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

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SCHOOL OF DESIGN / GRADUATE SCHOOL OF DESIGN / FACULTY OF DESIGN KYUSHU UNIVERSITY PROSPECTUS 2023-2024

DESIGN

SCHOOL OF
DESIGN

2023-2024
KYUSHU UNIVERSITY

GRADUATE SCHOOL
OF DESIGN

CREATIVITY

PROSPECTUS

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

FACULTY OF
DESIGN

SOCIAL
INNOVATION

The Kyushu University School of Design has been reorganized.

THE NEXT 50 YEARS

**The field of design has expanded from "mono" to "koto" and to "vision."
Since 2020, the School of Design has adopted a five-course system
and one department, Department of Design to provide
a more flexible study environment.**

Photo: Road Izumiyama

Welcome to the World of Design

The purpose and nature of the School of Design, as compiled by the Council for University Chartering and School Corporation when the Kyushu Institute of Design was established in 1968, is as follows:

1. In order to make appropriate use of general technology in life, there is a need to integrate science, which is the basis of technology, and art, which is the freest expression of the human spirit, and to plan the course of technology and study the design of its functions based on the overall spirit of these two fields.
2. The organization of modern society has become more complex. As a result, the scope of work that university graduates will be involved in has expanded. Also, there is a growing demand for designers with the knowledge and artistic sensibilities that span the humanities, social sciences, and natural sciences, in addition to traditional designers. As such, we need to respond to this demand.

At the time of its establishment, the technology was probably associated with heavy industry. As time changes, it is associated with the current information and communication technology. Even though the design has taken a broader meaning, and graduation from graduate schools has become common, our purpose does not become obsolete with time. It will soon be 20 years since we merged with Kyushu University. These objectives and the philosophy of "humanization of technology" remain essential as the only School of Design and Graduate School of Design in the comprehensive university.

At the same time, we need to be sensitive to the changes in the social environment surrounding us. Hence, five new courses in the School of Design were launched in 2020 due to the reorganization. Furthermore, in 2022, the Graduate School of Design launched six new courses. These are the expression of our convinced will to actively expand the scope of design from "mono" to "koto" and into the realm of envisioning the future while preserving the good traditions of the past.

To those who are interested in joining us at the School of Design and the Graduate School of Design

Our faculty members have widely diverse specializations, each of whom is working hard to sharpen their expertise. The range of the faculty is so broad that it goes beyond what is called "interdisciplinary." This allows the School of Design and the Graduate School of Design to offer a variety of highly specialized courses and many project-based courses that integrate a wide range of fields.

We encourage students to study across various disciplines and sometimes deepen their understanding in a particular field. Also, please try to integrate the different disciplines with broad perspectives as a driving force. Through these processes, the student, more than anyone else, will be able to take on the challenge of exploring new areas and becoming a world class designer who creates new value. The faculty members will do their best to support you in this endeavor.

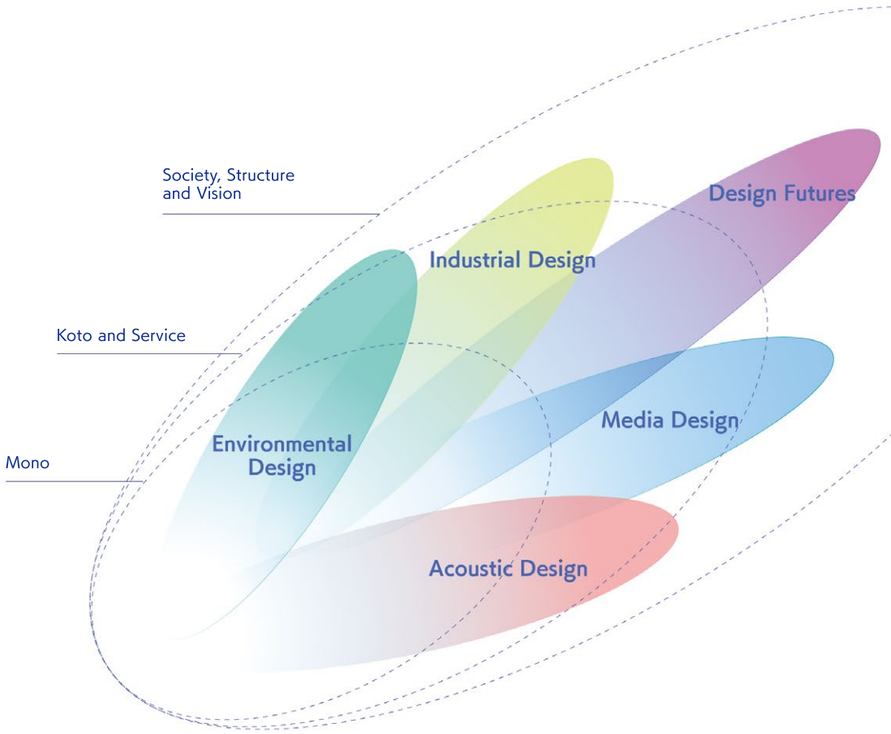
We look forward to seeing you at the small but profound Ohashi Campus, where "design" originated and is accumulated.

Faculty of Design
Graduate School of Design
School of Design

Dean, OMOTO Akira

New Design Education

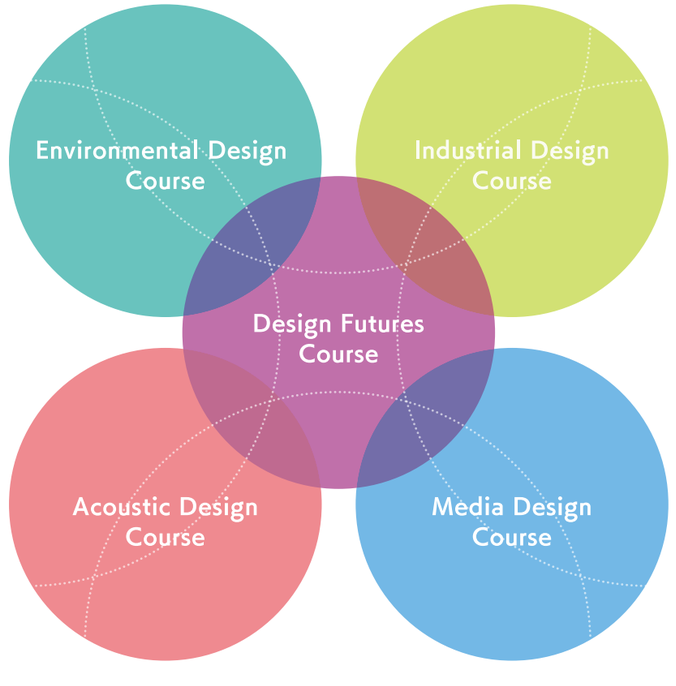
An upgraded course in design has commenced at the Kyushu University School of Design.



Expanding the Area of Design

5 Areas of Design

AREA DESIGN



Department of Design, School of Design

Composition of 5 Courses

COMPOSITION

Features of the New School of Design

Feature 1
Introduction of a new flexible and diverse educational program (one department, five courses) that can respond to new social issues

Feature 2
Expansion of traditional design education (integration of arts and sciences, with an emphasis on practical skills) that has been cultivated over 50 years

Feature 3
Imparting knowledge and skills necessary for innovation

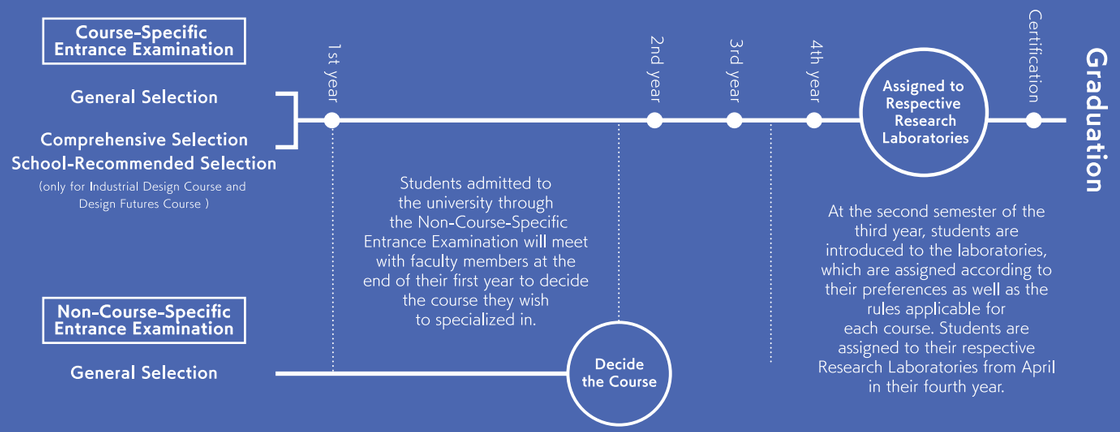
Feature 4
Critical thinking and design practice from multiple perspectives to create a habitable environment

Feature 5
Focus on training people who can be active in the international arena, while paying close attention to global trends in design

Features of the New Curriculum

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

From Admission to Graduation



Department of D esign
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 sense. Its predecessor, the Kyushu Institute of Design (1968-2003), educated students on how to adapt technology to human life under the philosophy of “Humanization of Technology.” 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 knowledge who can respond appropriately to these 21st century conditions, and who possess broad perspectives and academic knowledge that can be applied internationally.

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 Registered Architect Qualifying 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

- Architectual Design
- Architectual Structure
- Architectual Environment

Preferred Student Profile

1

Students who have a strong desire to make decisions on how to purpose solutions to diverse environmental problems, taking into account the spatial extent and historical nature of the problems.

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 Architectural Environment Engineering 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 own course, students may choose from the other four courses.			

Prospective Profession

These students go on to become architects, landscapers, urban planners, environmental consultants, and more.

Qualification

1st Class Registered Architect

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. Also, every year, some students go overseas for exchange. Upon entering graduate school, students develop their design expertise and specialize in fields of their choice.

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 faculty members 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 own course, students may choose from the other four courses.			

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

Explore your desired future and design a "mechanism" to realize it

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 impmentation 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 launched in April 2020, consists of a unique curriculum that integrates three fields essential to future society: 'Art and Design', 'Social Futures', and 'Biology and Information Science.' 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

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 Introduction to Media Design I, II	Visual Arts Fundamentals Design Concept Design Sketching Environment and Sustainability Introduction to Computer Programming 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 own course, students may choose from the other four courses.			

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 term "media" includes not only content such as video and photographs, but also the hardware and software used to interact with them, as well as the means to communicate them.
In the Media Design course, students learn the basics of "Media Expression" to study content design and artistic expression, "Media Interaction" to study technologies and systems for communication, and "Media Communication Studies" to learn about human behavior and society by understanding people as the target of communication. The course also includes the study of "Media Interaction" to learn about technologies and systems for communication.
Students will then design advanced content and systems to realize them, and practice design that "connects and communicates to people".

COURSE WEB

3 Fields of Study

MEDIA EXPRESSION

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

MEDIA INTERACTION

Learn about technologies and systems for communicating.

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 Deisgn A I-IV International Media Deisgn 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 own course, students may choose from the other four courses.			

Prospective Profession

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

Prospective Career

The graduates of the predecessors of the Media Design course — the Department of Visual Communication Design and the Department of Art and Information Design — 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 sensitivity 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 information science. Students acquire the ability 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

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 Psychology of Music Start-ups and Global Disruptors Global Design Innovations Design Pitching Skills Intellectual Property Rights : Global Perspective Psychology of Music	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 own course, students may choose from the other four courses.			

Prospective Profession

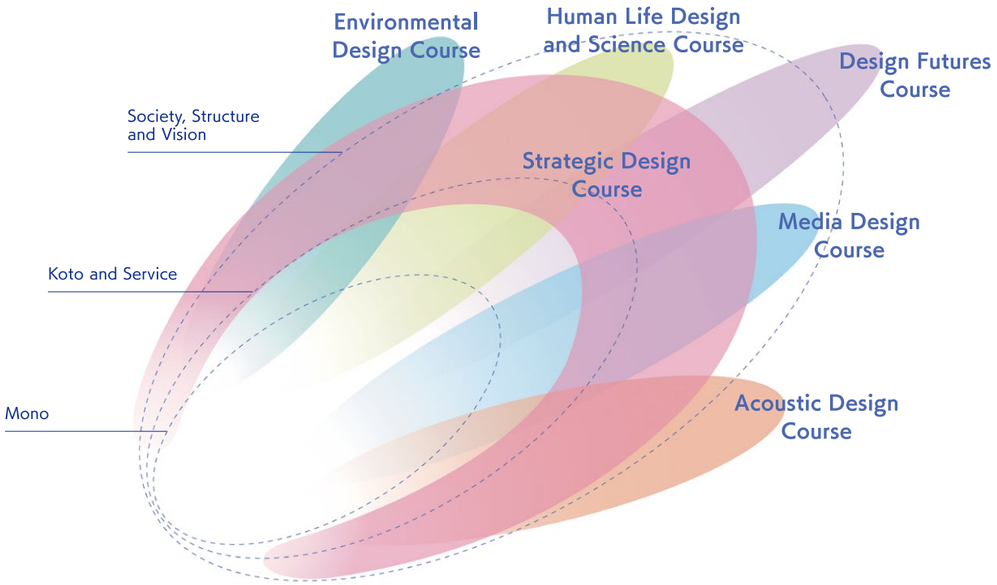
Research and development into audio equipment, architecture, information and communications, acoustics consultants, sound engineers for broadcasting stations, sound designers, media artists

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 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 of Kyushu University has started 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.



