broad intellectual foundation.



For more information about the maximum number of enrolled students, admission schedule and other details regarding admission, please refer to the program reorganization designated web page of the Graduate School of Design.
<https://www.design.kyushu-u.ac.jp/pages/new-gsd/en>

Graduate School of Design

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 diversity, development and conservation, and continuity 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 symbiotic 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 of Technology," the Graduate School of Design aims to cultivate individuals equipped with the all-round abilities needed to conduct creative research and perform leading roles in the design industry.

P20

Department of Design
**Human Science Course /
Human Science International
Course**

Physiological Anthropology,
Perceptual Psychology,
Applied Mathematics and Comput-
er Science

P22

Department of Design
**Communication Design
Science Course**

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

P24

Department of Design
**Environment and Heritage
Design Course**

Heritage Theory,
Environment and Heritage Manage-
ment,
Environmental Design Technology

P26

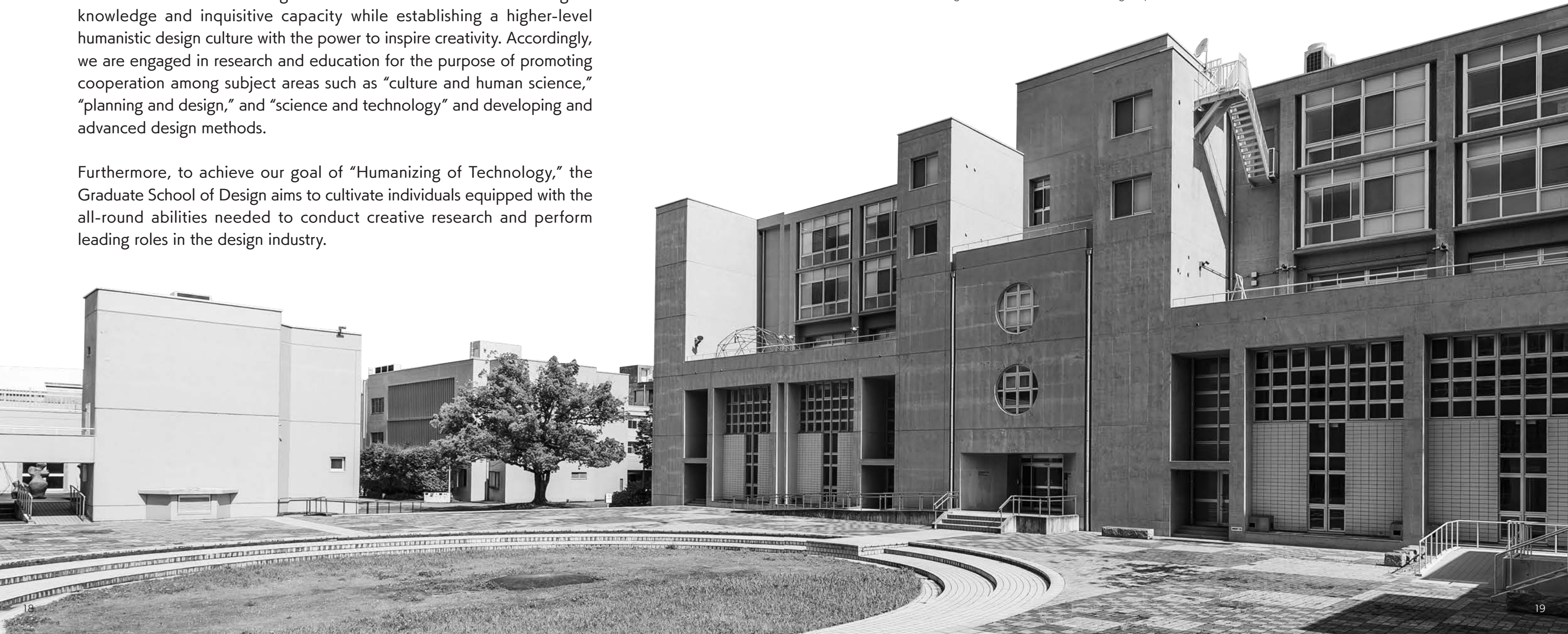
Department of Design
**Content and Creative
Design Course**

Art Theory and Practice,
Digital Content Design,
Creative Design

P28

Department of
Design Strategy

Design Business,
Design and Architecture,
Design Experience



Human Science Course

Human Science International Course

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, the Human 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.



COURSE WEB



Preferred Student Profile

Students who have an interest and aptitude in exploring the basis of design based on human characteristics through experiments and theory.



- 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

Educational goals

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



- 1 The ability to understand research on human nature from a scientific point of view
- 2 The ability to conduct research to propose optimal human environments, products, and information within a few years after graduating

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 physiologically the user-friendliness of products and living environments.

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 information.

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.

Curriculum

	Physiological Anthropology	Perceptual Psychology	Applied Mathematics and Computer Science
Specialized Subjects	Speech Communication Advanced Ergonomics for All Ages and Abilities Advanced Audiology Physiology Advanced Environmental Ergonomics Introduction to Physiology of Vision Assistive Technologies and Science for Life Activity	Visual Perception Assessment of Acoustic Environment Psychological Evaluation for Design Visual Environment Understanding Systems To Learn the Way of Thinking Psychologically for Graduate Advanced Auditory Perception Time Perception Cognitive Psychology Advanced Color Science	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
Common Subjects	Advanced Human Science A, B / Advanced Scientific English / Internship / Human Science Seminar I, II / Special Research Project of Design 1~20		
Doctoral Program	Advanced HS Training / Human Science Project Study I, II / Advanced HS Seminar III		

Graduate Careers

Researchers and designers who understand and apply human characteristics

- Company employees in research and development, supervisory, design, and SE departments
- 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

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.



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 “mind-to-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.



COURSE WEB



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 Student Profile

Students who have an interest and aptitude in planning and designing communication environments

- 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

Educational goals



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.

Course Curriculum

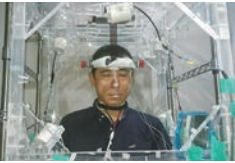
The Communication Design Science Course consists of four divisions, Audio-Visual Integration, Acoustic Communication, Visual Image Communication, and Hall Management Engineering, and covers the following curriculum.

Audio-Visual Integration



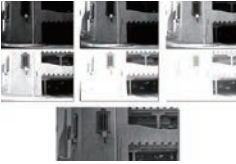
In the Audio-Visual Integration field, students follow a systematic course of study that includes aspects such as language, music, environmental sound, and images. Students study and conduct research on methods of integrating audiovisual information, strategies for applying these methods in practice, and the future shape of audiovisual culture.

Acoustic Communication



In the Acoustic Communication field, students follow a systematic course of study on the functions and characteristics of audio information sources. Students study and conduct research on the technologies used to physically analyze and regulate information communication spheres and achieve forms of acoustic communication that best meet the needs of humans.

Visual Image Communication



In the Visual Image Communication field, students study and conduct research on the core theories of image engineering, including visual information processing, analysis, and cognition, computer vision, and image producing 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 understanding of the significance of promoting culture and art.

