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

KYUSHU UNIVERSITY PROSPECTUS 2026-2027
SCHOOL OF DESIGN
GRADUATE SCHOOL OF DESIGN
FACULTY OF DESIGN

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SCHOOL OF DESIGN / GRADUATE SCHOOL OF DESIGN / FACULTY OF DESIGN / KYUSHU UNIVERSITY PROSPECTUS 2026-2027

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2026-2027
KYUSHU UNIVERSITY
PROSPECTUS

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SCHOOL OF DESIGN / GRADUATE SCHOOL OF DESIGN / FACULTY OF DESIGN / KYUSHU UNIVERSITY PROSPECTUS 2026-2027

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

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Welcome to the Future of "Design"

Founded in 1968 as the Kyushu Institute of Design, our institution has pursued the "humanization of technology" through "Design" for over half a century. As a pioneer in design research and education in Japan, we take pride in having cultivated exceptional talent and in making lasting contributions to industry, culture, and regional development. Our legacy continues to this day, even following our merger with Kyushu University in 2003, to establish the current School of Design and Graduate School of Design.

Ohashi Campus has been designated as a National Registered Tangible Cultural Property in recognition of its historical significance and accumulated knowledge as a wellspring of "Design." This unique environment enriches both learning and research, offering a profound context for academic exploration. While we are informed by this rich history, we remain responsive to societal changes, continually redefining the role of design in contemporary context.

Our five undergraduate programs and six graduate programs are structured to transcend disciplinary boundaries, expanding beyond the creation of physical objects (mono) to include experiences, services (koto), and innovative visions. This approach fosters the capacity to imagine and shape society and its future.

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

Our School of Design, Graduate School of Design, and Faculty of Design bring together a diverse community of scholars and practitioners across science, engineering, humanities, social sciences, and the arts. This interdisciplinary environment supports innovative education and research, nurturing individuals who can go on to create new value around the world. We aspire to become a leading international hub for design research and education by broadening our research domains and strengthening global partnerships.

We look forward to nurturing the "power of design" at Ohashi Campus, where tradition and innovation converge, and to cultivating design that will shape the coming era.



Faculty of Design
Graduate School of Design
School of Design

Dean, TANOUE Kenichi

Department of Design
School of Design

The School of Design aims to train students to become designers who can combine the scientific knowledge of engineering and technology, develop a deep insight into human beings and society, and have a creative artistic 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.

DEPARTMENT OF DESIGN
SCHOOL OF DESIGN

P04
Environmental Design Course

This is a comprehensive, modern Environmental Design course that covers architectural, urban, and landscape design. The curriculum, centered on fieldwork and practical design project exercises and supported by specialized lecture courses, fosters individuals with a broad range of specialized knowledge and practical design skills.

P08
Design Futures Course

The modern society is in an era where unexpected things happen one after another. The Design Futures Course aims to create systems that consider true wealth and what constitutes a happy society and environment. The program aims to develop human resources who can learn concrete methods from various fields, integrate them, and put them into practice.

P06
Industrial Design Course

Students learn the knowledge and skills to logically design objects that support human life and society through subjects that are based on Kansei, engineering, and science. Taking into consideration social issues and human characteristics, students are trained to create safe, secure, and attractive products, living environments, and services.