One Department, Six Courses

The new Graduate School of Design consists of one department, with the following six courses that encompass the expanded field of design from “mono”, “koto” to “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 × Business × Entrepreneurship approach.

▸ P20

Environmental Design Course

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

▸ P22

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.

▸ P24

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.

▸ P26

Media Design Course

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

▸ P28

Acoustic Design Course

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

▸ P30

Three Professional Certificate Programs

Program 1

Creative Leadership Program

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

Program 2

Global Architect Program

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

Program 3

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.

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.

Wide Variety of English - Taught Subjects

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

Common Admissions Process for All Applicants

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

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 Department of Design and the Department of Design Strategy have been integrated into a single department.

Highly Flexible Research Activities

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.

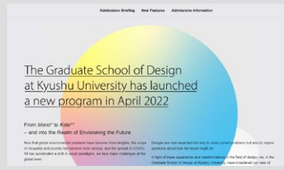
Diversified Superviser

A system with an optimal group of supervisors from multiple fields has been 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.

Information

For more information about the respective detailed course information and Application Guidelines, please refer to the designated web page of the Graduate School of Design.

https://www.design.kyushu-u.ac.jp/pages/new-gsd/en



Department of Design
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 information industry," and "Kansei 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 "Humanization 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.

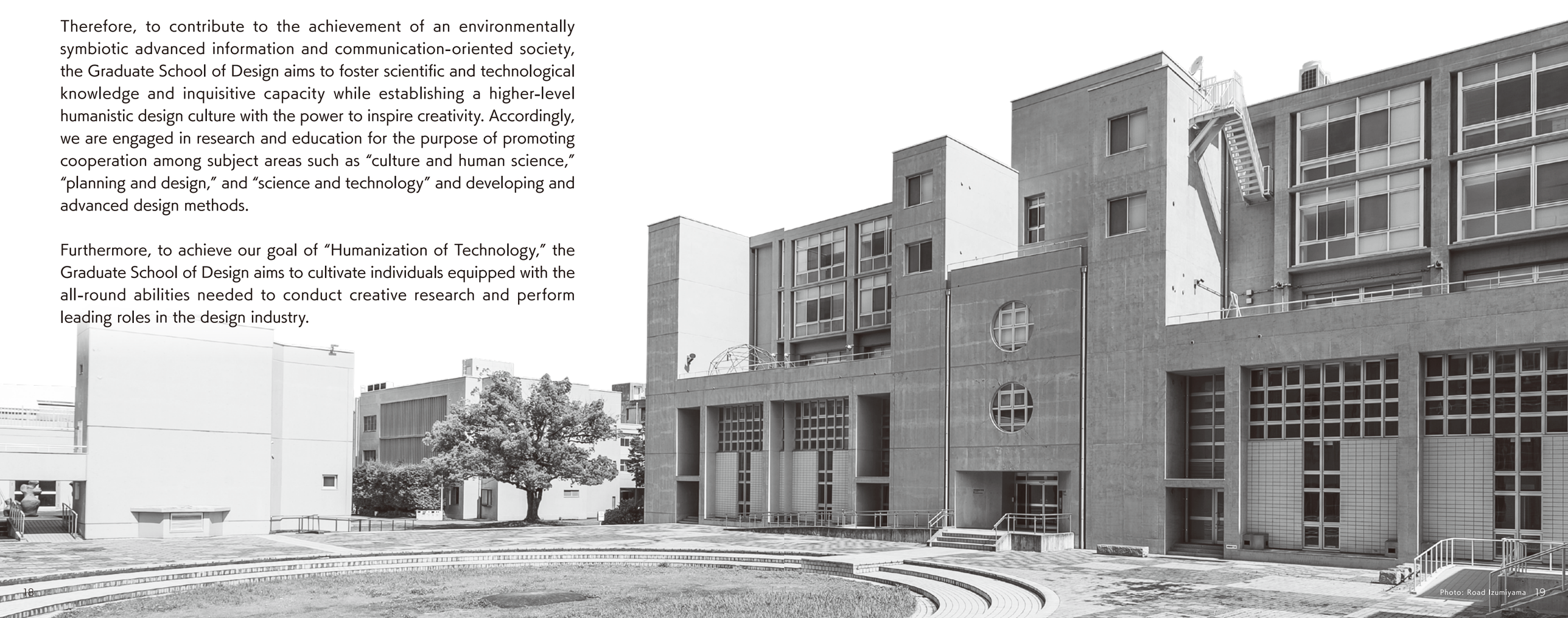


Photo: Road Izumiyama

Strategic Design Course

Designing the Society of the Future with the Design × Business × Entrepreneurship Course

Based on the philosophy and goal of "higher level design education," the Strategic Design course aims to train strategic designers who can accurately grasp, conceive, and implement various relationships and directions related to design strategies, design researchers who can evaluate and analyze these relationships and directions, innovation leads who can construct methodologies for starting and implementing businesses based on business knowledge and entrepreneurship, and researchers with expertise in these areas. Students can take practical classes integrating business and entrepreneurship through QBS/QREC collaborative courses and corporate and municipal collaborations.

COURSE WEB

Preferred Student Profile

1

To acquire advanced specialized knowledge related to arts and engineering, and to acquire the ability to discover and raise social issues and to solve and implement solutions, the students must possess knowledge that spans the humanities, society, and nature, logical thinking skills, and artistic sensitivity.

2

Internationality, curiosity and consideration for diversity, and the tolerance and flexibility necessary to acquire the ability to solve problems in cooperation and collaboration with people from different fields of expertise, values and cultures from a broad perspective.

3

The ability to analyze oneself and society, flexible thinking and responsiveness, creative motivation, and the ability to take action necessary to effectively utilize one's strengths, experience, and specialized knowledge to pioneer and lead in new design fields.

3 Fields of Study

Design Strategy

Students will learn specialized knowledge of design business, and also acquire the ability to develop new design needs in relation to society, the economy and industry, and to construct methodologies that lead to solutions.

Social Design Strategy

Students will acquire the ability to confront various social issues from an international perspective, such as administrative design and the SDGs, and develop design strategies that are integrated with business.

Design Entrepreneur Strategy

Students will gain a deep understanding of the integration of business and entrepreneurship with design and the ability to build design strategies in the spirit of entrepreneurship.

Curriculum

	Design Science	Design Engineering	Design and Production	Cultural and Social Design		Common Across Courses	Others
Subjects Related to Master's Research	Special Research on Design I~IV, Design Practice						
Course Core Subjects			Serious Game Design 1,2 Connected Design Design Innovation Strategic Service Design	Producer Principles Design Management Design Marketing Design Project Management	Brand Business Design Design Industry 1,2 Intellectual Property Laws 1,2 Design Thinking Lean Startup 1~4		
Studio Projects	Studio Project I ~IV—A,B						
Electives		Methodology of Design Engineering	Human Computer Interaction Design User Experience Design Art Thinking Inclusive Design Societal Design Social System Design	Leadership Theories Organizational Behavior		SD Advanced Project I SD Advanced Project II (Strategic Design) SD Advanced Project III (Social Design) SD Advanced Project IV (Entrepreneur)	Design in Japan A,B Academic English Internship I~III Special Project on Design I~VIII
Doctoral Program Academic Writing Subjects	Professional Research Training I , II						
Doctoral Program Direct Research Subjects	Research Project I ~III						

[Prospective Profession]

Graduates are expected to be working 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 and other administrative agencies, or to enter the doctoral program at a graduate school. After completing the second semester of the graduate program, students are also expected to work as researchers at research institutes within companies or at educational and research institutions such as universities.

[Prospective Career]

Industrial designers, product designers, service designers, design strategists, business designers, design managers, vision designers, entrepreneurs, design researchers, government officials, researchers, etc.

Environmental Design Course

Course for advanced research and creative design practice in architecture, cities, regions, and landscapes

The Environmental Design course focuses on the environment that surrounds people, namely architecture, cities, regions, and landscapes, and provides advanced research, study, and creative design practice. The course of study addresses the various issues that have emerged in the modern world with an eye to spatial and temporal expansion and social diversity, while also fundamentally examining the relationship between humans and the environment, and includes the Global Architect Program, an internationally accredited architectural education program. The program offers education that contributes to the realization of richer environmental design.

COURSE WEB

Preferred Student Profile

1

Practical education in domestic and international fields will enable students to have the ability to asses the value of diverse environments and to support an international network of environmental designers.

2

Able to acquire expertise in designing sustainable architecture, landscapes, and social systems to assess the value of the environment and pass it on to the future, and contribute to the maintenance and improvement of the environment.

3

Able to acquire the processes to realize safety, health, functionality, and comfort that enable sustainable design based on the relationship between humans and the environment, and be able to support environmental design from a temporal perspective and a technical perspective with spatial harmony.

5 Fields of Study

Design Science

Students learn about the principles and mechanisms of various aspects related to environmental design, such as environmental chemistry and the thermal environment.

Design Engineering

Students learn about technologies related to environmental design, such as building structures, environmental materials, the acoustic environment, and environmental psychology.

Design and Production

Students will acquire specific formulas, mechanisms, and methods in environmental design, including architectural planning, building construction planning, environmental conservation studies, landscape ecology, and landscape design.

Cultural and Social Design

Students will learn about culture and society as they relate to environmental design, including Japanese and Western architectural history, cultural heritage, international environmental policy, environmental anthropology, symbiotic social design, environmental risk management, design philosophy, art history, and environmental culture.

Common

Students will be able to acquire and apply methodologies and knowledge related to environmental design through exercises.

Curriculum

	Design Science	Design Engineering	Design and Production	Cultural and Social Design	Common Across Courses	Others
Subjects Related to Master's Research	Special Research on Design I~IV, Design Practice					
Course Core Subjects	Advanced Environmental Chemistry Advanced Thermal Environmental Engineering	Advanced Structural Engineering Advanced Environmental Materials Advanced Acoustic Environment Acoustic Environment Assessment Advanced Environmental Psychology	Advanced Architectural Planning Theory Advanced Architecture and Building Construction Advanced Environmental Conservation Advanced Landscape Ecology Advanced Landscape Design	Advanced History of Japanese Architecture Advanced History of Western Architecture Advanced Heritage Studies Environmental Policy Assessment Advanced Environmental Anthropology Ecological Social Design Environmental Risk Management Philosophy of Design Art History Advanced Environmental Culture Theory	Advanced Environmental Design Project A,B	
Studio Projects	Studio Project I ~IV—A,B					
Electives	Advanced Environmental Ergonomics Advanced Psychology of Visual Perception Advanced Color Science Statistics and Computer Science		Inclusive Design		Landscape Design Project Strategic Architect Project A,B Global Architect Project I ~ II Internship for Architect I~II Internship for Architect	Design in Japan A,B Academic English Internship I~III Special Project on Design I~VIII
Doctoral Program Academic Writing Subjects	Professional Research Training I , II					
Doctoral Program Direct Research Subjects	Research Project I ~III					

[Prospective Profession]

Research positions at universities, research institutes, museums, etc. (such as positions at universities, school corporations, independent administrative institutions, public interest corporations, etc.); administrative positions in engineering, architecture, landscape architecture, urban planning, cultural promotion, environmental policy, etc. (including positions in national government, local governments, international organizations); planners in urban development, village revitalization, etc. (also including think tanks, consultancy, etc.); managers in heritage protection, heritage restoration, etc.; managers (such as consultants, or those in design firms, etc.); designers in architecture, gardens, landscape (such as at design firms, construction companies, housing companies, etc.); engineers in architecture and gardens (including those at construction companies, equipment companies, building companies, etc.)

[Prospective Career]

Researchers at universities, research institutes, museums, etc.; administrators in engineering, architecture, landscape architecture, urban planning, cultural promotion, environmental policy, etc.; planners in town development, village revitalization, etc.; managers in heritage protection, heritage restoration, etc.; designers in architecture, gardens, landscape, etc.; engineers in architecture, landscape, etc.

Human Life Design and Science Course

A course to design a safe, secure, and more desirable life for humanity based on human characteristics, sensitivity, creativity, and advanced science and technology

The Human Life Design and Science course trains students to understand and conceptualize the way of life from a bird's eye view based on human characteristics and advanced science and technology, and to be able to apply this knowledge toward the realization of the ideal way of life. Specifically, we aim to develop individuals who understand human physiological, morphological, behavioral, and psychological characteristics, who can rethink our way of life based on human sensitivity and creativity, who can apply and integrate knowledge to create a scientifically and culturally richer life, and who have cutting-edge scientific knowledge to realize a safe, secure, and more desirable way of life for humanity.