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

Curriculum

	Audio-Visual Integration	Acoustic Communication	Visual Image Communication	Hall Management Engineering
Specialized Subjects	Assessment of acoustic environment Analysis and Synthesis of Multi-Dimensional Systems Advanced computational statistics Advanced Machine Learning Visual Sign Communication History of Western Modern Art Theater and Dramaturgy Network Service Design	Acoustic Environmental Control Speech Communication Acoustical Signal Processing Applied Statistics Mathematical Modeling in Biology Audiology Physiology Mechanics Design	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 Training Culture Hall Management Engineering Project I, II, III, IV
Common Subjects	PBL in Audio-visual Integration / PBL in Acoustic Communication / PBL in Visual Image Communication / Presentations in Audio-Visual Integration / Presentations in Acoustic Communication / Presentations in Visual Image Communication / Internship / Advanced Communication Design Science Seminar I, II / Special Research Project of Design 1-20			
Doctoral Program	Advanced Communication Design Science Training / Advanced Communication Design Science Project Study I, II / Advanced Communication Design Science Seminar III			

Graduate Careers

Total communication architect for audiovisual information

- Employees in communications and broadcasting companies
- Employees in sound environment and publishing companies
- Researchers and educators

Career

Communication architects who excel in all aspects of audiovisual information



Environment and Heritage Design Course

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

The environment we live in today is inherited from the past as we pass on to the future - "Environment and Heritage". This course aims to learn the value of this "Environment and Heritage" from the perspective of sustainability and diversity with nature while cultivating design skills to create future communities and lifestyles with these values in mind. The program fosters students based on the philos-

ophy that environmental and heritage design should be carried out as a sustainable design that aims for ecological and spatial harmony among various human activities while at the same time taking a temporal perspective and aiming for a sustainable environment.



COURSE WEB



Preferred Student Profile

Students seeking to develop related practices and skills in environmental and heritage design.

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

Educational goals

- 1 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.
- 2 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.
- 3 To train students to acquire technologies to realize safety, health, functionality, and comfort that enable sustainable design based on the relationship between humans and the environment and foster students who can support environmental design with a spatial harmony and a temporal perspective.

Course Curriculum

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.

Heritage Theory



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.

Environment and Heritage Management



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.

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.

Curriculum

	Heritage Theory	Environment and Heritage Management	Environment Design Technology
Specialized Subjects	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 Tourism Heritage Management Management of Landscape Architecture Management of Urban and Architectural Heritage Management of Sustainable Societies Management of International Cooperation Modern and contemporary architectural design in Asia Curriculum Design and Management of Design Education The Evaluation Theory of International Environmental Policy Stage Arts and Music Management Advanced Theory of Forest Landscape Ecology History of Strategic Projects Project Management	System Design of Environmental Production System Design of Disaster Prevention Psychological Evaluation for Design Theory of Statistical Research and Analysis Advanced Environmental Chemistry Regional Thermal Environmental Engineering Architectural Design Architectural Planning and Design The Next Urban Space
Common Subjects	Advanced Project I-III of Environment and Heritage Design / Architectural Design Internship / Global Architect Project / Internship for Architect 1,2 / Internship / Advanced (Environment and Heritage Design) Seminar I, II / Special Research Project of Design 1-20		
Doctoral Program	Advanced Environment and Heritage Design Training / Advanced Environment and Heritage Design Project Study / Advanced Environment and Heritage Design Seminar III		

Graduate Careers

Environmental and heritage designers who create value for the regional environments.

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

Career

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

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).

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.

Students will acquire a deep understanding of art culture and history, the production of visual, music and media arts, theories and techniques of expression, and a wide range of practical skills in visual design and industrial design and apply these skills to contemporary society.



COURSE WEB



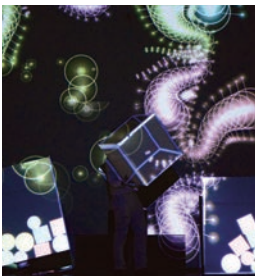
Preferred Student Profile

Students who aspire to be advanced creators and researchers of art and culture.

- Students who have the basic academic ability needed to study in the Content and Creative Design Course.
- Students with a strong interest in and desire to pursue content and creative design.
- 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.

Educational goals

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



Course Curriculum

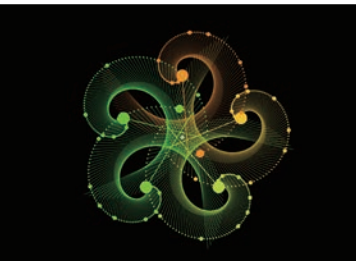
The Content and Creative Design Course nurtures advanced creators with ethical and artistic sensitivity and the ability to conduct research on the theory and practice of media technology and art culture, subjects which form the foundations for advanced content and manufacturing design.

Art Theory and Practice



In the Art Theory and Practice field, students learn about the cultures that have developed in human society, 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.

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.

Curriculum

	Art Theory and Practice	Digital Content Design	Digital Content Design
Specialized Subjects	Cultural Policy Advanced Contemporary Sculpture Advanced Lecture on Inter-Media Art Mathematical Analysis on the Composition of Plastic Arts Contemporary Thought of Media and Environment History of Western Modern Art History of Western Music and its Modern Practice Lecture of Music and Traditional Performing Arts Cultural Studies through Media Theater and Dramaturgy Contemporary Art Stage Arts and Music Management Visual Perception	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	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
Common Subjects	Project of Art Theory and Practice / Digital Contents Design Project / Creative Design Project / Advanced Presentation Seminar / Internship / Advanced Contents Creative Design Seminar I, II / Special Research Project of Design 1-20		
Doctoral Program	Advanced Contents Creative Design Seminar III / Advanced Contents Creative Design Project Study / Advanced Contents Creative Design Training		

Graduate Careers

Advanced content and creative designers.

- Content creators (designers and planners of media art, information and communication, etc.)
- Employees at content development companies (companies involved in producing films, games, graphics, music, information display, etc.)
- 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.)

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.



Department of Design Strategy

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 coordination and orientation needed in strategically implementing their designs within the field of design business.

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 backed up 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.



COURSE WEB



In the Doctoral program, 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.

Preferred Student Profile

Students who have a clear motivation to become a design strategist.

- 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



Educational goals



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

Design Business

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, distribution and sale.

Design Business



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.

Design and Architecture



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.

Curriculum

	Design Business	Design and Architecture	Design Experience
Specialized Subjects	Producer Principles Design Innovation Brand Business Design Project Management Communication Design Theory Design Management Arts and Culuture as Intellectual Property I, II Presentation Sustainable Design Social Design Design Consultanting Design for Industrial Information Design Venture Business	Architectural Design The Next Urban Space History of Strategic Projects Public Design Methodology of Design Engineering Architectural Planning and Design Editorial and Information Design Theory Inclusive Design Advanced Product Design Product Design Method Mechanics Design Urban Planning Design	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
Common Subjects	Strategic Architecture Project A, B / Strategic Experience Project A, B / Advanced Strategic Design Thinking / Global Design Project / Design Strategy Project A, B / Internship for Architect1, 2 / Internship / Global Architect Project / Special Research Project of Design 1-20		
Doctoral Program	Design Strategy Research Training / Design Strategy Research Project A, B, C		

Graduate Careers

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

Career

Graduates in this course are expected to work for a variety of companies, including manufacturers of home appliances, furniture, and toys; space, architecture, and urban planning-related companies; information and media-related companies; advertising agencies; trading and retail companies; infrastructure companies; and government agencies. After completing the doctoral program, students are expected to work as researchers in corporate research institutes or educational research institutions such as universities.