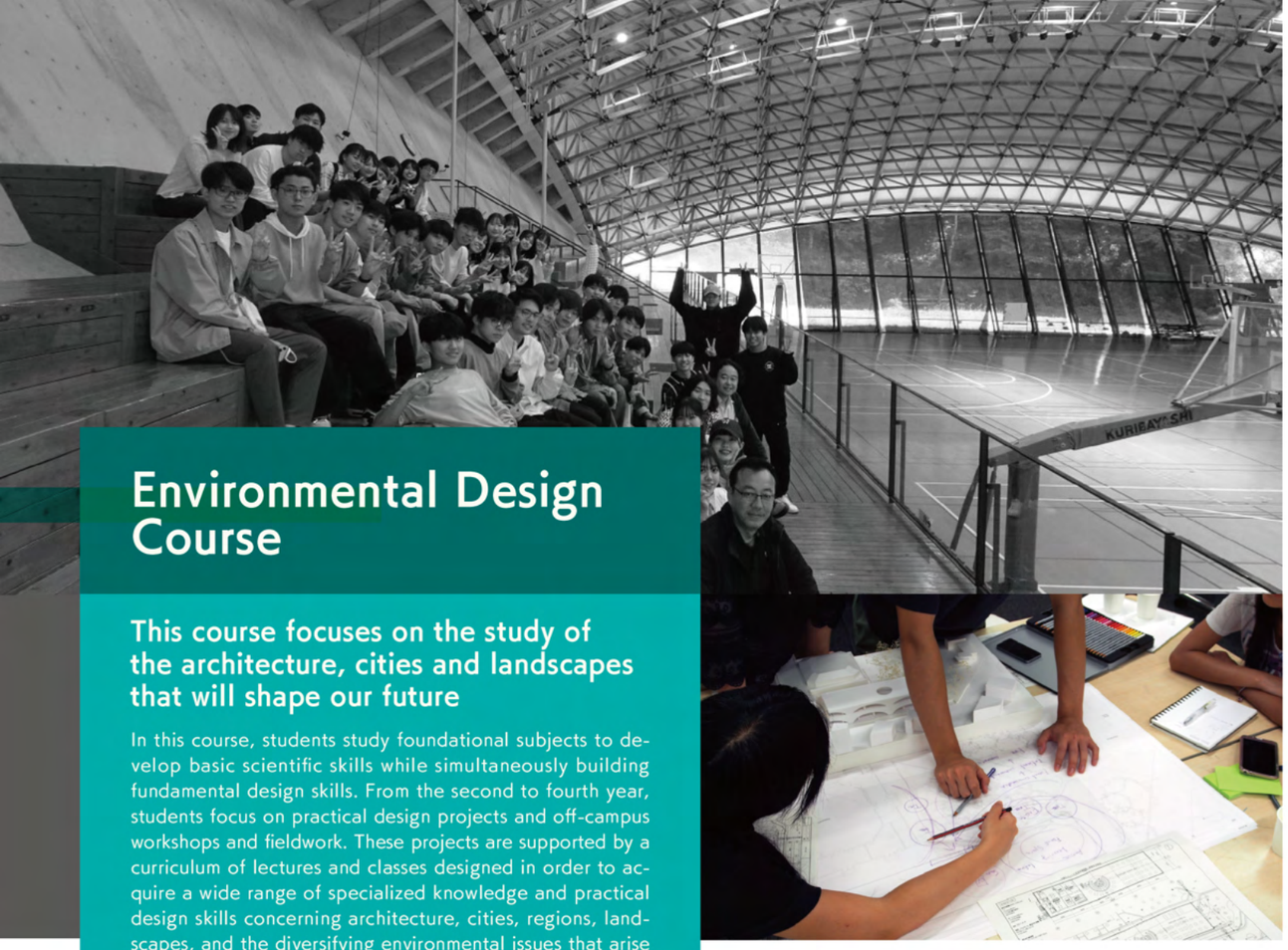
P10
Media Design Course

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

P12
Acoustic Design Course

This is the best curriculum in Japan where students can learn acoustic design comprehensively through specialized courses in music, physics, psychology, informatics, and other sound-related arts, sciences, and technologies. We nurture individuals who can comprehensively solve problems in human life and society through the creation of a sound environment that is compatible with humans, the improvement of the quality of acoustic information, and the creation of sound-related art and culture.





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.

2 Fields of study

- **URBAN & LANDSCAPE DESIGN**
  - Urban Design
  - Landscape Design
  - Green Environmental Design
- **ARCHITECTURAL DESIGN**
  - Architectural Design
  - Architectural Structure
  - Architectural 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.

COURSE WEB

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.