COURSE WEB

Curriculum

	Design Science	Design Engineering	Design and Production	Cultural and Social Design	Common Across Courses	Others
Subjects Related to Master's Research	Special Research on Design I~IV, Design Practice					
Course Core Subjects	Applied Ergonomics Assistive Technology and Science for Life Activity Advanced Environmental Ergonomics Advanced Physiological Anthropology Advanced Brain and Behavioral Physiology A Advanced Brain and Behavioral Physiology B Advanced Kansei Science Statistics and Computer Science	Design Cognition Human Information Engineering Methodology of Design Engineering Biomimetics	Public Design Context Design Resilience Design	Communication Design Lifescape Design	Advanced Human Life Design	
Studio Projects	Studio Project I ~IV—A,B					
Electives		Legal Design				Design in Japan A,B Academic English Internship I~III Special Project on Design I~VIII
Doctoral Program Academic Writing Subjects	Professional Research Training I , II					
Doctoral Program Direct Research Subjects	Research Project I ~III					

Preferred Student Profile

1

Students who are interested in human beings as consumers and have the foundation to identify their characteristics physiologically, morphologically, behaviorally, and psychologically.

2

Students who have knowledge of science and engineering to make human life safe, secure and attractive. Those who are interested in human sensitivity and creativity, and have an interest in visualization of the process and design applications.

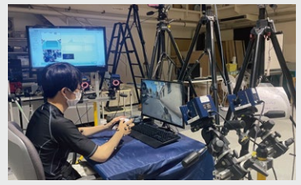
3

Students who are motivated to solve various social issues and create value based on human characteristics as consumers and the latest science and technology.

3 Fields of Study

Design Science

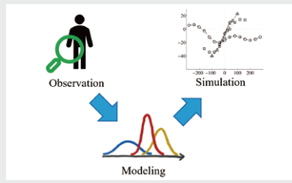
Ergonomics
Physiological Anthropology
Kansei Behavioral Science



Design Engineering

Creative Science and Engineering
Functional Engineering

Students will acquire advanced interdisciplinary knowledge of science and technology and the ability to analyze information based on statistical and mathematical reasoning and develop it into design.



Lifescape Design

Public Design
Product Design
Communication Design

[Prospective Profession]

University research staff, civil servants, IT-related companies, manufacturers of home appliances, automobiles, furniture, etc., designers (product, public, interior, experience, graphic, etc.), advertising, mass media, entertainment-related, creators, creative directors, planners, analysts, consultants, facilitators, design engineers, design and development, research and development staff, etc.

[Prospective Career]

Manufacturing industry related to information equipment, home appliances, automobiles, furniture, household goods, etc.; space, architecture, urban planning related; trading companies, advertising agencies; application and system development related, mass media and publishing companies; printing companies; information architects; experience design related; banks, government and other public offices; universities and other educational and research institutions, etc.

Design Futures Course

A course to envision "the future we want" in which we coexist with living organisms, others, and the environment, and to design the mono, koto, and system that will make this future a reality.

The Design Futures course aims to provide students with knowledge and methodologies in bioinformatics, bioengineering, design, art, culture, and society to develop a vision of a future society through a multifaceted and creative approach. To this end, students will acquire the following abilities.
(1) The ability to systematically understand and explain information science and life science; (2) The ability to systematically understand, explain, and practice art production and its expression theory, management, and technology; (3) The ability to understand and explain interdisciplinary knowledge related to philosophy, environmental studies, sociology, education, and art studies.
While making full use of these comprehensive understandings and acquired skills and methods, students aim to contribute to the presentation of scientific knowledge, the solution of social issues, and the creation of culture in order to realize a future symbiotic society.

COURSE WEB

Photo:Akiko Tominaga

Photo:yashiro photo office

Curriculum

	Design Science	Design Engineering	Design and Production	Cultural and Social Design	Common Across Courses	Others
Subjects Related to Master's Research	Special Research on Design I～IV, Design Practice					
Course Core Subjects	Statistics and Computer Science Chronobiology Mathematical Modelling A Molecular Biology	Design in General Education Biomimetics Biomaterial Engineering	Contemporary Art Practice Editorial and Information Design Theory Resilience Design Sustainable Design	Arts and Research Arts Management Ecological Social Design Environmental Risk Management Philosophy of Design Aesthetics of Images		
Studio Projects	Studio Project I ～IV—A,B					
Electives	Mathematical Modelling B	Human Information Engineering Curriculum and Management for— Design Education	Life and Art Speculative Design Design Civic	Cultural Policy Art History		Design in Japan A,B Academic English Internship I～III Special project on design I～VIII
Doctoral Program Academic Writing Subjects	Professional Research Training I , II					
Doctoral Program Direct Research Subjects	Research Project I ～III					

Preferred Student Profile

1

Students who aspire to live a fulfilling life with other people, plants and animals, past and future generations, and other entities that have been difficult to see in the past.

2

Students who are motivated to open up new design possibilities through explaining their own pursuits to others in an easy-to-understand manner and communicating effectively with knowledge and skills from other fields.

3

Students who have the basic knowledge of the arts, humanities, social sciences, and sciences required for this purpose, as well as the basic skills of investigation, thinking, creation, and expression.

4 Fields of Study

Design Science Subjects

We cultivate a deep understanding of life science and information mathematics and the ability to apply it to a symbiotic society.

Design Engineering Subjects

We develop the ability to create a life, the future, and an environmental society from engineering.

Design and Production Subjects

To cultivate the ability to practice design through individual creativity, we offer a group of courses that support art and design.

Cultural and Social Design Subjects

The program fosters the ability to analyze and critique design, and to design culture and society.

[Prospective Profession]

Graduates are expected to be active in a wide range of fields, including creators and design consultants involved in creating services, experiences, and systems; planners in charge of creating new lifestyle values and product values; UX designers who design services for manufacturers; researchers and planners who conduct research and analysis at manufacturers' design centers; social data scientists who analyze data and bioinformation; administrative professionals involved in national and local policy design; international management professionals; and postgraduate researchers. And we aim to provide education that contributes to these fields.

[Prospective Career]

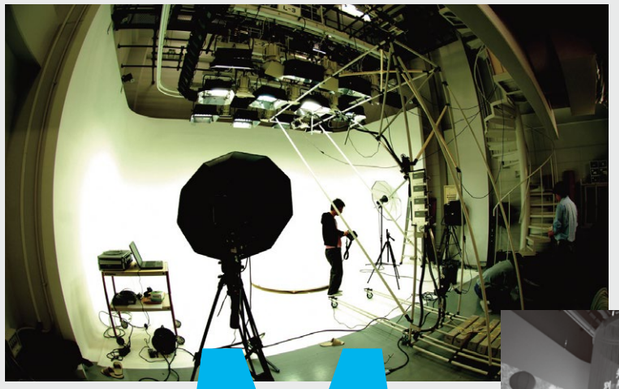
Creators, design consultants, planning manager, UX designers, design centers, planners, data scientists, administrators, international management, researchers, etc.

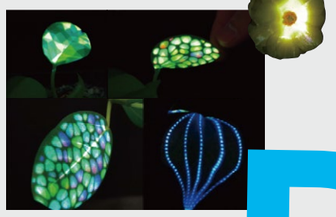
Media Design Course

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

This course, which creates the future of media communication design, consists of the four fields of media science, media engineering, media expression, and media socio-cultural studies, and provides education in artistic expression that makes full use of cutting-edge media, technology that activates digital communication, and their foundations. The course aims to educate students in human visual science, psychology, and human social communication, and to explore and practice media design that "connects" and "communicates" through the harmonization of knowledge of science and technology with thinking, aesthetic sensitivity, creativity, and expressive power.

COURSE WEB





M D

Preferred Student Profile

1

To acquire advanced specialized knowledge related to arts and engineering, and to acquire the ability to discover and raise social issues and to solve and implement solutions, the students must possess knowledge that spans the humanities, society, and nature, logical thinking skills, and artistic sensitivity.

2

Internationality, curiosity and consideration for diversity, tolerance and flexibility necessary to acquire the ability to solve problems in cooperation and collaboration with people from different fields of expertise, values and cultures from a broad perspective.

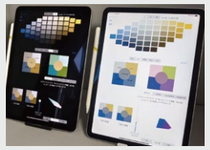
3

The ability to analyze oneself and society, flexible thinking and responsiveness, creative motivation, and the ability to take action necessary to effectively utilize one's strengths, experience, and specialized knowledge to pioneer and lead in new design fields.

4 Fields of Study

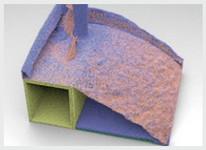
Media Sciences

Students acquire scientific knowledge and thinking skills in human visual science and psychology.



Media Engineering

Students will acquire knowledge and applied skills in advanced technologies that form the basis for advanced media expression and utilization.



Media Expression

Students learn of creative expertise and methodologies, and acquire advanced aesthetic sensitivity, expressiveness, and creativity.

Media Sociocultural Studies

Students will acquire knowledge and thinking skills related to cultural diversity and communication studies.

Curriculum

	Design Science	Design Engineering	Design and Production	Cultural and Social Design	Common Across Courses	Others
Subjects Related to Master's Research	Special Research on Design I~IV, Design Practice					
Course Core Subjects	Advanced Psychology of Visual Perception Advanced Color Science To Learn the Way of Thinking Psychologically for Graduate Students	Computer Science Advanced Visual Media Design Advanced Image Information Processing System Design Intelligent Design of Visual Environment Advanced Computer Graphics Advanced Mechanics Design Advanced Media Services Advanced Virtual Reality	Design and Creativity Media Arts Advanced Visual Sign Lecture of Graphic Design Advanced Lecture of Content Design Serious Game Design 1 History of Film Expression Advanced Plastic Arts	Theater and Dramaturgy Current Topics in Multimodal Communication		
Studio Projects	Studio Project I ~IV—A,B					
Electives					Media Design Presentation	Design in Japan A,B Academic English Internship I~III Special project on design I~VIII
Doctoral Program Academic Writing Subjects	Professional Research Training I , II					
Doctoral Program Direct Research Subjects	Research Project I ~III					

[Prospective Profession]

Designers, planners, directors (graphic design, advertising, etc.), engineers (network engineers, data scientists, design engineers, visual scientists, etc.), creators (media art, games, video, etc.), artists, science journalists, intermedia communicators, researchers, educators, etc.

[Prospective Career]

Those who have mastered each of the fields that comprise this course are expected to be active as researchers, artists, planners, directors, educators, etc. in the fields of content design, information design, media communication, etc., as highly skilled individuals with a multifaceted and international perspective.

Acoustic Design Course

A course to foster individuals capable of creating human-friendly sound environments, improving the quality of acoustic information, and creating sound-related art and culture.

The program provides practical education in basic and applied research and production of artworks covering a wide range of sound-related arts, sciences, and technologies. First, through the core course subjects, students will acquire the ability to plan and carry out research and production that contributes to the creation of sound-related art and culture, the creation of human-compatible acoustic environments, and the enhancement of the quality of acoustic information. In addition, through the development courses, students will acquire the ability to integrate and apply specialized knowledge and solve various problems related to acoustic design. In addition, students acquire various practical skills through studio projects and artistic engineering exercises, and submit a master's thesis or master's work.

COURSE WEB

Preferred Student Profile

1

Based on an understanding of the basic phenomena and theories of acoustics, the ability to explain phenomena and expressions related to acoustics from the perspective of the natural sciences and humanities.

2

The preferred student has the sensitivity of sound necessary to be an expert in acoustic design and expert knowledge of representative fields related to acoustics, such as sound culture studies, acoustic environmental engineering, and acoustic information science.

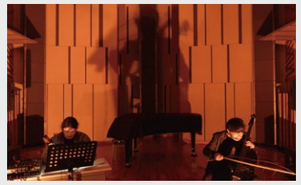
3

The ability to approach design objects from multiple perspectives from the viewpoints of culture, environment, and information related to sound, and to open up new fields of art, science, and engineering related to sound.

3 Fields of Study

Sound Culture

Students will learn about the characteristics and issues of sound culture by utilizing their knowledge and practical skills related to the history and culture of sound and music, work production and expression theory and techniques.



Acoustic Environmental Engineering

Based on a foundation of mathematics and engineering, students learn about the analysis, control, and evaluation of sound, the design of sound environments suitable for all people, and the proper processing and transmission of acoustic information.

Acoustic Informatics Science

Students learn about human information processing from a scientific perspective, including the perceptual system and physiological mechanisms related to human audiovisual perception and communication through speech.