Student Works

1



TITLE Everyday stairs

TANAKA Hanano
Senior student in the Department of
Environmental Design in 2021

The Seibu Otsu Shopping Center, designed by Mr. Kiyonori Kikutake in Otsu City, Shiga Prefecture, is about to be demolished. Mr. Kikutake turned the fire escape, which usually tends to be a negative element, into a sculptural beauty by arranging an excessive number of emergency stairs. However, the staircases were never actually used by people. By reinterpreting this excessive and seemingly useless staircase system in Seibu Otsu and designing a new building adjacent to it while retaining part of the building frame, we will reconstruct a commercial facility and housing complex that connects to people's activities. This project will change the "emergency" staircase, which has never been used, into an "everyday" staircase.

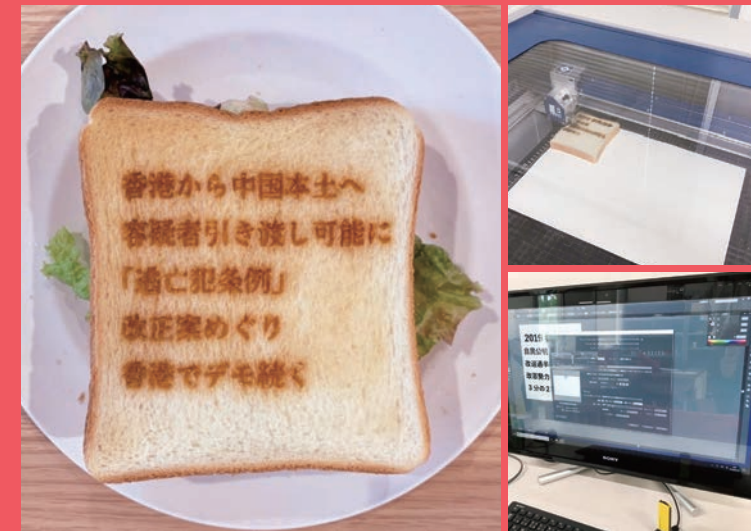
2



TITLE Mirai noko Cabinet

MITOMA Gen
Senior student in the Department of
Industrial Design in 2020

This study aims to propose a design for a new inquiry tool for inquiry-based learning, focusing on the integrated learning. As a result of investigating the issues of the Department of Furusato at Nokonoshima Elementary and Junior High School as a research target, we found that the requirements for the new tool are "students can formulate their own questions", "students can acquire literacy through inquiry-based learning", and "incorporating local characteristics". Therefore, we proposed the "Mirai noko Cabinet", in which students were organized into ministry teams, such as the Ministry of the Environment and the Ministry of Agriculture, Forestry and Fisheries, and work with local people to conceptualize and implement policy ideas for the future of the island.



TITLE Bread Newspaper

TAKAGI Minami ETO Kazuya
Third-year student in the Department of
Art and Information Design in 2019
(Created by Design Futures Course Project)

The bread newspaper was created under the theme "Newspaper of the Future." Letters are engraved on the bread by adjusting the intensity and speed of the laser beam. Read this bread newspaper, eat, and have a conversation. The idea was born while thinking about breakfast time. The way we receive information is changing every day. "Eating" information may become one of the "new ways" by which we receive information.

TITLE I Want to Go Far

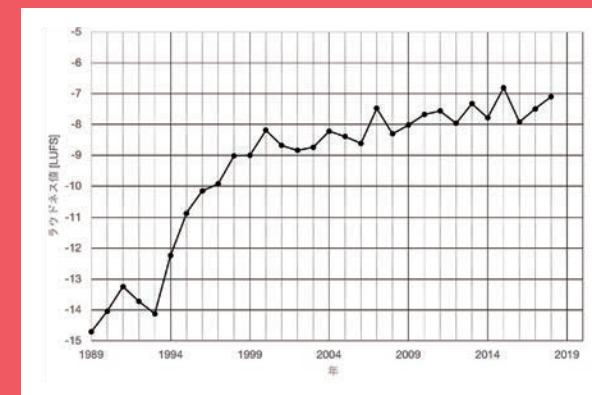
IWANAGA Sakura FUKUSHIMA Yuujin
Senior student in the Department of Art and
Information Design in 2018

"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."

3rd BOVA Awards Department of
Student Prize Sponsor: PILOT



4



TITLE 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



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.

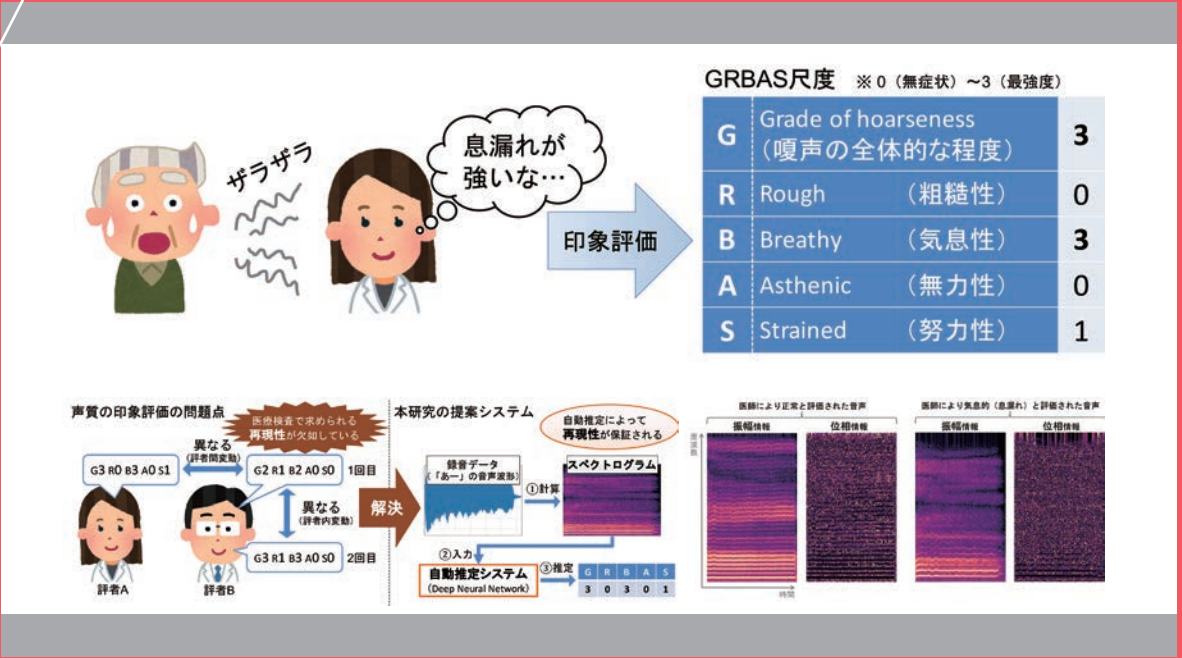
5



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

SATO Hirotaro
Second-year student in the Master's course in the Department of Human Science Course in 2020

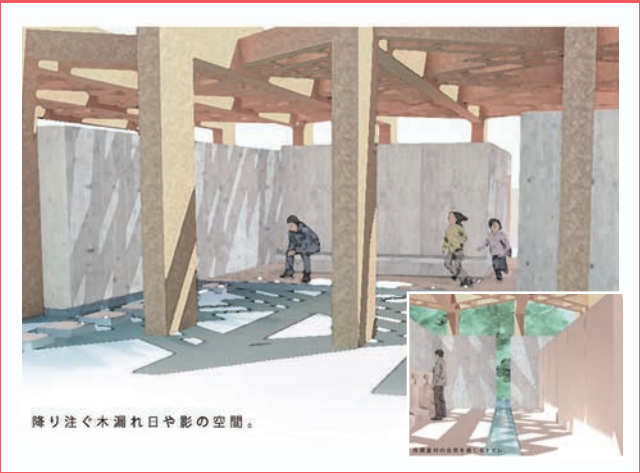
We are performing a psychological experiment on the phenomenon of vection, in which visual stimuli induce an illusion of self-motion. We investigate the effect of the material texture of CG images on vection and the effect of the instructions provided by the experimenter on the intensity of vection.