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 • Research Methods in Future Design • 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 • Basic Exercise for Landscape Fieldwork • Building Code • Data Analytics • Designing with the Field • Survey Design and Analysis • Basic Exercise for Landscape Fieldwork • 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 • Environmental Chemistry • Theory of Building Equipment Planning • Structural Engineering Laboratory • Environmental Engineering Laboratory • 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.			





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.



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.

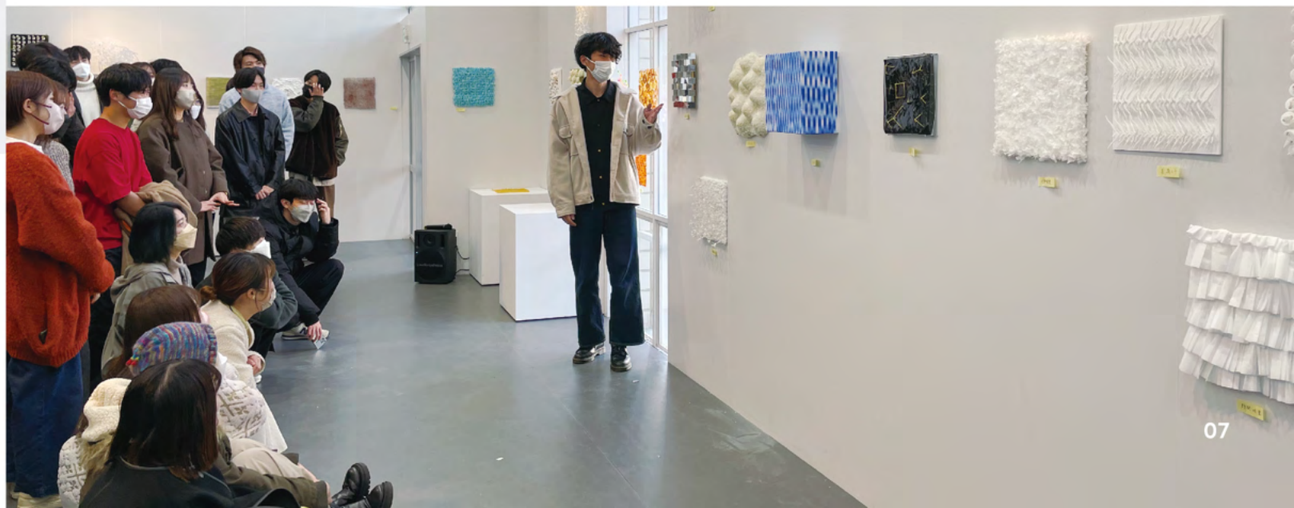
COURSE WEB

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.

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 • Research Methods in Future Design • 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 Information Processing • Behavioral Physiology • Start-ups and Global Distruptors • 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 • Multivariate Data Analysis I • II • Physiological Anthropology • Kansei Neuroscience • 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.			





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 implementation of AI.

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

The Design Futures Course, which 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.



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.

COURSE WEB

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.