Photo：Research and Development Center for Five-Sense Devices

Curriculum

	Design Science	Design Engineering		Design and Production	Cultural and Social Design	Common Across Courses	Others
Subjects Related to Master's Research	Special Research on Design I～IV, Design Practice						
Course Core Subjects	Auditory Perception Advanced Auditory Physiology Time Perception Speech Production	Speech Information Processing Advanced Acoustical Control Advanced Acoustical Engineering Computational Acoustics Audiology	Acoustic Imaging Advanced Acoustic Signal Processing Advanced Acoustic Environment Acoustic Environment Assessment	Sound Art Composition Sound Design	Ethnomusicology Music Culture in Society Auditory Culture Linguistics	Invited Talks on Acoustic Design Readings for Acoustic Design	
Studio Projects	Studio Project I ～IV—A,B						
Electives		Human Information Engineering				Advanced Engineering Technology for Auditoriums Exercises in Engineering Technology for Auditoriums	Design in Japan A,B Academic English Internship I～III Special Project on Design I～VIII
Doctoral Program Academic Writing Subjects	Professional Research Training I , II						
Doctoral Program Direct Research Subjects	Research Project I ～III						

[Prospective Profession]

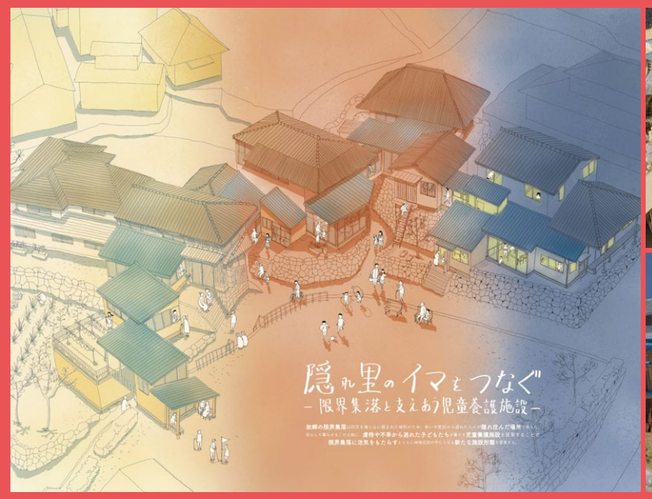
Information processing industry, video communications industry, broadcasting, broadcasting equipment, musical instrument manufacturing, automobile industry, medical technology, medical equipment industry, architectural acoustics, noise control, sound environment planning, production of artworks, entertainment industry, software development, music management, theater and hall management and operation, government and municipal research institutes, education and research at universities, etc.

[Prospective Career]

Employment in companies and government agencies related to audiovisual information, including manufacturers in the telecommunications, audio, and electronics industries, as well as in the information, broadcasting, sound environment, publishing, and entertainment industries; starting a start-up business; working as an artist; and entering a doctoral program at a graduate school.

Student Works

School of Design



Title

Connecting the "Ima" of the Hidden Village —Children's Homes Supporting Marginalized Communities—

WATANABE Yukino

Fourth-year student in the Department of Environmental Design in 2021

Our hometown with its marginal community was a place where people fleeing from strife and discrimination hid because of the terrain as it was surrounded by the sea and mountains on all sides. We propose a children's home renovated from an abandoned house in Futtsu, joining the ancestors of this community with the children who have fled from abuse and misfortune. Following the custom of sharing the living rooms of this village, the "living room" of the facility will be a shared space between the children and the local residents, making it a center of interaction of the marginalized community and a new type of children's home where the children can grow up under the watchful eye of local residents.

2

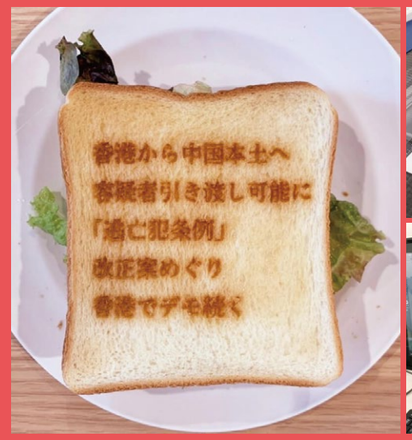
Title

Patanto

KASHIMA Hirokuni

Fourth-year student in the Department of Industrial Design in 2022

Origami techniques are applied across a wide variety of fields. We also believe that in children's play, they have fewer opportunities to move their whole body indoors than outdoors. In this study, we proposed "Patanto," playground equipment that allows children to create their own space in various ways and play with one or more of them. The design of this proposal allows children to play mainly with their whole body when forming their own space, and to freely engage in fine motor activities even after forming their own space.



3

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

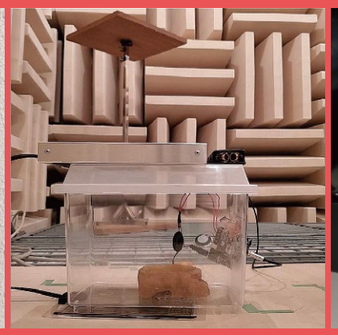
50th Anniversary Commemorative Logo of the Establishment of The Fukuoka District Waterworks Agency

KASAMATSU Mayumi　KIRINO Itsumi
OHO Azusa　TAKAHARA Natsuki

Third-year student in the Department of Media Design in 2022

The logo uses the motif of a mizuhiki plum knot to express the idea that water brings people together and is a gift from the river, and to express gratitude to the Chikugo River, which accounts for about one-third of the water used in Fukuoka Prefecture, and the five strands of the mizuhiki are made to look like flowing water and people holding hands. About one-third of the logo's area is red. The symbol and the text were separated from each other to ensure that the design would continue to be used even after the 50th anniversary.

4



5

Title

Cicada Flute, (ribbit) ribbit ribbit

WASHIO Takumi

Fourth-year student in the Department of Acoustic Design in 2021

〈Cicada Flute〉By removing one of the joints and intentionally placing a minmin-zemi (Hyalessa maculaticollis) inside a bamboo piece with a small hole drilled in its surface, this creative instrument is designed to represent the characteristics of an insect cage, while at the same time micro-changing the sound of the minmin-zemi due to its acoustic structure. 〈(ribbit) ribbit ribbit〉This is a creative instrument that induces the croaking of two frogs that actually exist in the insect cage by the croaking of a third frog that does not actually exist. By focusing on the repetitive nature and synchronization phenomenon of the croaking of the three frogs, it creates a kind of trance-like state.

6

Title

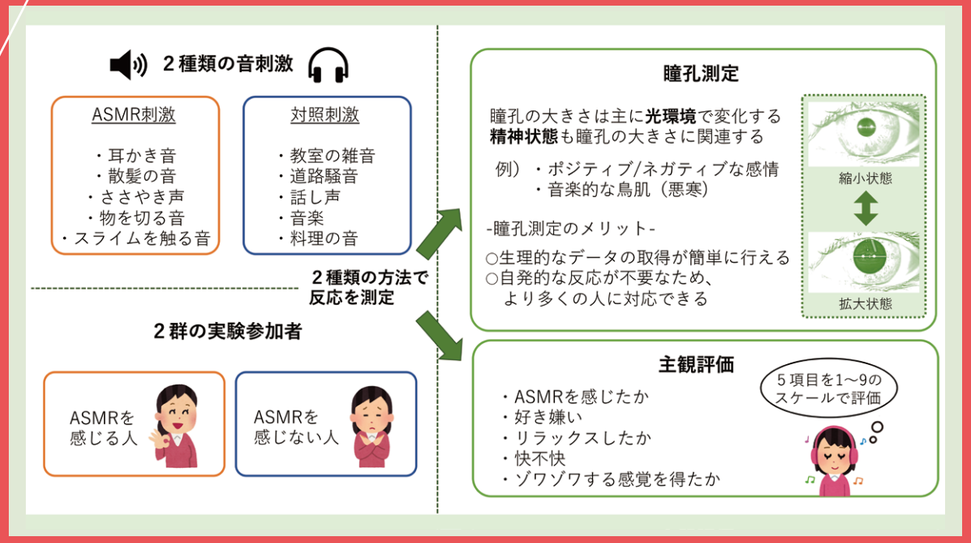
Various Sight-Impelled Methods to Modulate the Illusion of Self-Motion (Vection)

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.

7



Title

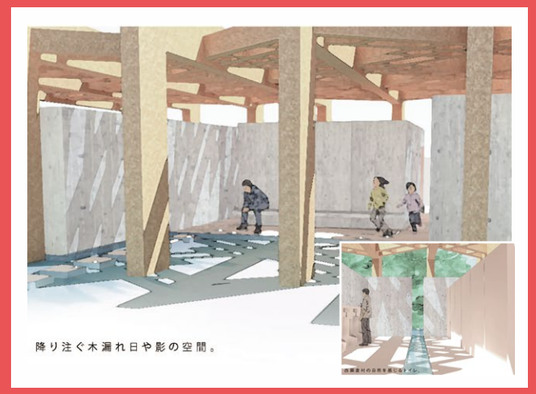
Studies using pupil measurements for auditory ASMR

TAKEUCHI Anna

Second-year student in the Master's course in the Department of Acoustic Design Course in 2023

Autonomous Sensory Meridian Response (ASMR), the phenomenon of feeling comfortable with certain types of visual and auditory stimuli, has attracted much attention in recent years. However, much remains to be clarified, including the mechanisms involved. In this study, we are measuring subjects' pupil diameters while listening to various sound stimuli and conducting subjective evaluation experiments to investigate the effects of ASMR on physiological responses in the auditory system. We hope to apply ASMR as a type of medical treatment in the future.

8



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 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 Nishiawakurason emblem, and the roof was separated from the wall for natural ventilation. Sunshine and shadow falling through the roof display the time.

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

Title

Otona no Tsukurikata❤

KOHAMA Yukihide

First-year student in the Master's course in the Department of Media Design Course in 2022

This work is a song called "Otona no Tsukurikata ❤", which was created and visualized for Cross Shinjuku Vision. Do you know how to make "Otona"? It was not created by some kind of microwave oven "alchemy". The message for those of us who will become "Otona" in the future in the streets of Shinjuku, about how those who are lumped in with the terms "Generation Z" and "Reiwa" will live their lives, was incorporated into the visual expression rooted in the sampling of dialogue and sound.

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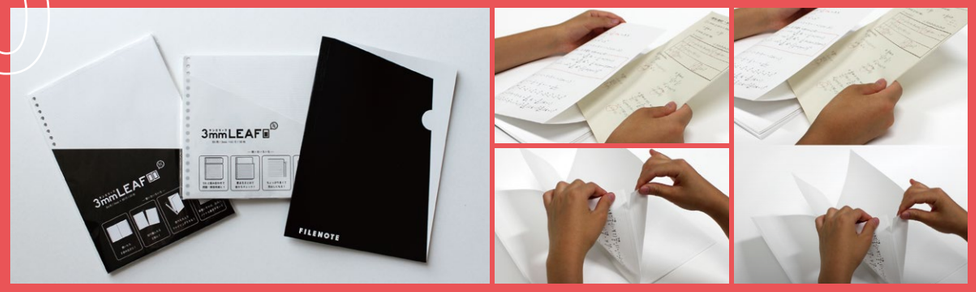


Title

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 by detaching the pouch. 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 Award, Silver Prize
Good Design Award 2020

Alumni Activities

Continuing to Practice and Learn Architecture

Conceiving and building architecture is a process of connecting megalomania and reality. At university, we mainly nurture the former and balance it with the latter in practice. The elation that I feel in the process of realizing the conflicts that arise is the driving force that keeps me practicing and learning about architecture. In the actual design process, in addition to providing design solutions to individual problems, I place importance on paying attention to the big picture, such as historical positioning and international trends. In particular, I take "symbolic form" as a clue and seek to create architecture that can leap beyond the inevitability of its guiding conditions.

ULTRA STUDIO Inc.
Tokyo University of the Arts
SASADA Yushi

Graduated from the Department of Environmental Design in 2011

GENOME HOUSE

Golden Ratio Box TOKYO MIDTOWN AWARD 2018, Grand Prix Production: HIROKAWA Rakuma, SAKO Kentaro, NAKASHIOYA Shohei

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 Design Center,
Panasonic Corporation
SAKO Kentaro

Graduated from the Department of Industrial Design in 2013
Graduated from the Department of Design Strategy in 2015

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
Graduated from the Department of Design Strategy in 2011

In-house designers continue to envision the future with their ideas.

As an in-house designer, I have two jobs. First, to develop product concepts and designs for the current food and beverage market. The other is to propose completely new ideas for the future from scratch. Because I belong to a company, in-house designers are blessed with an environment that allows them to embody new values that they want to propose to the world, and I think this is the most exciting part of the job. The activities of refining value while repeating figuration and abstraction are never-ending, but I think it's a great feeling to actually give shape to products and services that excite us about the future! And, the work of moving forward into unexplored territory is very enjoyable and rewarding.

Suntory Communications Ltd.
Design Department
FUJITA Yoshiko

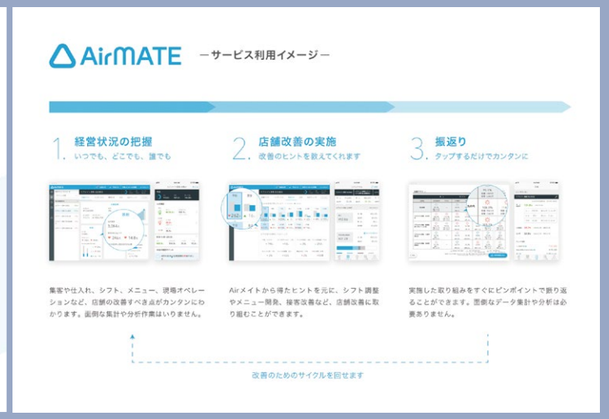
Graduated from the Department of Visual Communication Design in 2005

Last year, my first year with the company, I was engaged in hearing aid sales, and this year I have been involved in the development of particulate measurement devices. In hearing aid sales, I relied on my knowledge of hearing physiology and that of other aspects of hearing aids. My current affiliation is in the unfamiliar field of optical engineering, and I am studying optics. Although there are differences between sound and light, they both have wave properties, so there were many areas that were easy to take on because I had studied sound. No matter what I do, what I learned in university is my cornerstone. I entered university because I was interested in sound, and by the time I graduated, I was able to grasp various aspects of sound, such as engineering, hearing, and culture, rather than just having a vague image of sound. I feel that this is why I am able to apply my knowledge and challenge myself in the slightly different field of optics.