TITLE
Artificial Intelligence for Assessment of Voice Quality in Voice Disorder

HIDAKA Shunsuke
Second-year student in the Master's course 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.



TITLE
Toilet with a Muntin Roof: Awakura construction made with CLT

TAKESHITA Hironori
Second-year student in the Master's course in the Department of Environment and wv Heritage Design in 2017

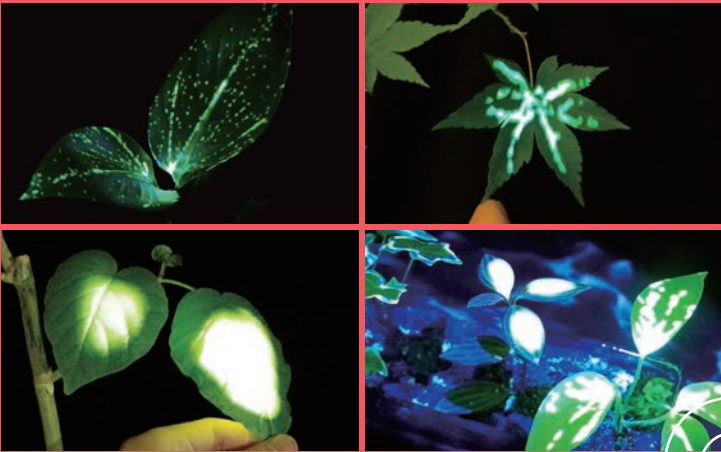
This is a proposal for a public restroom at the roadside station at Awakurando built using CLT. The thick CLT was hollowed out in a pattern resembling the Nishiwakurason emblem, and the roof was separated from the wall for natural ventilation. Sunshine and shadow falling through the roof display the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

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

TITLE
Automatic Generation of Tangible Projection Mapping for Thin Plants

SUEYOSHI Tomoki
Second-year student in the Master's course in the Department of Content and Creative Design Course 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



TITLE
Notebooks That Make Studying Easier

SHIROKAWA Mami
First-year student in the Master's course 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

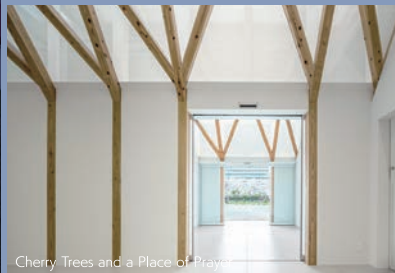
Alumni Activities



Nagasaki's Wooden Gothic Church



The Funeral Hall in a Residential Area



Cherry Trees and a Place of Prayer

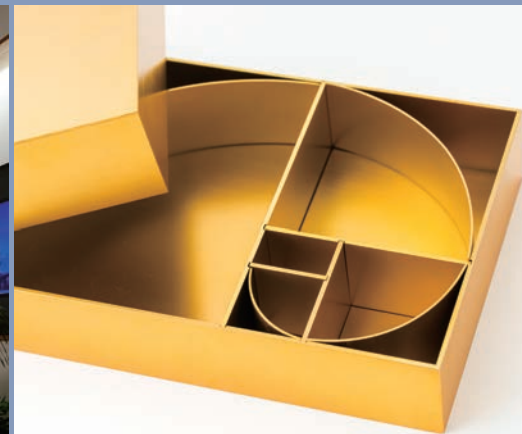
Architecture Linked with Environment

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.



Yu Momoeda
Architecture Office
MOMOEDA Yu

Graduated from
the Department of
Environmental Design
in 2006



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

GENOME HOUSE

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.



Appliances Company,
Panasonic Corporation
SAKO Kentaro

Graduated from
the Department of
Industrial Design
in 2013



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. YOUI 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.



YOUI, inc.
HARAGUCHI Yui

Graduated from the Department of
Environmental Design in 2009

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.



Suntory Communications Ltd.
Design Department
FUJITA Yoshiko

Graduated from the Department of
Visual Communication Design in 2005

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!



Audio-Technica Corporation
MIZOGUCHI Maiko

Graduated from the Department of
Acoustic Design in 2018

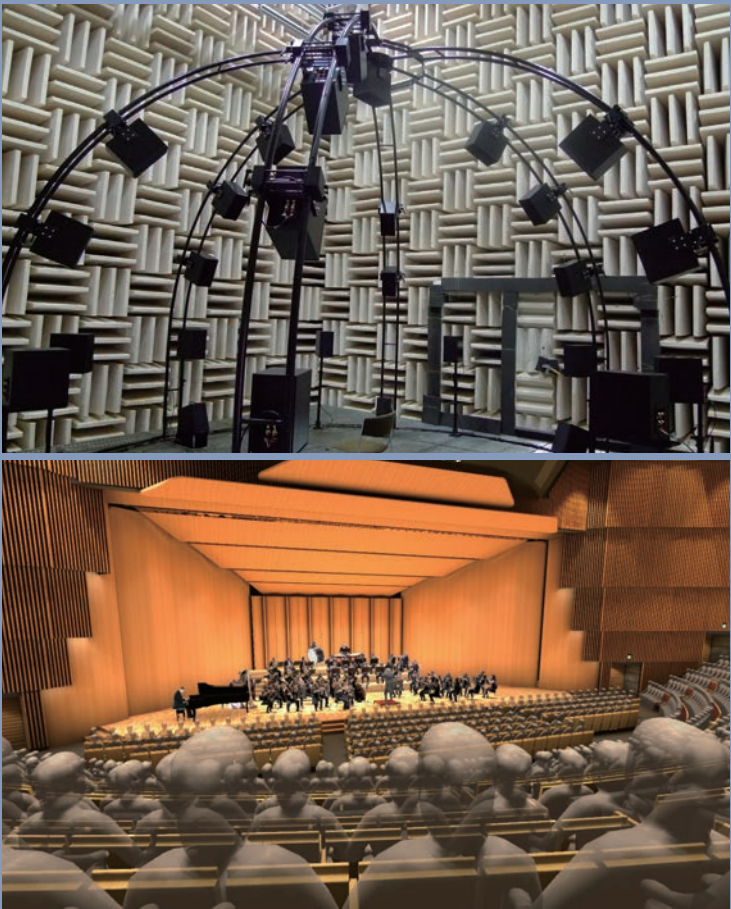
Alumni Activities



"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.