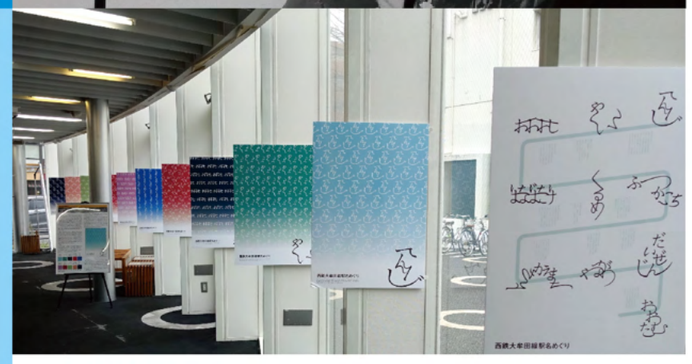
Curriculum

	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 • Research Methods in Future Design • Introduction to Media Design I・II	• Visual Arts Fundamentals • Design Concept • Design Sketching • Critical Thinking • Fundamentals of Programming • Computer Science I • Designing with the Field • Introduction to Biology I • Research Methods in Future Design		
Course Specialized Subjects		• Fine Art Practice and Theory • History of Western Art • Art and Culture • Performing Arts Practice • Design Aesthetics • Advanced Music Expression I・II • Social Anthropology • Culture and Representation • Survey Design and Analysis • Fundamentals of Social Research • Design Writing • 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 • Web Service Design • Workshop Design	• Art and Environment • Contemporary Art Practice Basic • Bio Art and Design • Philosophy of Design • Design Conceptualization Theory and Practice • Design Implementation Theory and Practice • Environmental Ethics • Value and Policy • Communication in the Arts • Arts Management • Design for Inclusive Education • Facilitation Skills • Understanding Social and International Issues • Psychometrics • Physical Computing and IoT • Simulation • Computer Science III • Multivariate Data Analysis I ・II • Introduction to Biology II • Biology Experiments • Design Futures International Project A I〜IV • Design Futures International Project B I〜III • Design Futures International 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.			





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"

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.

COURSE WEB

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.

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 • Research Methods in Future Design • 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 • Physical Media Design • AI Programming	• Generative Programming • Creative Design for Advertising • Virtual Reality • Digital Signal Processing • Physical Computing and IoT • Psychological Thinking • Intellectual Property Laws • Psychometrics • International Media Design A I~IV • International Media Design B I~IV Internship I • II	
Course Exercises Subjects (PBL)		• Content Design Seminar I • II • Plastic Arts Seminar • Communication Design Seminar I • Media Science Seminar I	• Media Design Project I • II • Generative Programming and Expression • Communication Design Seminar II • User-Contents Interaction • Real-World Interaction • Creative Thinking • Creative Prototyping • Media Science Seminar II • Comparative Cultural Studies Through Drama and Media • Intellectual Property Management	
Transdisciplinary Projects / Platform		Transdisciplinary Projects A • B		
Graduation Research / Design				• Senior Project I • II
Depth and Breadth Electives	In addition to the own course, students may choose from the other four courses.			





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.

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.

COURSE WEB

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.

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 • Fundamentals of Social Research • Comparative Musical Theory • History of Western Music • Seminar on Sound Culture • Speech Information • Practical Application of Theoretical Acoustics • Principles and Application of Acoustics Devices • Psychology of Music • Start-ups and Global Distruptors • Global Design Innovations • Design Pitching Skills • Intellectual Property Rights: Global Perspective	• Psychometrics • Information Theory • Multivariate Data Analysis I • II • Communication in the Arts • Musicology • Auditory Perception and Cognition • Digital Signal Processing Seminar • Acoustic Media Engineering • Seminar on Acoustic Media Engineering • Rating and Control of Noise • Simulation • 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 Experiments • Generative Music • 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.			



Department of Design Graduate School of Design

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 are as 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.

P16
Strategic Design Course

P18
Environmental Design Course

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Human Life Design and Science Course

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Design Futures Course

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Media Design Course

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Acoustic Design Course



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.

[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 institutions 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.

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	• Academic Publishing and Dissemination Skills		• Serious Game Design 1~2 • Connected Design • Design Innovation • Strategic Service Design	• Producer Principles • Design Management • 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 • Service Ecosystem Design • Art Thinking • Inclusive Design • Societal Design • Speculative Design	• Leadership Theories • Organizational Behavior • Transformation Design • Welfare and Communication Design	• SD Advanced Project I~IV	• Design in Japan A, B, C • 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					



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, a curriculum in line with international architectural curricula. The program offers an education that contributes to the realization of better and more diverse environmental design.

COURSE WEB



Preferred Student Profile

1 Practical education in domestic and international fields will enable students to have the ability to assess 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 Engineering

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

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 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, symbiotic social design, 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.

[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.