RION Co., Ltd.
KAWAKAMI Riina

Graduated from the Department of Acoustic Design in 2021

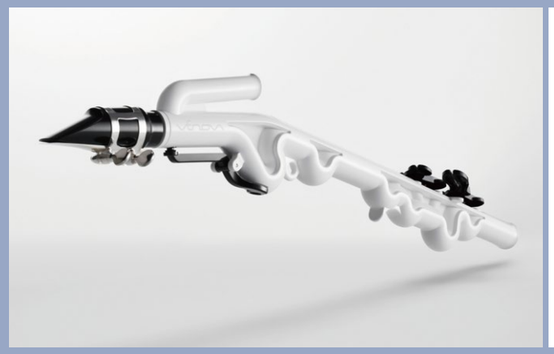
Alumni Activities



As a design director, I develop UI/UX for various services and products. One example is "Air Mate," a store management assistant that provides a mechanism for improvement in store management. Information on sales, shifts, and purchasing is stored and automatically analyzed in the cloud. Without the need for time-consuming tallying and tedious analysis, the issues and improvement methods of a store can be identified at a glance from a smartphone or PC, and even the implemented improvement efforts can be easily reviewed via this assistant. This allows the owner to focus on management decision-making and consider how to improve management. The perspective of implementing design from various aspects, such as products and brands, as a bridge between business and users, which I cultivated in the Department of Design Strategy, has been put to good use.

Recruit Co., Ltd.
KOJIMA Mizuki

Graduated from the Department of Design Strategy in 2016



Converting the artist's words into the language of physics

I am in charge of research and development of wind instruments. The development of musical instruments requires both sensing what players are looking for and thinking objectively about the design to realize it. I think the unique thing about Geiko is that you can learn both of these things in a concentrated way. When you study arts and engineering, you realize that behind every great performance there are many things that are not yet understood and that can be researched. It is exciting to think that the instruments I designed while exploring each piece one by one will produce another wonderful performance.

Yamaha Corporation
FUKUDA Risa

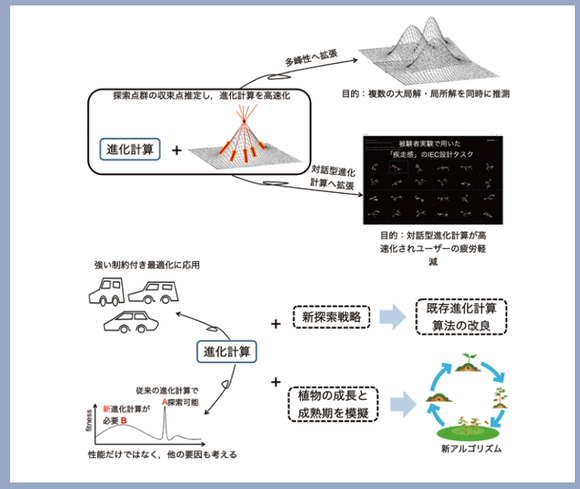
Graduated from the Department of Acoustic Design in 2011
Graduated from the Department of Communication Design Science Course in 2013

I am currently involved in the development of fundamental technologies across the company. My major when I was in Geiko was artistic expression studies, so I am challenging myself in a completely new field. Since we are a company that makes musical instruments and audio equipment, of course we need to have sound-related skills, but recently I feel that there is more to it than that. For example, the ability to create ideas by combining knowledge from various fields, knowledge of fields other than sound, and interest in new things and objects. I feel that my experience at Geiko and with fellow students who have various interests and skills have benefitted me now.

Yamaha Corporation
MITSUOKA Ryota

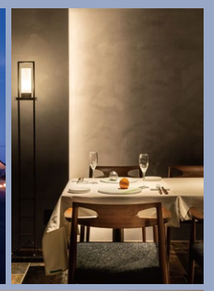
Graduated from the Department of Art and Information Design in 2019
Graduated from the Department of Content and Creative Design Course in 2021

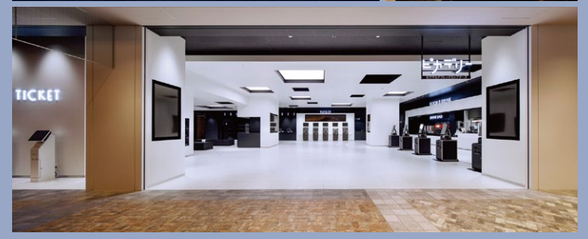
I conducted research on optimization through evolutionary computation at the Graduate School of Design. Optimization is used in the design of various devices and systems. Today, the need is for more than just optimization—optimization in collaboration with humans and more intelligent optimization. Learning 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 diverse landscapes with signs of light and changes in light

As a lighting designer, I work on projects of various scales, such as city lighting environments and residential lighting. Lighting design involves designing appropriate lighting environments that take into account the comfort of the user, and also creating special signs and moods that are appropriate to the place by means of light. The knowledge and perspectives I gained through fieldwork for design assignments as a student and through research on impression evaluation in environmental psychology form the foundation for my design work. Lighting designers collaborate with designers of various genres on projects, and I feel that my experience at Ohashi Campus, where I am close to other departments, has been extremely useful.

Mist Light Design, LLC
KINOSHITA Misa

Graduated from the Department of Environmental Design in 2006
Graduated from the Department of Environmental Systems in 2008

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 courtyard, etc.)

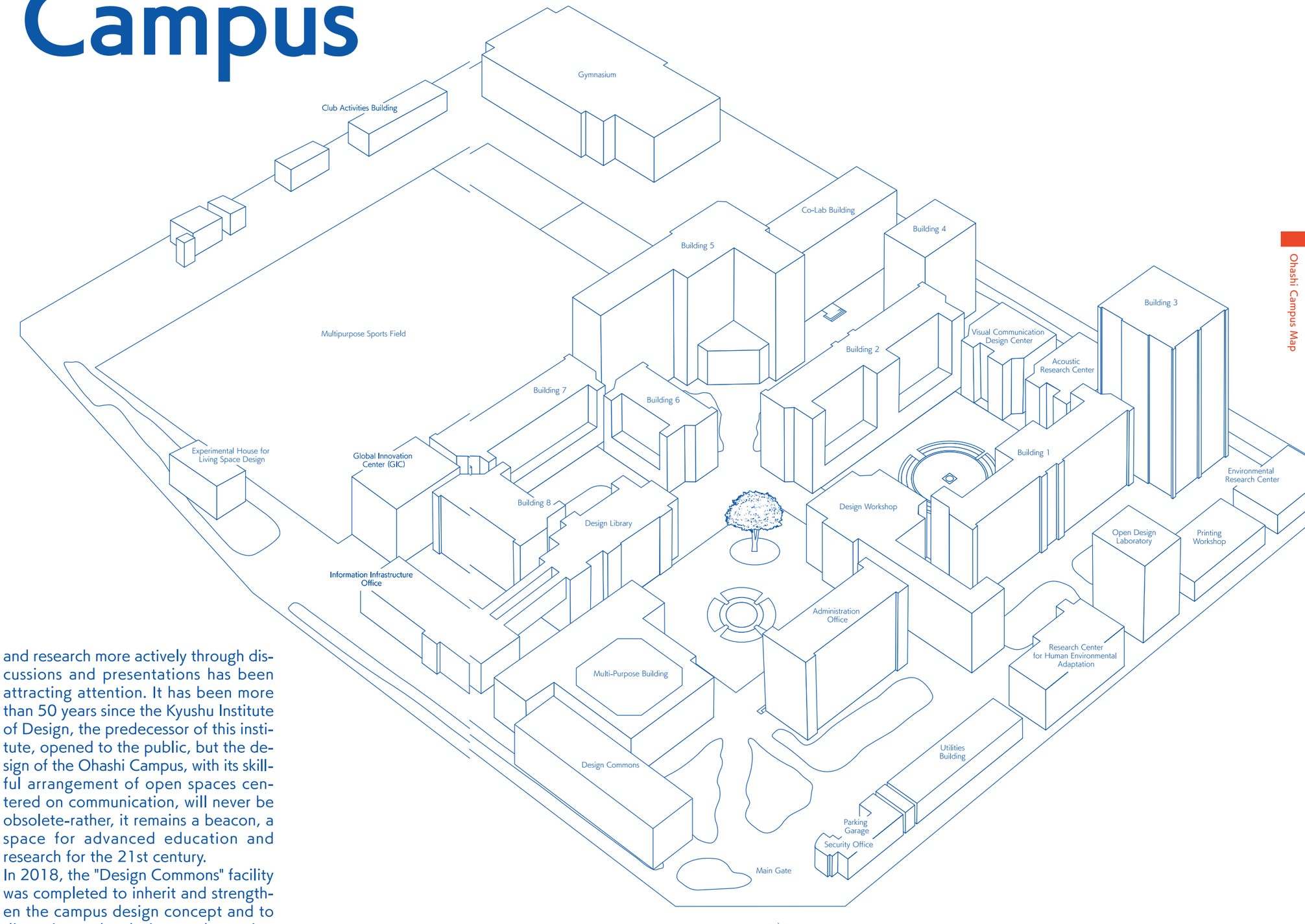
While many university campuses tend to be walled in and closed, the Ohashi Campus was designed so that you can feel the movement and presence of people both inside and outside the building.

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 more than 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, will never be obsolete-rather, it remains a beacon, a space for advanced education and research for the 21st century.

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

Department of Environmental Design Faculty of Design
Prof. TANOUE Kenichi



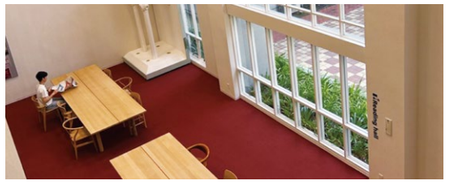
Ohashi Campus Map

Ohashi Campus

Facilities

Design Library

It primarily serves students and the Faculty of Design. The Lloyd Morgan Collection, which houses many architectural drawings, is a valuable resource. In June 2023, the building underwent a major renovation, bridging the building with the adjacent Information Infrastructure Office to create a new facility complex. The renovations have enhanced support for academic activities by creating an "Active Learning Corridor" as a space for active learning, a "Black Room" for video production, and a "Video and Audio Lounge" for video and audio exhibits.



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.

BioFoodLab

The Bio Lab is equipped with genetic and image analysis equipment. The Food Lab, equipped with kitchen facilities for cooking, are educational and research facilities to engage in research activities with various researchers from inside and outside the university from multiple perspectives surrounding intelligence and life, such as bio-aesthetics, artificial intelligence, bio-art, artificial life, DIY biotechnology, and food.

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

The Experimental House for Living Space Design is a two-story experimental house that enables 3D analysis of daily activities in the house, such as bathing, toileting, cooking, walking, and assisting. It is also possible to observe real-life behaviors and measure physiological responses such as bathing, sleeping, resting, eating, enjoying meals, housework, learning, and operating equipment.

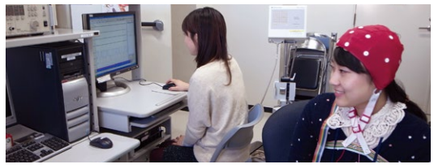
Organizations

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.

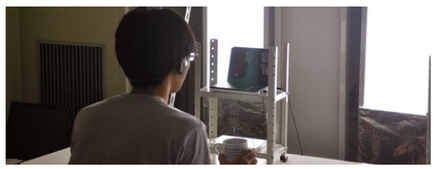
Research Center for Applied Perceptual Science

This research center is dedicated to establishing "perceptual science," an interdisciplinary research field that transcends the boundaries of the humanities, sciences, and arts to build a better relationship between humans and the environment. For example, researchers working in multiple fields such as "mathematics and brain science," "auditory psychology and signal processing," and "visual psychology and artificial reality research" cooperate to combine their creative ideas to realize an environment suitable for humans from the standpoint of "perceptual science."



Physiological Anthropology Research Center

While dramatic innovations in technology and information have made our lives seemingly more convenient and comfortable, at the same time, the gap between our environment and the one to which we have biologically adapted to survive has become increasingly large. This distortion is already causing various problems, such as human health risks. To solve these problems, basic research on human biological adaptation has been conducted in the field of Physiological Anthropology for 45 years since the establishment of the Kyushu Institute of Design. Based on this basic research, we are engaged in applied research to solve the most pressing problems of modern society.



Environmental Design Global Hub

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

SDGs Design Unit

The SDGs Design Unit was established as an organization to contribute to the SDGs (Sustainable Development Goals) set forth by the United Nations in the field of design. The SDGs Design Unit promotes activities aimed at "design solutions" to social issues in cooperation with government agencies, international organizations, and industry. The Design Unit conducts educational, research, production, and social collaboration activities related to design that solves social problems. We actively hold lectures, workshops, presentations, collaborative projects, symposiums, etc.