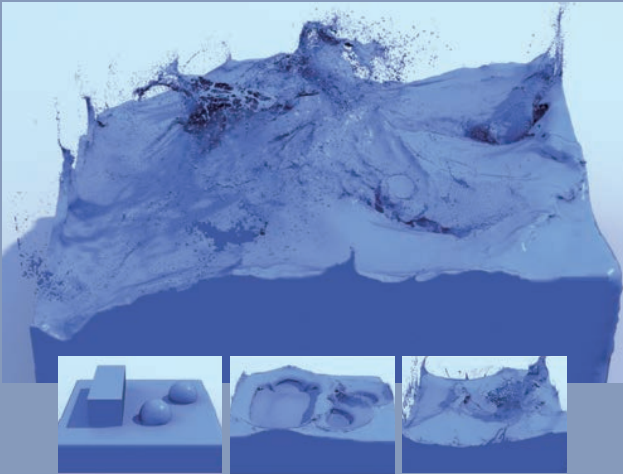
Recruit Co., Ltd.
KOJIMA Mizuki
Graduated from the Department of Design Strategy in 2016



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 can not 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.



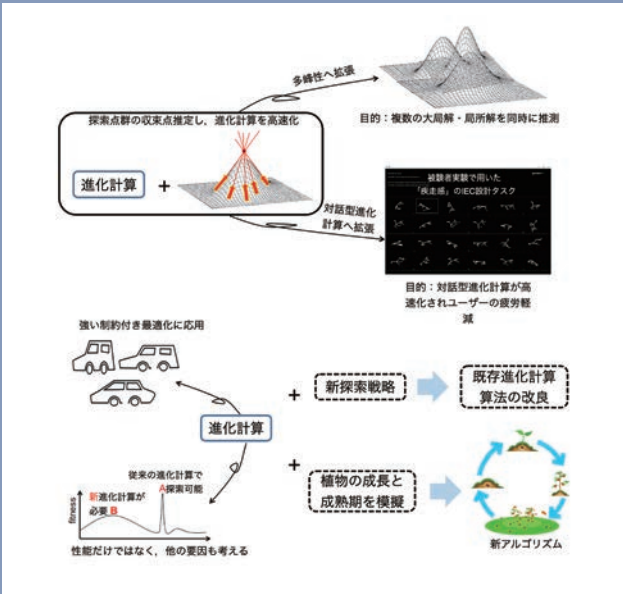
Takenaka Research & Development Institute
GOTO Kosuke
Graduated from the Department of Acoustic Design in 2015



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.



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



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.



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

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.



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



Ohashi Campus

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 →

(Lecture rooms, seminar rooms, etc.)

2. Informal communication between students and faculty members →

(Lounge, terrace, etc.)

3. Free communication locations →

(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.

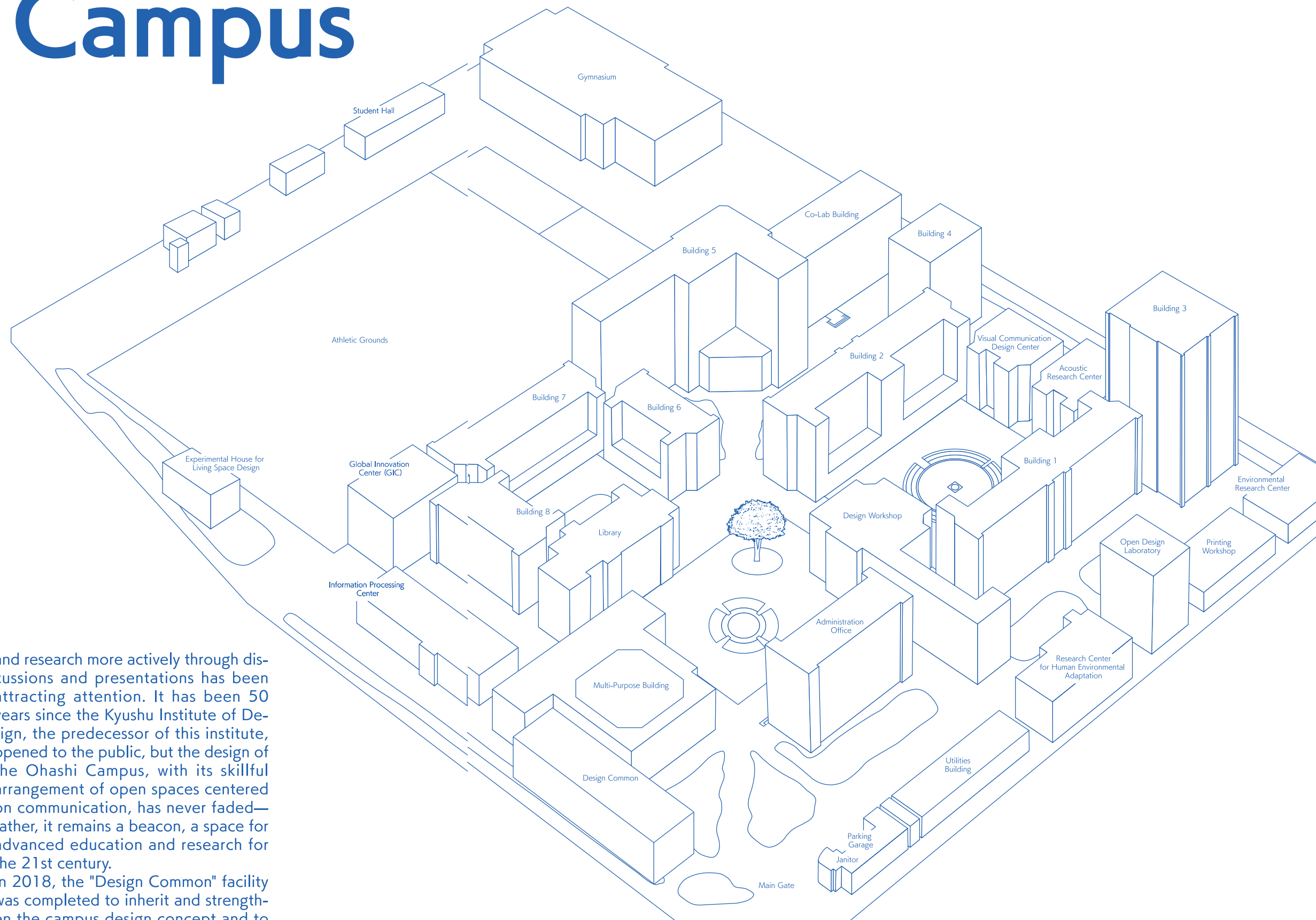
The overall layout of the building is also ingenious. The "U-shaped building layout," the "courtyard," and the "45-degree axis" are its main features. This method is effective in order to open outward and not inward, and to create a chain linking the inside and the outside, which is necessary to integrate 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



Ohashi Campus Map

Ohashi Campus

Facilities



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-FoodLab
The Bio-FoodLab 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.

photo : yashiro photo office

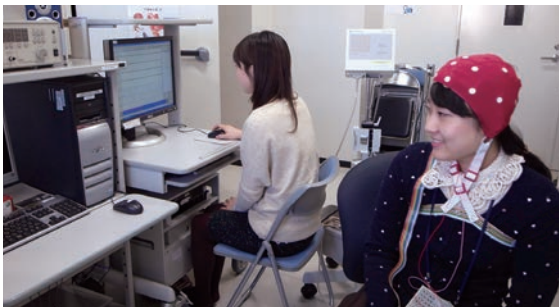


Research Center for Human Environmental Adaptation
The Research Center for Human Environmental Adaptation contains nine environmental chambers for controlling air pressure, temperature, air humidity, illumination, light color, and water pressure over a wide range of settings. The main purpose of the 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.