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 Urban Landscape Theory • Advanced Landscape Design	• Advanced History of Japanese Architecture • Advanced History of Western Architecture • Advanced Heritage Studies • 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 • Computer Science		• Inclusive Design		• Landscape Design Project • Strategic Architect Project A, B • Global Architect Project • Internship for Architect I、II • Internship for Architect	• Design in Japan A, B, C • 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					



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



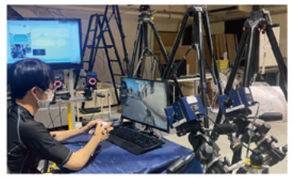
Preferred Student Profile

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

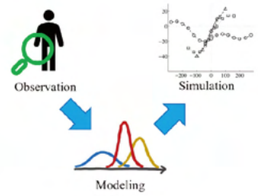


Design Science

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]

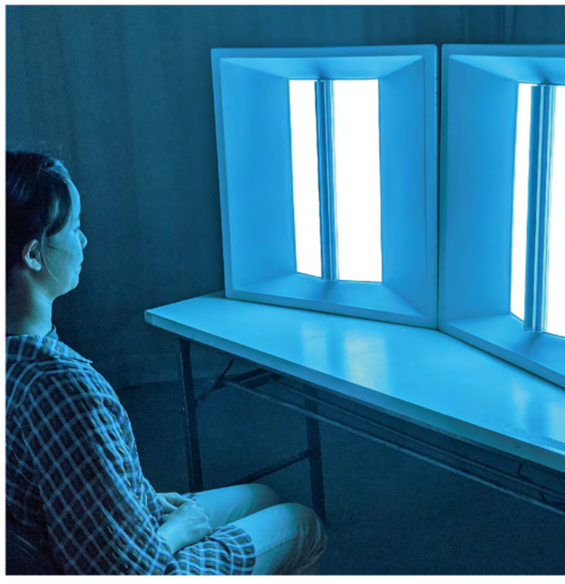
University research staff, civil servants, IT-related companies, manufacturers of home appliances, automobiles, furniture, etc., designers (product, public, interior, experience, graphic, etc.), advertising, mass media, entertainment-related, creators, creative directors, planners, analysts, consultants,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

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, B • Advanced Kansei Science • Computer Science • Academic Publishing and Dissemination Skills	• Design Cognition • Advanced Human Informatics • 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	• Speculative Design			• Design in Japan A, B, C • 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					



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

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.

Cultural and Social Design Subjects

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

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.

[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.

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	• Computer Science • Chronobiology • Mathematical Modeling A • Molecular Biology • Academic Publishing and Dissemination Skills	• Design in General Education • Biomimetics • Biomaterial Engineering	• Contemporary Art Practice • Storytelling • Resilience Design • Sustainable Design • Life and Art	• Arts and Research • Arts Management • Philosophy of Design • Aesthetics of Images		
Studio Projects	• Studio Project I~IV - A, B					
Electives	• Mathematical Modeling B	• Advanced Human Informatics • Curriculum and Management for Design Education	• Speculative Design • Design Civic	• Cultural Policy • Art History		• Design in Japan A, B, C • 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					



Photo: yashiro photo office

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



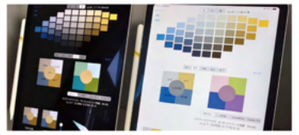
Preferred Student Profile

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

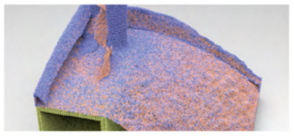


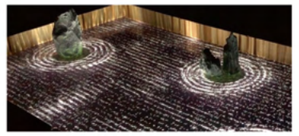
Media Sciences

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.