Design Initiative for Diversity & Inclusion

Social inclusion refers to a society in which the existence of all people is respected, including those who have been inhibited by society for reasons such as disability, gender, nationality, and poverty. The Design Initiative for Social Inclusion is a research and educational organization that leads the way in creating a society that creates new values of healthy growth and affluence by designing "mechanisms" to provide services that meet diverse needs and bring out the potential of individuals. (It is a successor organization that succeeds and develops the initiatives of the Social Art Lab.)

Center for Design Fundamentals Research

The Center for Design Fundamentals Research was established in April 2022. Design Fundamentals refer to the accumulation of thoughts that establish design as a discipline through fundamental consideration of what design is, its truth, value (ethics), and aesthetics. To realize this goal, we have established four pillars of research. The first is the practice of stimulating critiques that question design from its roots, the second is the development and practice of basic and common design education, the third is the clarification of design methodology and attempts to systematize it, and the fourth is the promotion of cultural diversity in design. Research Center for Design Fundamentals aims to envision the future of design through these research projects.

Organization

At Kyushu University, the educational institutions are categorized into "School" and "Graduate School," to which students belong, and the research organization "Faculty," to which faculty members belong, to provide a system that enables us to respond to a variety of educational needs beyond the borders of the faculty members' fields of specialization.
Under this system, the School of Design and the Graduate School of Design are staffed by faculty members of the Faculty of Design as well as those from various disciplines, to provide students with the most up-to-date education in response to societal changes. In 2020, the School of Design will have only one department, the Department of Design, with five courses, offering a flexible curriculum that allows students to study based on their interests. The Gradu ate School of Design was reorganized in 2022. It has a single Department of Design, with six courses to nurture next-generation designers who will lead the expanding field of design.

Research Organizations

Faculty of Design

Department

Department	Environmental Design Course	Industrial Design Course	Design Futures Course	Media Design Course	Acoustic Design Course
Department of Strategic Design		●	●	●	
Department of Environmental Design	●				
Department of Human Life Design and Science		●			
Department of Design Futures			●		
Department of Media Design				●	
Department of Acoustic Design					●
Global Innovation Center					

Educational Organizations

School of Design					Graduate School of Design					Graduate School of Integrated Frontier Sciences
Department of Design					Department of Design					Department of Kansei Studies
Environmental Design Course	Industrial Design Course	Design Futures Course	Media Design Course	Acoustic Design Course	Strategic Design Course	Environmental Design Course	Human Life Design and Science Course	Design Futures Course	Media Design Course	Acoustic Design Course	●

Administrative Office (Design)

Director

- Manager of General Affairs Division
  - General Affairs Section
  - Planning and Public Relations Section
  - Research Support Section
- Manager of Financial Affair Division
  - Accounting Section
  - Supplies Section
  - Preservation Section for Facilities of Ohashi Campus
- Manager of Student Affairs Division
  - Academic Affairs Section
  - Student Affairs Section
  - Senior Specialist
- Manager of General Affairs Division
  - Cataloging Section
  - Circulation Section
  - Library Specialist

Design Library

(As of Aplil 1, 2023)

Faculty

Department of Strategic Design

TAMURA Ryoichi	Professor	Design Systems, Design Management
HIRAI Yasuyuki	Professor	Interior Design, Office Design, Interior Product Design, Inclusive Design
Melanie Sarantou	Professor	Strategic Design, Social Design
ASO Tsukasa	Associate Professor	Intellectual Property Law
SUGIMOTO Yoshitaka	Associate Professor	Product Design, Industrial Design
TOKUHISA Satoru	Associate Professor	Service Design, Innovation Management, Human Computer Interaction
MATSUGUMA Hiroyuki	Associate Professor	Computer Graphics Design
ZHANG Yanfang	Lecturer	Universal Design, Social Design
INAMURA Tokushu	Assistant Professor	Design Engineering
SAKOTSUBO Tomohiro	Assistant Professor	Public Transportation Design, Product Design,Industrial Design

Department of Environmental Design

ASAHIRO Kazuo	Professor	Environmental Conservation and Restoration
UKAI Tetsuya	Professor	Architectural Design, Urban Design
OI Naoyuki	Professor	Urban and Building Environment, Environmental Psychology
TANOUE Kenichi	Professor	Architectural Planning and Design
YOSHIOKA Tomokazu	Professor	Structural Engineering
INOUE Tomo	Associate Professor	Planning of Building Construction, Management and Organization of Building Process
KATO Yuki	Associate Professor	History of Japanese Architecture
TAKATORI Chika	Associate Professor	Landscape Ecology
FUKUSHIMA Ayako	Associate Professor	Heritage Studies
IMASAKA Tomoko	Lecturer	Environmental Chemistry
TSUCHIYA Jun	Lecturer	Building Materials
IWAMOTO Masaaki	Assistant Professor	Architectural Design
ULLAH S M Asik	Assistant Professor	Environmental Management
KAWAMOTO Yoichi	Assistant Professor	Urban Environment

Department of Human Life Design and Science

HIGUCHI Shigekazu	Professor	Physiological Anthropology, Chronobiology, Sleep Science, Kansei Science
FUJI Tomoaki	Professor	Machine Design
MAEDA Takafumi	Professor	Physiological Anthropology, Environmental Ergonomics, Thermal Physiology
MURAKI Satoshi	Professor	Ergonomics for All Ages and Abilities
AKITA Naoshige	Associate Professor	Interior Design, Interior Product Design, Science of Design, Inclusive Design
SAITO Kazuya	Associate Professor	Mechanical Engineering
SAITO Toshifumi	Associate Professor	Creative Direction, Art Direction, Advertising Design, Museum Design
SOGABE Haruka	Associate Professor	Design Process, Sign Design, Public Space Design
MATSUMAE Akane	Associate Professor	Creativity, Design Process, Relational Design Management, Social Innovation
NISHIMURA Takayuki	Lecturer	Kansei Science, Physiological Anthropology
SAWAI Kenichi	Assistant Professor	Mathematical Engineering, Mathematical Modeling of Perception
NISHIMURA Eigo	Assistant Professor	Behavioral analysis
MOTOMURA Yuki	Assistant Professor	Physiological Anthropology, Kansei Science, Psychophysiology
LOH Ping Yeap	Assistant Professor	Physical Ergonomics, Occupational Therapy

Department of Design Futures

INOUE Shigeki	Professor	Human Centered Design
OGATA Yoshito	Professor	Industrial Design, Product Design, Science of Design,Design Method
KOGA Toru	Professor	Philosophy, Ethics, Aesthetics, Fundamental Theory of Design
KONDO Kayoko	Professor	Environmental Policy, Environmental Economics, History of Social Thought
NAKAMURA Mia	Professor	Cultural Policy, Arts Management, Arts and Care, Art-based Research
IKEDA Minako	Associate Professor	Contemporary Design, Design Journalism, Information Design, Design History, Editorial
ITO Hiroshi	Associate Professor	Chronobiology, Nonlinear Dynamics
KURIYAMA Hitoshi	Associate Professor	Contemporary Art
NAGATSU Yuichiro	Associate Professor	Art Management, Disability Studies
HIRAMATSU Chihiro	Associate Professor	Visual Psychophysiology
HALL, Michael	Associate Professor	English Skills and Environmental Risk Management
MARUYAMA Osamu	Associate Professor	Computational Biology, BioInformatics
YUKI Madoka	Associate Professor	Theory of Images, History and Theory of Photgraphy, Visual Cultural Studies
Ariane Beyn	Lecturer	Curatorial Practice, Contemporary Art
MASUDA Nobuhiro	Lecturer	Aesthetics, Image Theory, Kansei Theory, Media Theory
INOUE Daisuke	Assistant Professor	Biophysics, Micro-Nanotechnology, Material Chemistry
SEKI Motohide	Assistant Professor	Mathematical Biology, Mathematical Sociology, Evolutionary Biology
TANAKA Akira	Assistant Professorr	Sociology, Media and Journalism Studies
MORI Fumito	Assistant Professor	Nonlinear Dynamics, Network Science
LOH Wei Leong	Assistant Professor	Design Education

Department of Media Design

ITO Hiroyuki	Professor	Perceptual Psychology
IHARA Hisayasu	Professor	Graphic Design
KIM Daewoong	Professor	Contents Design, Digital Archive
SUNAGA Shoji	Professor	Color and Visual Sciences
TAKENOUCHI Kazuki	Professor	Mechanics design, Graphic science
TSURUNO Reiji	Professor	Computer Graphics, Visual Computing
TOMOTARI Mikako	Professor	Sculpture, Art Studies
HARA Kenji	Professor	Visual Information Processing
ISHII Tatsuro	Associate Professor	Visual Image Expression, Enhanced Visual Image Expression
INOUE Kohei	Associate Professor	Pattern Recognition, Image Processing
USHIAMA Taketoshi	Associate Professor	Digital Content Environment Design
OSHIMA Hisao	Associate Professor	Dramaturgy
ONO Naoki	Associate Professor	Digital Image Processing and Recognition
SENO Takeharu	Associate Professor	Psychology
FUYUNO Miharu	Associate Professor	Cognitive Linguistics, Corpus Linguistics, English Education,Media and Education, Media and Language Culture
HO Hsin-Ni	Associate Professor	Haptics
MAKINO Yutaka	Associate Professor	Installation, Performance,Computer Music
KANEMATSU Tama	Assistant Professor	Visual psychophysics
KUDO Mao	Assistant Professor	Sign System Design, Visual Symbol
TOH Kiriko	Assistant Professor	Visual Design, Information Design on Networks Assistant
MORIMOTO Yuki	Assistant Professor	Computer graphics

Department of Acoustic Design

OMOTO Akira	Professor	Applied Acoustical Engineering
KABURAGI Tokihiko	Professor	Speech Information Processing
SAMEJIMA Toshiya	Professor	Acoustic Engineering
UEDA Kazuo	Associate Professor	Psychology of Hearing
KAWAHARA Kazuhiko	Associate Professor	Performance Evaluation of Acoustic Engineering System
JO Kazuhiro	Associate Professor	Media Arts
TAKADA Masayuki	Associate Professor	Psychoacoustics, Environmental Acoustics
NISHIDA Hiroko	Associate Professor	Musicology, Music Theory & Analysis, Music Culture
YAMAUCHI Katsuya	Associate Professor	Psychoacoustics, Noise Control Engineering
YOSHINAGA Yukiyasu	Associate Professor	Image Processing, Pattern Recognition
REMIJN, Gerard Bastiaan	Associate Professor	Perceptual Psychology
INOUE Naohisa	Assistant Professor	Architectural Acoustics, Computational Acoustics
JAMIESON, Daryl Steven	Assistant Professor	Composition, Music Aesthetics
HASUO Emi	Assistant Professor	Cognitive science, Psychology of music
MURAKAMI Yasuki	Assistant Professor	Auditory Information Processing
WAKAMIYA Kohei	Assistant Professor	Speech Science

International Office Faculty of Design

SHIMOMURA Moe	Assistant Professor	(Department of Human Life Design and Science)

Global Innovation Center Advanced Project Division

HAYABUCHI Yuriko	Associate Professor	(Advanced Project Division)

Educational Support Staff

Center for Education and Research Infrastructure

FUJITA Genki	Clerical Staff of Education

Information Infrastructure Office

KITA Yuichiro	Senior Technician
TANAKA Takahiro	Senior Technician
OKA Tatsuya	Senior Technician

Design Workshop

KASAHARA Kazuharu	Senior Technician
KURIYA Junichi	Technician
HIKIDA Atsushi	Technician
FUKUZAWA Megumi	Technician

Laboratory

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

(As of July 1, 2023)

Support / Dormitory

• Enrollment and Tuition fee

Enrollment Fee	Tuition fee
282,000 yen	267,900 yen (for each semester)

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

Note 1) The enrollment and tuition fee 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 fee is payable for two semesters - May and November.

• Exemption for Enrollment and Tuition Fee

1 Enrollment Fee Exemption

The enrollment fee can be waived for students who are deemed to have extreme difficulty paying the enrollment fee due to the death of their financial supporter or a disaster, such as a windstorm or a flood, within one year prior to enrollment upon application by the applicant.

2 Enrollment Fee Deferment

The enrollment fee can be deferred for students who have difficulty paying the entrance fee by the due date due to financial reasons and who are recognized as having academic excellence and for those who have difficulty in paying the entrance fee by the due date due to the death of their financial supporter or due to a disaster such as a windstorm or a flood within one year prior to enrollment.
Students whose application is approved must still pay the enrollment fee as they are only granted a deferment of payment, not an exemption.

3 Tuition Fee Exemption

Tuition fee can be waived for students who have difficulty paying tuition fee due to financial reasons and who are recognized as having academic excellence, and for students who are recognized as having extreme difficulty in paying tuition due to the death of their financial supporter or due to a disaster such as a windstorm or a flood within one year before enrollment.

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/admission/fees/exempt01

Exemption for Tuition Fee (for current students)

https://www.kyushu-u.ac.jp/en/admission/fees/exempt02

• 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 from Kyushu University 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.