Organizations



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.



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.



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.



Design Initiative for Diversity & Inclusion
Diversity and inclusion is a way to think about society that respects and embraces the differences between people, including diverse abilities, ethnicities, gender identities, nationalities, religions, sexual orientations, socioeconomic status, and so on. The Design Initiative for Diversity & Inclusion is a leading Japanese research and educational institute in this field. The Initiative crafts and implements systems to develop individual and group potential and to produce new alternative values to economic growth, while providing concrete services to meet diverse needs. The Social Art Lab is now one section of the Design Initiative.



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.



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.

Support / Dormitory

• Enrollment and 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.

• Exemption for Enrollment and Tuition Fee

Kyushu University offers a variety of financial support to provide all students with opportunities to study. Students who need assistance should apply for it on their own. After reviewing the applicant's financial situation, the entrance fee and tuition fee may be exempted (or reduced). We hope that as many students as possible will not give up on their studies and will be active in the international community through their studies at Kyushu University.

For more information, please visit the link below. Please read the "Application Guide" in the link below carefully before completing the application procedures.

Exemption for Enrollment and Tuition Fee (for new students)



<https://www.kyushu-u.ac.jp/en/education/fees/exempt01>

Exemption for Tuition Fee (for current students)



<https://www.kyushu-u.ac.jp/en/education/fees/exempt02>

• 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 single rooms (13㎡) 2 rooms for physically disabled students(26㎡) Targeted Students: Male and female graduate students (including international students)

• Scholarships

Kyushu University offers scholarships for students who are planning to study with us. Currently, Kyushu University provides two types of scholarships. One from the Japanese Government Scholarship (Monbukagakusho Scholarship) and the other for the privately funded international students. For more information, please visit the link below.

Japanese Government (Monbukagakusho: MEXT) Scholarship



<https://www.isc.kyushu-u.ac.jp/intlweb/en/student/government-expense>

Kyushu University Scholarships for Privately Funded International Students



<https://www.isc.kyushu-u.ac.jp/intlweb/scholarship/view/list.php?nendo=2021&lang=en>

Scholarship Guidebook published by Kyushu University



https://www.isc.kyushu-u.ac.jp/intlweb/cmn/data/pdf/guidebook_scholarship.pdf

Many scholarships take between six months and a year to apply for. If you are considering applying for a scholarship, please do so as soon as possible. Please note that, except for a few scholarships, it is generally not possible to apply for more than one scholarship at the same time.

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 single rooms(17㎡) 20 rooms for married couples(43㎡) Targeted Students: Male and female graduate students (including international students) , Married international students

Student Activities

• Club Activities (As of July 1, 2021)

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 Campus.

Sports Clubs

KIDW (professional wrestling)
Basketball Club
Badminton Club
Volleyball Club
KID-RFC Rugby Club
De-Signal Futsal Club
Shu-kyu Sekkei Soccer Club
Plan-o-blast (Dance club)
Geiko Meikyu-kai (Rubber ball baseball club)

Cultural Clubs

Shou-mei-ya (Behind-the-scenes student club)
The TRP (Tape Report Play)
Kyushu University School of Design Philharmonic Orchestra
K-ON(Musical performance)
JAZZ Sukimono-kai(Musical performance)
Folk Song Club
Theater Department
SOLA (Video production club)
Namaoto-bu(Instrumental performance club)
Rec-lab.(Video recording club)
BUG PROJECT (Live-action video production club)

ANIMA Production (Multidisciplinary video club)
impression! (Interactive art club)
KUDOSA(Intercultural exchange)
Brass Band club
Omotesenke Tea Ceremony club
Qmns(Web production club)
Pelanche Poloncho(Entertainment Project)
3DD club(Work Production)
Ohashi Film Circle
MAKE

• 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.



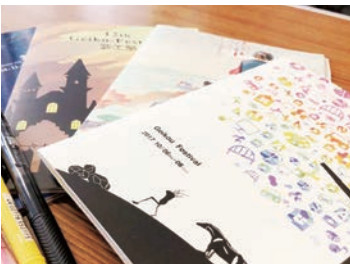
2ken

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.



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.



Panf

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.



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.

International/Campus Experience

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 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

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.

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

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.

Campus Experiences

Wow! Design Experiences

The Kyushu University School of Design, located on Ohashi of Design showcases its research and presents it to the local community. The Kyushu University School of Design, located on Ohashi 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.

Career

Department of Environmental Design

▼ Architectural Design
Kajima Construction Design Division
Takenaka Design Works
Nikken Sekkei
Nihon Sekkei
NTT Facilities
JR Kyushu Construction Department
Jun Mitsui & Associates Inc. Architects
NAYA Architects
Yasutaka Yoshimura Architects
Tadao Ando Architect & Associates

▼ General Contractors and Others in the Construction Industry
Shimizu Corporation
Taisei Corporation
Obayashi Corporation
▼ Real Estate
Nomura Real Estate Development
▼ Various Design-Related
YKK AP
LIXIL
Nomura Co. Ltd.
Toshiba Lighting & Technology
Koizumi Lighting

DNP Media Create
Lighting Planners Associates
Shiseido
▼ Interior Design
Okamura Corporation
Uchida Yoko
Zycc
Sangetsu
▼ Media, Information and Publishing
Fujitsu
IBM Japan
TBS-Vision
Nishinippon Shimbun

▼ Landscaping
Lan's Inc.
PREC Institute
Seibu Landscape
Uchiyama Landscape-Construction
▼ Consulting
Pacific Consultants
Kokusai Kogyo
Landbrains
Yachiyo Engineering
Kozo Keikaku Engineering
▼ Technology Development
Techno Ryowa

Takasago Thermal Engineering
Saibu Gas Living
▼ Government
Ministry of Land, Infrastructure, 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
Fukuoka Prefectural Office
University of Tokyo
▼ Others
Nomura Research Institute
JTB
Daimaru
Mitsubishi UFJ Bank

Department of Industrial Design

▼ Automobiles/ Motorcycle
Toyota Motor Corporation
Nissan
Honda
Mazda
Yamaha
▼ Home Appliances, Information, Medical and Precision Instruments
Hitachi, Ltd.
Panasonic
Toshiba
Sharp
Sony
Canon Inc.
Ricoh
Fujitsu
Denso

Epson
Omron
Daikin
▼ Housing and Equipment
Sekisui House
Daiwa House
TOTO
LIXIL (INAX, TOSTEM)
▼ Lighting Equipment
Koizumi
Toshiba Lighting & Technology
▼ Interior and Exterior
Nomura Co. Ltd.
Tanseisha
Hakuten
▼ Office and Furniture
KOKUYO

Itoki
Okamura Corporation
Nitori
Otsuka Kagu
▼ Toys and Games
Bandai
Takara Tomy
Sega
Level-5
▼ Sports and Fashion
Asics Corporation
Shimano
Itochu Fashion System
▼ Design Firms and Offices, Urban Development
GK Design Group
Fukuoka Jisho

nendo
▼ Telecommunications
NTT DoCoMo
NTT Communications
IBM Japan
▼ Advertising, Printing, Publishing and Broadcasting
Dentsu
Hakuhodo Products
Asatsu-DK
Dai Nippon Printing
Benesse
Asahi Broadcasting Corporation
NHK
▼ Infrastructure and Transportation 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
National Institute of Environmental Studies
▼ Education and Research
Hokkaido University
Toyama University