[Prospective Profession]

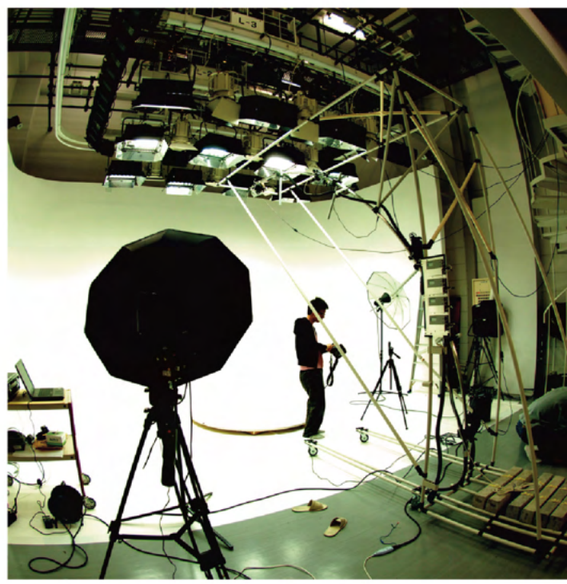
Designers, planners, directors (graphic design, advertising, etc.), engineers (network engineers, data scientists, design engineers, visual scientists, etc.), creators (media art, games, video, etc.), artists, science journalists, intermedia communicators, researchers, educators, etc.

[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.

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 • Academic Publishing and Dissemination Skills	• Advanced Visual Media Design • Advanced Image Information Processing System Design • Intelligent Design of Visual Environment • Advanced Computer Graphics • Advanced Physical Media Design • Advanced Media Services • Advanced Virtual Reality	• Special Topics in Art Practice I, II • 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, C • 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					



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

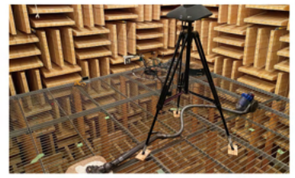


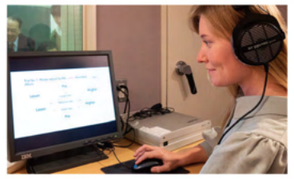
Sound Culture

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

[Prospective Profession]

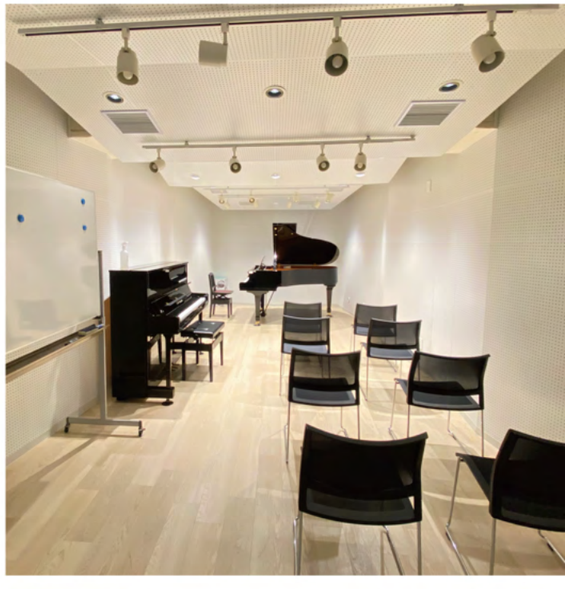
Information processing industry, video communications industry, broadcasting, broadcasting equipment, musical instrument manufacturing, automobile industry, medical technology, medical equipment industry, architectural acoustics, noise control, sound environment planning, production of artworks, entertainment 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.

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	・Special Topics in Art Practice I, II ・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		・Advanced Human Informatics			・Advanced Engineering Technology for Auditoriums ・Exercises in Engineering Technology for Auditoriums	・Design in Japan A, B, C ・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					