• Campus Dormitory

Dormitory 1 (for male and female students)

This dormitory is mainly for 2nd-year undergraduate and graduate students at the Ito Campus. The 10-story reinforced concrete building is equipped with desks, chairs, bookshelves, beds, shoe boxes, storage cupboards, mini-kitchens, air conditioners, baths, mini-fridges, etc. On the first floor, there is a multi-purpose hall, a coin laundry room, and two rooms for physically handicapped persons.

Capacity: 254 (single occupancy)
Area per room: 13㎡.
Boarding fee: 18,500 yen/month
Common expenses: 4,500 yen/month
Utilities: payment by individual contract

Dormitory 2 (for male and female students)

This dormitory is mainly for students taking Kikan education courses at the Ito Campus. The 10-story reinforced concrete building is equipped with desks, chairs, bookshelves, beds, shoe boxes, storage cupboards, mini-kitchens, air conditioners, baths, refrigerators, etc., and each floor has a coin-operated laundry room and a common room. In addition to student rooms, there are rooms for international students, single researchers, and married researchers.

Capacity: 248 (single occupancy)
Area per room: 17㎡.
Boarding fee: 25,500 yen/month
Common expenses: 4,500 yen/month
Utilities: payment by individual contract

Student Activities

• Club Activities (As of July 1, 2023)

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)
Geiko Tennis

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 Depart1ment
SOLA (Video production club)
Namaoto-bu(Instrumental performance club)
Rec-lab.(Video recording club)
BUG PROJECT (Live-action video production club)
Paper
EN Talk
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
Shaders
Cleative Lab (publicity,design and production)
Railroad Enthusiasts Association

• Geiko-Sai (Design Festival)

During the Kyushu University School Festival, the School of Design held its own school festival on the Ohashi Campus, called the "Geiko-Sai." Students of the School of Design work together to create various projects, such as fashion shows and installations from scratch. In addition, the festival planning is slightly different from the clubs, and the main focus is on activities for the "Geiko-Sai." By transcending the boundaries of academic departments and making full use of technology in various fields, each festival project creates entertainment that incorporates its unique characteristics.

ZENYA

A group that creates a pre-festival event for the campus the day before the Geiko Festival to boost the morale of Geiko Festival officials. They create the stage, backstage, and performers all by themselves and present a live performance.

5ken

This is an executive committee project in charge of running the Geiko Festival. On the day of the Geiko Festival, live stage performances, exhibitions, and workshops will be held to introduce Geiko.

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.

nullken

This group provides an unprecedented visual experience at the Geiko Festival. They brainstorm from scratch what kind of visual images, sound effects, and theater that they want to create, using visual images as the main subject.

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.

CBA

CBA is a fashion show group that creates all aspects of the show from scratch, including the stage, costumes, music, and video. They challenge new entertainment not bound by existing frameworks and deliver surprise and excitement to the audience.

Himatsuri (Fire Festival)

The fire festival is held on the last night of the Geiko Festival. The participants dance around a big fire pole in the middle of the ground with Geiko Festival staff and residents. It is a project with the same history as the Geiko Festival and continues developing its creativity while respecting tradition.

International／Campus Experience

• International Exchange

The Faculty of Design (Graduate School of Design, School of Design) actively engages in international exchange activities in research and education. These activities include faculty and student exchanges based on exchange agreements, exchange of academic information, joint research, and actively accepting many international students. Furthermore, we contribute to the internationalization of society by holding international symposiums and research gatherings. In addition, exchange activities between international students from various countries and faculty members and students at our university are actively conducted on the Ohashi Campus.

Exchange and Credit Transfer System

In addition to academic research and other exchanges, the School of Design also offers student exchange through the credit transfer system. This system allows students to earn credits for subjects taken at universities where they have studied as exchange students for a period of one year or less.

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 goal of internationalization.

Partner Institutions - Faculty Level

(As of May 1, 2023)

University	Country	Agreement Date
Faculty of Engineering, Hasanuddin University	Indonesia	2013.12.2
Design College, International College and Graduate School of General, Dongseo University	Korea	2003.2.17
School of Design and Human Engineering, Ulsan National Institute of Science and Technology	Korea	2014.9.2
College of Humanities, Arts, and Social Sciences of Nanyang Technological University	Singapore	–
Rajamangala University of Techonology Thanyaburi	Thailand	2021.11.1
School of Architcture and Fine Art, Dalian University of Technology	China	–
Faculty of Design and Environment, Technological and Higher Education Institute of Hong Kong	China	2017.10.1
School of Design and Arts, Beijing Institute of Technology	China	2017.12.1
College of Design, National Taipei University of Technology	Taiwan	–
School of Design Ming Chuan University	Taiwan	2015.7.15
College of Planning and Design, National Cheng Kung University	Taiwan	2017.6.22
University of Taipei	Taiwan	2020.9.1
Bangladesh Agricultural University	Bangladesh	2014.10.30
Faculty of Architecture and Planning, Bangladesh University of Engineering and Technology	Bangladesh	2015.8.8
Faculty of Engineering, Premier University	Bangladesh	2016.11.14
Bangabandhu Sheikh Mujibur Rahman Agricultural University	Bangladesh	2017.10.3
Faculty of Modern Sciences, Leading Universtiy	Bangladesh	2021.4.1
Anadolu University	Turkey	2014.11.1
Eskisehir Technical University	Turkey	2019.4.1
School of Architecture and Design, Royal College of Art	United Kingdom	2003.6.30
School of Design and Creative Arts, Loughborough University	United Kingdom	2007.11.28
Politecnico Di Milano	Italy	2002.2.28
NHL Stenden University of Applied Sciences	Netherlands	2012.2.14
Faculty of Digital Media and Creative Industries, Amsterdam University of Applied Sciences	Netherlands	2012.4.23
HKU Games and Interaction and HKU Media, HKU University of the Arts Utrecht	Netherlands	2015.8.26
School of Built Environment and School of IT and Media Design, HAN Universtiy of Applied Sciences	Netherlands	–
Karlsruhe University of Arts and Design	Germany	2003.7.24
Deaprtment of Design and Department of Architecture, Darmstadt University of Applied Sciences	Germany	2007.10.10
Faculty of Cultural Sciences, Köln University of Applied Sciences	Germany	2009.8.31
Department of Design and Department of Architecture, Facility Management and Geoinformation and Department of Agriculture, Anhalt Universtiy of Applied Science	Germany	2023.4.1
School of Arts, Design and Architecture, Aalto University	Finland	2014.8.25
Universite de Technologie de Belfort-Montbeliard	France	2009.9.21
Ecole Nationale Superieure d'Architecture de Paris la Villette	France	2020.4.1
Faculty of Arts and Philosophy, Ghent University	Belgium	2012.2.16
Faculty of Art, Faculty of Design, Faculty of Liberal Arts & Sciences and School of Interdisciplinary Studies, OCAD University	Canada	2022.4.1

• Campus Experiences

Wow! Design Experiences

Every year, the Ohashi Campus opens its doors to the public free of charge to contribute to the development of the local community by giving back the fruits of its education and research through hands-on events for children and adults to experience design.

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 course, student work exhibitions, mock classes, and direct dialogue with current students.

Career

Since there have been no graduates yet from the five new undergraduate courses, we have listed the employment destinations of the faculty members in each course who have supervised students to date.

Environmental Design Course

▼ Architectural Design
Kajima Corporation (Design Department)
Takenaka Corporation (Design Department)
Nikken Sekkei
Nihon Sekkei
NTT Facilities
JR Kyushu
Jun Mitsui & Associates Inc. Architects
NAYA Architects
Yasutaka Yoshimura Architects
Tadao Ando Architect & Associates
YU Momoeda Architects
INTERMEDIA
Kawamura Sato Design
Studio of ShotaroOkada

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

DNP Media Create
Lighting Planners Associates
Shiseido
Mist Light Design, LLC
Yu light
▼ Interior Design
Okamura Corporation
Uchida Yoko
Zycc
Sangetsu
SPACE
▼ 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
Oriental Consultants
▼ Technology Development
Techno Ryowa
Takasago Thermal Engineering
Saibu Gas Living
JDC Corporation
▼ 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
Panasonic Homes
▼ Advertising Agencies
Dentsu
Hakuhodo
▼ University, Research
Kyushu University
The University of Tokyo

Tohoku University
Hokkaido University
Yamaguchi University
Shinshu University
Kobe Design University
Shijiazhuang University
▼ Others
Nomura Research Institute
JTB
Daimaru
Mitsubishi UFJ Bank
Shinkenchiku-sha
Osaka Gas
Kubara Honke

Industrial Design Course

▼ Automobiles/ Motorcycle
Toyota Motor Corporation
Nissan Motor Co., Ltd.
Honda Motor Co.,Ltd.
Mazda Motor Corporation
Yamaha Motor Co., Ltd.
Suzuki Motor Corporation
DAIHATSU MOTOR CO., LTD.
Namura Shipbuilding
Mitsubishi Heavy Industries
▼ Home Appliances, Information, Medical and Precision Instruments
Daikin Industries
Hitachi
Panasonic
Mitsubishi Electric
Toshiba

IRIS OHYAMA
Fujitsu
NIDEC Instruments
Canon Inc.
Olympus
Seiko Epson
Omron
Paramount Bed
▼ Housing and Equipment
TOTO
LIXIL (INAX, TOSTEM)
Takara Standard
YKK AP
▼ Office, Furniture & Interiors
KOKUYO
Itoki
Okamura

Karimoku Furniture
Nomura Co. Ltd.
Nitori
IKEA Japan
Nishikawa
▼ Toys and Games
Takara Tomy
EPOCH Company
The Pokémon Company
Bandai Namco Entertainment
Sega
▼ Sports and Fashion
Asics Corporation
MoonStar Company
Shimano
JACKALL
Shiseido

▼ Design Firms and Offices, Urban Development
Pacific Consultants
GK Design Group
nendo
▼ Consulting firm
Accenture Japan
Nomura Research Institute
Hitachi Consulting
Goodpatch
▼ Software, Information & Communication
OBIC
ZENRIN
Cookpad
Seiko Solutions
NTT DoCoMo Communication

▼ Advertising, Printing, Publishing and Broadcasting
Dentsu
Hakuhodo Products
ADK Holdings
Recruit
Dai Nippon Printing
TOPPAN
Benesse
Japan Broadcasting Corporation (NHK)
Kagoshima Television
Broadcasting (KTS)
▼ Infrastructure, Transportation & Travel
Kyushu/ The Chugoku Erectric Power
Fukuoka Bank

Daiwa Securities
West Japan Railway / Kyushu Railway
JTB
▼ Education and Research
Kyushu University
Yamaguchi University
The University of Shimane
Chikushi Jogakuen University
Huazhong University Of Science And Technology
▼ Public Administration
Hyogo Prefecture/ Hiroshima Prefecture/ Fukuoka Prefecture/ Saga Prefecture
Fukuoka Prefecture Police

Design Futures Course

▼ Planning ,development, sales, etc
Dentsu
Dentsu Live
Hakuhodo
NTT Communications
NTT Facilities
NTT Data
CyberAgent
Nomura Real Estate Development
Isetan
Uchida Yoko
Bandai
Ryohin Keikaku
TOPPAN
LIXIL
Zebra
Nitori
Yohji Yamamoto
JR Hakata City
UNIQLO

▼ Broadcasting
Japan Broadcasting Corporation (NHK)
RKB Mainichi Broadcasting Corporation
JCOM
▼ Advertising, Editorial and Exhibitions
JTB Publishing
LINE
Benesse
Daiko Advertising
Tanseisha
Hakuten
BBDO
BAKERU
Nishitetsu Agency
Planmake
▼ Designer
Toyota Motor Corporation
Nissan Motor Co., Ltd.