Fukushima Medical University
Chiba University
Shizuoka University of Art and Culture
Kanazawa Medical University
Kyoto Institute of Technology
Fukuoka Women's University
Kyushu University
▼ Public Administration
Japan Patent Office
Labor Bureau
Industrial Technology Centers in Fukuoka, Saga, Oita, Hiroshima, Iwate, and other prefectures
Fukuoka Prefecture
Yamaguchi Prefecture
Fukuoka City
Kitakyushu City

Department of Visual Communication Design

▼ Printing Information
General Asahi
Dai Nippon Printing
Toppan Printing
▼ Broadcasting & Internet
Kyushu Asahi Broadcasting
NHK
Saga TV
Nippon TV
WOWOW
Japanet Takata
▼ Video / CM Production

RKB Movies
TV Man Union
Nippon Animation
Tohokushinsha Film Corporation
Imagica
KOO-KI
▼ Game Software Production
Capcom
Sega Enterprises
Sony Computer Entertainment
Namco
Level-5

BANDAI NAMCO Entertainment
▼ Advertising Production
Dentsu
Hakuhodo
Asatsu-DK
Daiko Advertising
KBC Media
Nishitetsu Agency
▼ Services & Publishing Recruit
ASCI
Mainichi Communications
▼ Telecommunications

NTT Communications
JFE Systems
ScienceSoft
JustSystems
IBM Japan
Fujitsu
Intel
Hewlett-Packard Japan
KDDI
▼ Manufacturing
NEC
Sharp

Sony
Hitachi, Ltd.
Panasonic Electric Works
Mitsubishi Electric
Kansai Paint
Pencil
▼ Transport Industry
All Nippon Airways
▼ Lighting Equipment
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

Department of Acoustic Design

▼ Acoustic Communication
Equipment, Hearing Aids and Electrical Equipment
Alpine
Audio-Technica
Canon Inc.
Sony
Sony Mobile
Denso Ten
TOA
Toshiba
Nippon Electric Company (NEC)
Pioneer
Panasonic

Harman International
Hitachi, Ltd.
Foster Electric
Fujitsu
Hosiden Kyushu
Rion
JVC Kenwood
▼ Musical Instrument
Manufacturing
Yamaha
Kawai Musical Instruments
Manufacturing
Roland
Casio

▼ Acoustic Measurement, Architectural Acoustics, and Noise Control
Spectris (Brüel & Kjaer Division)
Sona
Nagata Acoustics
Nihon Onkyo Engineering
Obayashi Corporation
Kajima Corporation
Taisei Corporation
Takenaka Corporation
Kobayashi Riken
News Environmental Design
Yotsumoto Acoustic Design Inc.

▼ Automobiles
Toyota Motor Corporation
Honda R&D
Nissan
Mazda
▼ Software and Systems
Engineering
NTT DATA
Capcom
DigiOn
▼ Transport Industry
All Nippon Airways
Narita International Airport

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

▼ Performing Arts & Art Management
Shiki Theatre Company
Sapporo Cultural Arts Foundation
▼ 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
Institute of Advanced Media Arts and Sciences

Department of Art and Information Design

▼ Telecommunications
NTT
SoftBank
KDDI
NTT West Japan
NTT East Japan
NTT DATA
▼ Advertising & Planning
Dentsu
Hakuhodo
ADK (Asatsu-DK)
Daiko Advertising
▼ Broadcasting and Media Content

NHK
TV Asahi
Asahi Broadcasting Corporation
WOWOW
Tohokushinsha Film Corporation
Pony Canyon
Toei Animation
Nishinippon Shimbun
TBS Vision
▼ Web and ICT Service
Yahoo
CyberAgent
teamLab

Kayac Inc.
▼ Entertainment
Nintendo
Square Enix
Level-5
Sega
Konami
GREE
▼ Printing, Publishing, and Information Services
Toppan Printing
Dai Nippon Printing
Recruit
Zenrin

▼ Information Equipment and Electrical Equipment
Panasonic
Hitachi, Ltd.
Mitsubishi Electric
Fujitsu
NEC
Sony
Casio Computer Co. Ltd
Fujifilm
▼ 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 Metropolitan University
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
JR East Japan
Nishi-Nippon Railroad
Kao
Japan Post Service

Statistics

International Students

(As of May 1, 2021)																		
Country	Iran	Indonesia	Egypt	Kuwait	Thailand	Tanzania	Bangladesh	Philippines	Brazil	France	Viet Nam	Malaysia	Myanmar	Latvia	Lithuania	South Korea	Taiwan	China
Under graduate												1				2	1	9
Graduate	1	5	1	2	1	1	1	2	2	5	1		2	1	1	6	3	115
Total	1	5	1	2	1	1	1	2	2	5	1	1	2	1	1	8	4	124

Students

(As of May 1, 2021)									
				1st year	2nd year	3rd year	4th year	Total	
Undergraduate	School of Design	Environmental Design Course		31	33			64	
		Industrial Design Course		44 (1)	47			91 (1)	
		Design Futures Course		24	27 (1)			51 (1)	
		Media Design Course		41 (1)	46 (1)			87 (2)	
		Acoustic Design Course		33	40			73	
		General departmental entrance examination		21				21	
		Department of Environmental Design				38 (1)	49 (2)	87 (3)	
		Department of Industrial Design				49	61 (1)	110 (1)	
		Department of Visual Communication Design				41 (1)	48 (2)	89 (3)	
		Design Department of Acoustic Design				37	45	82	
		Design Department of Art and Information Design				41 (1)	51 (1)	92 (2)	
		Total		194 (2)	193 (2)	206 (3)	254 (6)	847 (12)	
Graduate	Master	Department of Design		100 (27)	136 (47)			236 (74)	
		Department of Design Strategy		35 (5)	40 (7)			75 (12)	
		Total		135 (32)	176 (54)			311 (86)	
	Doctor	Department of Design		21 (12)	21 (9)	26 (11)		68 (32)	
		Department of Design Strategy		6 (2)	6 (2)	15 (3)		27 (7)	
		Total		27 (14)	27 (11)	41 (14)		95 (39)	

(): Number of International Students

Admissions

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.

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 Futures Course) will be offered.

Graduate School of Design

Master's Program

There are two types of admission for the Master's Program in the Graduate School of Design: Personal Merits and the General Entrance Examination. The enrollment quota for each type of admission (the total number for spring and fall admission) is approximately 42 and 78, respectively.

For admission by Personal Merits, we accept applicants who have obtained achievements through meaningful study, research, or creative activities in their careers before entering the university and during their bachelor's programs. We welcome working adults, international students, and students in other faculties and universities. Selection is based on documents (English Language Proficiency Test score, transcripts, personal statement, etc.) and an interview. The interview is conducted online, so there is no need to come to Japan, making it easy for those living overseas or far from home. In addition to a certain English language proficiency level, the General Entrance Examination selects applicants with the basic academic skills and knowledge required for the course they wish to take. The examination consists of English (external English Language Proficiency Test),

specialized subjects, and an interview. For the specialized subjects, applicants must select from the subjects specified by the course they wish to take. The Department of Design promotes the internationalization of education and will introduce a system that allows students to obtain the necessary credits only by taking subjects in English. Therefore, the applicants can choose to take the examination in English as well as Japanese.