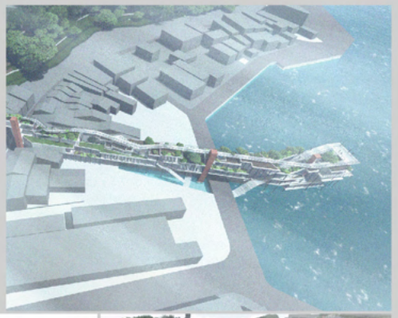
Student Works
School of Design

1 Cross-section of Iki -Proposal for a linear architecture weaving mountains, town, and sea

• YONEDA Ritsuki

Third-year student in the Environmental Design Course in 2023

Iki is an island in the Sea of Genkai. Steep slopes extend along the coastline, and houses are densely built on the little flat land between the sea and the slopes, forming a fishing village. In Katsumoto-ura, one of Iki's fishing villages, reclamation of the bay is being planned in order to develop a tourist base. If the reclamation is carried out, the coastline will be moved about 40 m away, and the site's identity of being close to the mountains, town, and ocean will be lost. Therefore, we proposed an architecture that would be a cross-sectional line of the topography, directly parallel to the coastline, instead of the conventional development along the coastline. The architecture becomes a single path through the mountain trees and houses to the sea, creating a continuous spatial experience of a fishing village.





2 Toys that foster dexterity YUBITTO

• MORIWAKE Kouki

Fourth-year student in the Industrial Design Course in 2023



In recent years, the widespread use of smartphones and video game consoles has changed the way children play. As a result, dexterity has declined, and at the same time, brain function has also declined. We identified this problem and investigated the relationship with the brain, the timing of development, and the components of dexterity, and proposed "YUBITTO," a toy designed to foster dexterity. With the toy, children can play freely with family and friends by putting shoes or socks on their fingers, using their fingers as their feet.



3 Artistic creation in mountain village communities and the expression of "transience"

• YAMADA Mirai

Fourth-year student in the Design Futures Course in 2025



Drawing on an anthropological approach to art and placing emphasis on processes and relationships, I spent time in a mountain village with "transience" as my theme, creating paper from plants gathered locally.
My walks around the area, helping with farm work, and conversations with local residents served as a source for rethinking the concept of "transience" and the idea of "nature" as the Other.
I compiled a text documenting this process into a book and exhibited it as part of the installation. Furthermore, in the work, I sought to express through the movement and layering created by the fibers, and the spaces between them, that which flows "in between" them, neither plant nor paper.

4 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 Media Design Course in 2022

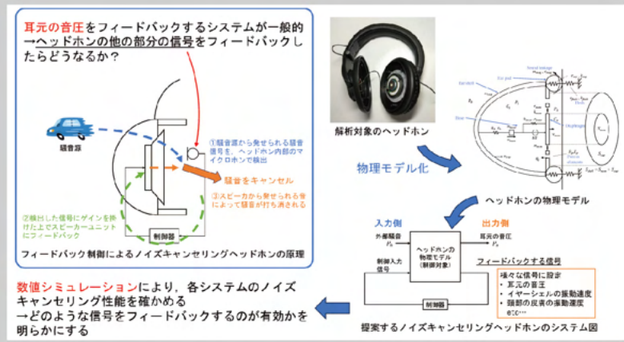
The logo uses the motif of a mizuhiki plum knot to express the idea that water brings people together and is a gift from the river, and to express gratitude to the Chikugo River, which accounts for about one-third of the water used in Fukuoka Prefecture, and the five strands of the mizuhiki are made 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.



5 Investigation of effective system configuration for noise canceling headphones using physical models

• TOKI Takemi

Fourth-year student in the Acoustic Design Course in 2023



In recent years, headphones with noise-canceling functions have become increasingly popular, and further improvement of their noise-reduction performance is desired. In this study, we propose a noise canceling system that uses various signals in the headphones, which are not used in conventional systems, and evaluate the performance of the system by numerical simulation using a physical model. By doing so, we aim to clarify the optimal configuration of the noise canceling system for headphones.