Mazda Motor Corporation
Suzuki Motor Corporation
Denso
HITACHI(Design)
Panasonic
Canon
RICOH
Recruit
Sharp
Komatsu
Fujitsu Design Center
EPOCH Company, LTD.
Tohato
GANBARION
Okamura
GK Graphics
Nippon Design Center
ADK Holdings
BALMUDA
MOTHERHOUSE
Toyama Design Center

Daiwa House
Sankyo Frontier
▼ Manufacturing
Hakuhodo Products
ROBOT Communications Inc.
Daikin Industries
▼ Information
Rakuten Group (Data Analyst)
Fujitsu (SE)
IBM
FICC (Web Master)
NTT Data
Kyushu NS Solutions
▼ Research
National Institute for Environmental Studies
Itochu Fashion System
HITACHI(Design Researcher)
Fukuoka Asian Urban Research Center
Okinawa Institute of Science and Technology

Other Universities
▼ Bank
Mizuho Bank
Sumitomo Mitsui Banking
The Nishi-Nippon City Bank
▼ Ministry, Municipality
Ministry of Land, Infrastructure, Transport and Tourism
Japan International Cooperation Agency (JICA)
Oita Prefectural Office
Kitakyushu City Office
Munakata City Office
Karatsu City Office
Beppu City Office
Minamiminowa Village
▼ Faculty
Kyushu University
Wako University
Nakamura Gakuen University
Nagasaki Institute Of Applied Science

Science
Beijing Institute of Technology
China Academy of Art
▼ Public facilities, arts organizations, etc.
Fukuoka City Science Museum
Fukuoka Asian Art Museum
Nagoya City Cultural Promotion Agency
Artium(Director)
Shiki Theatre Company
ACROS Fukuoka Foundation
Filmmaker (freelance)
▼ Establishment of companies, organizations, etc.
donner le mot
Fukushigoto
Entrepreneur•Self-employed (design, consulting)
▼ Venture Businesses
each company

Media Design Course

▼ Telecommunications
Nippon Telegraph and Telephone
NTT DoCoMo
NTT Communications
NTT Data
KDDI
SoftBank
JCOM Co., Ltd.
JustSystems
IBM Japan
Nomura Research Institute
▼ Advertising & Planning
Dentsu
Hakuhodo

ADK Holdings
Daiko Advertising
Nishitetsu Agency
▼ Broadcasting and Media Content
Japan Broadcasting Corporation
TV Asahi
Nippon Television Network
TV TOKYO
WOWOW
Tohokushinsha Film
Pony Canyon
Toei Animation
Nishinippon Shimbun
TBS-Vision

Saga Television Station
▼ Web and ICT Service
Yahoo
KAYAC
Rakuten Group
▼ Game and Entertainment
Nintendo
SQUARE ENIX
Sega
KONAMI
GREE
CAPCOM
Bandai Namco Entertainment
LEVEL-5
CyberAgent

GANBARION
teamLab
▼ Video / CM Production
KOO-KI
▼Printing, Publishing, and Information Services
TOPPAN
Dai Nippon Printing
Recruit
ZENRIN
General Asahi
Benesse
▼ Information Equipment and Electrical Equipment
Panasonic

Hitachi
Fujitsu
Sony
NEC
Sharp
Mitsubishi Electric
▼ Manufacturing
Kansai Paint
Kao
▼ Transport Industry
All Nippon Airways
Japan Airlines
East Japan Railway
▼ Government and Public Institutions

Kyushu Erectric Power
▼ Universities and Research
Kyushu University
Tokyo Metropolitan University
Kyushu Sangyo University
Kobe Design University
Hyogo University
Sapporo City University
▼ Others
Nomura Co. Ltd.
Fukuoka Bank
The Nishi-Nippon City Bank
Tokio Marine & Nichido Fire Insurance

Acoustic Design Course

▼ Acoustic Communication Equipment, Hearing Aids and Electrical Equipment
ALPS ALPINE
Audio-Technica
Canon
Sony Group
Sony Global Manufacturing & Operations
DENSO TEN
TOA
Toshiba
NEC
Pioneer

Panasonic
HARMAN Internationa
Hitachi
Foster Electric
Fujitsu
Hosiden Kyushu
RION
JVCKENWOOD
▼ Musical Instrument Manufacturing
Yamaha
Kawai Musical Instruments Manufacturing
Roland
CASIO

▼ Acoustic Measurement, Architectural Acoustics, and Noise Control
Spectris (Brüel & Kjær Division)
Sona
Nagata Acoustics
Nihon Onkyo Engineering
Obayashi Corporation
Kajima Corporation
Taisei Corporation
Takenaka Corporation
Kobayasi Institute of Physical Research
News Environmental Design

Yotsumoto Acoustic Design Inc.
▼ Automobiles
Toyota Motor Corporation
Honda R&D
Nissan Motor Co., Ltd.
Mazda Motor Corporation
▼ 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
Nippon Telegraph and Telephone (NTT)
NTT Communications
NTT East Japan
NTT DoCoMo
SoftBank
▼ Performing Arts & Art Management

Shiki Theatre Company
Sapporo Cultural Arts Foundation
▼ University, Research
Kyushu University
Kyushu Institute of Technology
Fukushima University
Tokyo University of the Arts
The University of Tokyo
Tokyo University of Information Sciences
NTT Research & Development Institute of Advanced Media Arts and Sciences

Statistics

• International Students

(As of May 1, 2023)

Country	Italy	Indonesia	Ecuador	Egypt	Canada	Guatemala	Singapore	Senegal	Thailand	Tanzania	Germany	Bangladesh	Philippines	Brazil	France	Venezuela	Malaysia	Myanmar	Latvia	South Korea	Taiwan	China	America	Total
Undergraduate	2						1														7	5		15
Graduate	3	10	1	1	1	1		1	1	1	3	1	2	2	6	1	1	4	1	7	2	92	3	145
Total	5	10	1	1	1	1	1	1	1	1	3	1	2	2	6	1	1	4	1	7	9	97	3	160

• Students

(As of May 1, 2023)

			1st year	2nd year	3rd year	4th year	Total
Undergraduate	School of Design	Environmental Design Course	33	32	34	35	134
		Industrial Design Course	43	44	47 (1)	48	182 (1)
		Design Futures Course	25	26	28	28 (1)	107 (1)
		Media Design Course	43	46	58 (1)	50 (1)	197 (2)
		Acoustic Design Course	34	44	41	40	159
		Non-Course-Specific Entrance Examination	22				22
	Department of Environmental Design					7	7
	Department of Industrial Design					10	10
	Department of Visual Communication Design					10	10
	Design Department of Acoustic Design					5	5
	Design Department of Art and Information Design					11	11
	Total		200	192	208 (2)	244 (2)	844 (4)
Graduate	Master	Department of Design (New Course) Strategic Design Course	21 (5)	13 (2)			34 (7)
		Environmental Design Course	34 (8)	23 (4)			57 (12)
		Human Life Design and Science Course	16 (3)	19 (1)			35 (4)
		Design Futures Course	21 (9)	25 (5)			46 (14)
		Media Design Course	33 (6)	36 (4)			69 (10)
		Acoustic Design Course	27 (1)	29 (1)			56 (2)
		Department of Design (Old Course) Human Science Course		5 (4)			5 (4)
		Human Science International Course		3			3
		Communication Design Science Course		6 (2)			6 (2)
		Environment and Heritage Design Course		5 (1)			5 (1)
		Content and Creative Design Course					
		Department of Design Strategy		9 (1)			9 (1)
		Total	152 (32)	173 (25)			325 (57)
	Doctor	Department of Design	20 (10)	22 (15)	39 (20)		81 (45)
		Department of Design Strategy		2 (1)	14 (3)		16 (4)
		Total	20 (10)	24 (16)	53 (23)		97 (49)

( ): 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: Course-Specific or Non-Course-Specific.
In the Course-Specific Entrance Examination, students select their course at the time of application, whereas in the Non-Course-Specific Entrance Examination, the course is decided at the end of the first year. The advantage of the Non-Course-Specific 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 addition, since 2021 entrance examination, two courses (Industrial Design Course and Design Futures Course) have been offering School-Recommended 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.

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 introduces 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.

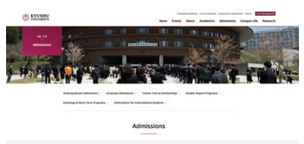
Doctoral Program

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 subjects offered in the doctoral program are available in English.

• Admissions for Undergraduate / Graduate Students

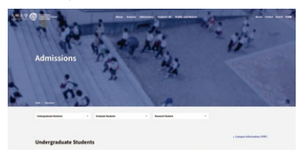
Please check the website of Kyushu University for the admission classification.

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/

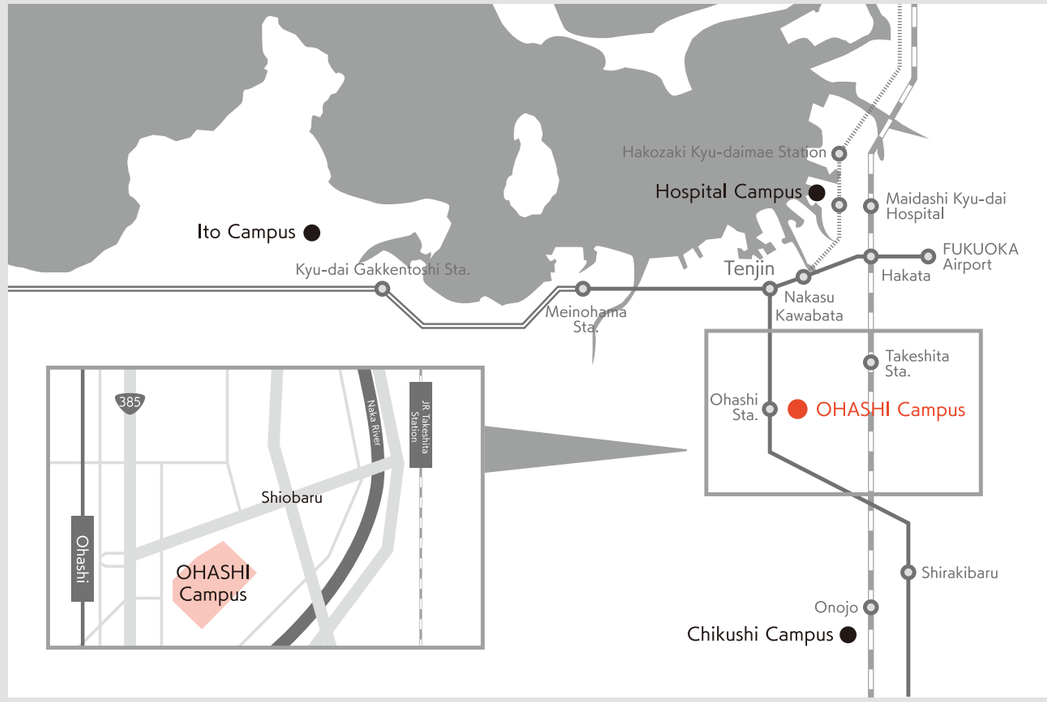
History

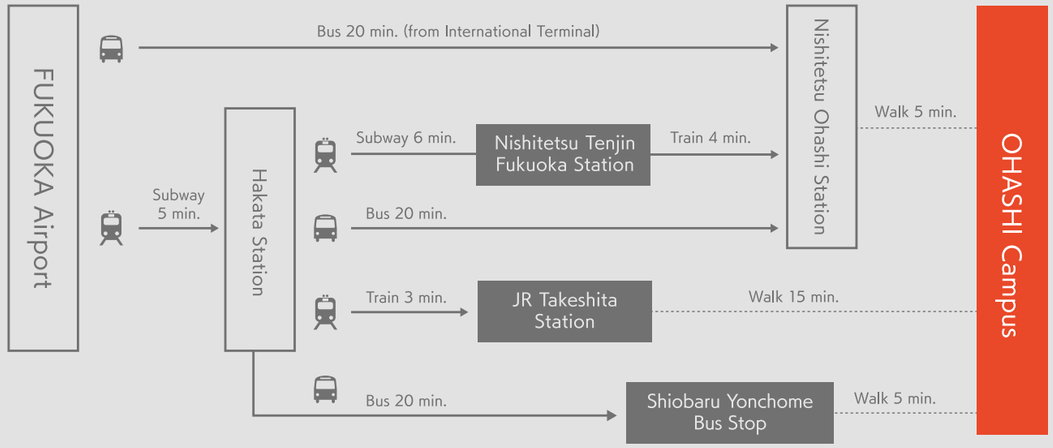
Feb. 27th 1963	Committee for the establishment of Kyushu University of the Arts formed.
Oct. 18th 1966	Preparatory committee for Kyushu University of Industry and the Arts (tentative name) formed.
Jun. 1st 1967	Preparatory office for the Kyushu Institute of Design established.
Apr. 1st 1968	The Graduate 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	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 Social Art Lab was dissolved. The Design Initiative for Diversity & Inclusion at the Faculty of Design, Kyushu University is established.
Apr. 1st 2022	The Graduate School of Design was reorganized with the establishment of Department of Design; Strategic Design Course, Environmental Design Course, Human Life Design and Science Course, Design Futures Course, Media Design Course and Acoustic Design Course.
	The Faculty of Design, Kyushu University is reorganized. Departments of Human Science, Communication Design Science, Environmental Design, Content and Creative Design, and Design Strategy are dissolved. The Departments of Strategic Design, Environmental Design, Human Life Design and Science, Design Futures, Media Design and Acoustic Design are established.
	The Center for Design Fundamentals Research at the Faculty of Design, Kyushu University is established.

Past President of Kyushu Institute of Design		
	KOIKE Shinji	(1968 to 1974)
	OHTA Hirotaro	(1974 to 1978)
	YOSHITAKE Yasumi	(1978 to 1986)
	ANDO Yoshinori	(1986 to 1994)
	YOSHIDA Sho	(1994 to 2002)
	TAKIYAMA Ryuzo	(2002 to 2003)

Past Dean of Faculty of Design, Kyushu University		
	SATO Haruhiko	(2003 to 2005)
	YASUKOUCHI Akira	(2005 to 2009)
	ISHIMURA Shinichi	(2009 to 2013)
	YASUKOUCHI Akira	(2013 to 2017)
	TANI Masakazu	(2017 to 2021)
	OMOTO Akira	(2021 to present)

Access





• Directions from Ito Campus

From Tenjin Station to Kyudai Gakkentoshi Station, you may have to change trains at Meinohama Station. All required times are approximate.