Doctoral Program

The enrollment quota for the Doctoral Program in the Graduate School of Design is 30. We welcome working adults, international students, and graduate students from universities who have obtained advanced research and implementation achievements. The entrance examination is conducted by interview. An online interview is also available. Applicants should consult with the academic supervisors of their choice in advance. The Department of Design promotes the internationalization of education, and all courses offered in the doctoral program are available in English.

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>



Faculty of Design,
Graduate School of Design,
School of Design Kyushu University



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

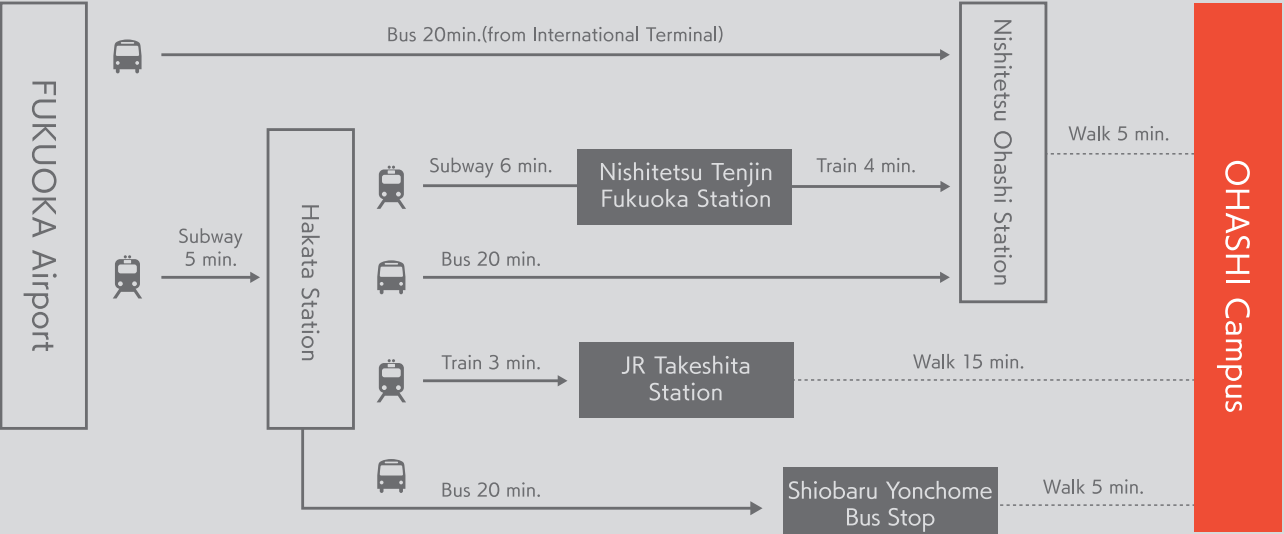
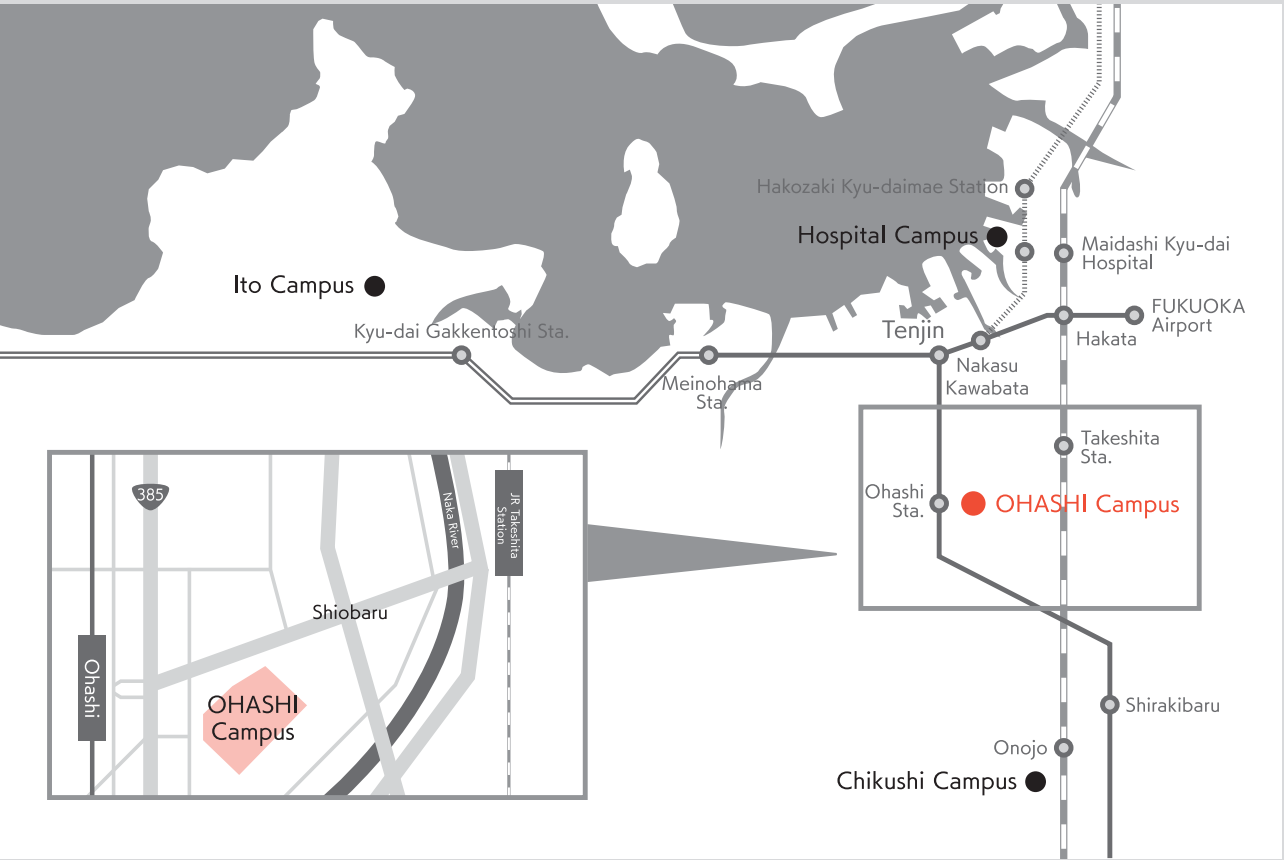


History

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 Living 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 Design, 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.
Jul. 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.
Apr. 1st 2018	(April 1st) The SDGs Design Unit at the Faculty of Design, Kyushu University is established.
Jun. 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 Design Course, Industrial Design Course, Design Futures Course, Media Design Course and Acoustic Design Course.
Apr. 1st 2021	The Design Initiative for Diversity & Inclusion at the Faculty of Design, Kyushu University is established.

Successive President of Kyushu Institute of Design	KOIKE Shinji	(1968 to 1974)	Successive Dean of Faculty of Design, Kyushu University	SATO Haruhiko	(2003 to 2005)
	OHTA Hirotarō	(1974 to 1978)		YASUKOUCHI Akira	(2005 to 2009)
	YOSHITAKE Yasumi	(1978 to 1986)		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)			

Access



• Directions from Ito Campus