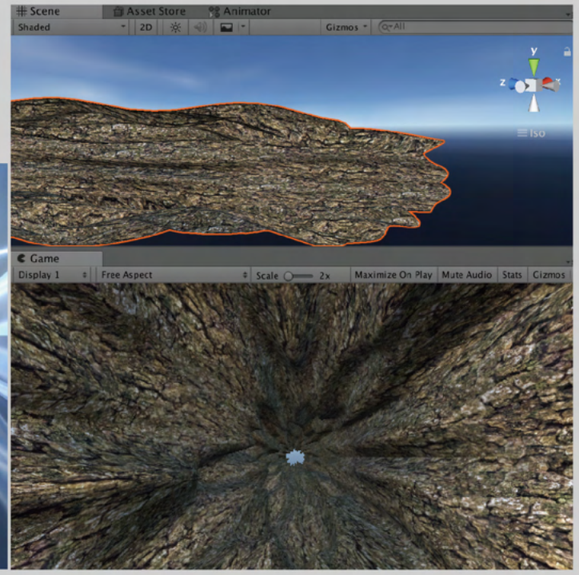
Student Works
Graduate School of Design

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

• SATO Hirotaro
Second-year Master's student in the 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.

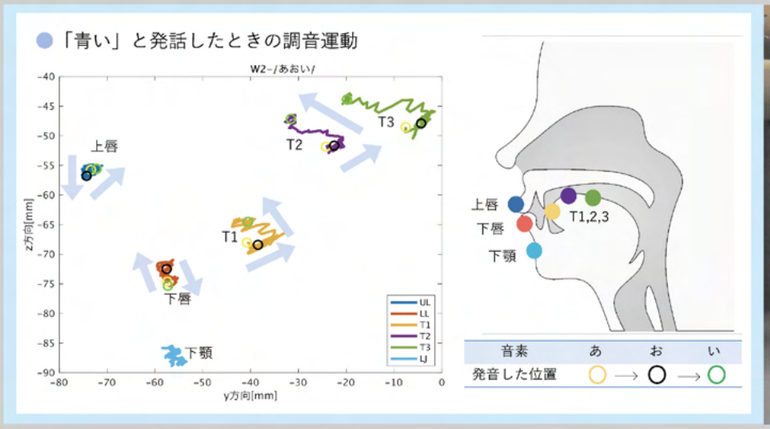


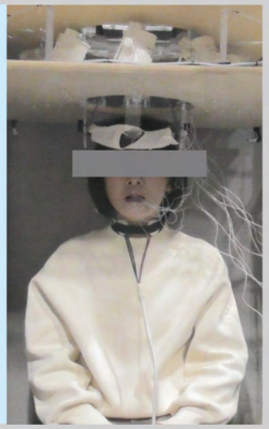


7 Construction of Japanese articulation and speech data set using 3D magnetic sensor system

• IKEDA Eri
First-year Master's student in the Acoustic Design Course in 2024
Fourth-year student in the Acoustic Design Course in 2023

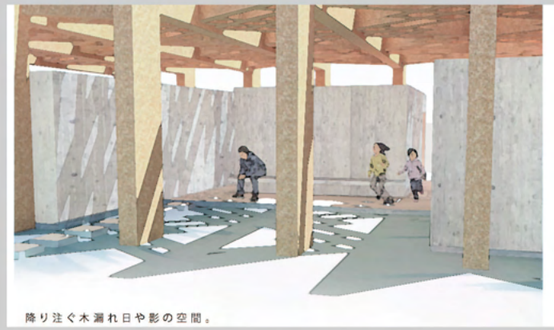
Have you ever watched the movement of your tongue while speaking?
By using a device called the 3D magnetic sensor system, we can see the movement of the lips and tongue to which the sensor is attached. Although a lot of English language data was collected using this device, almost no Japanese language data was collected. In this study, we used this device to record the expression when speaking Japanese and the audio of the speech. The collected data will be made public in the future and can be applied to research on Japanese speech recognition and speech synthesis.





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

• TAKESHITA Hironori
Second-year Master's student in the Enviroment and Heritage Design Course in 2017


降り注ぐ木漏れ日や影の空間。


西粟倉村の自然を感じるトイレ。

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

9 Otona no Tsukurikata❤

• KOHAMA Yukihide
First-year Master's student in the 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.



10 New Product Designs for Hizen Yoshida-yaki

First-year Master's student in the Strategic Design Course in 2026
• YAMAMURA Riri • KOIKEGAMI Ryuichi • NAKAJIMA Kazuha
Second-year Master's student in the Strategic Design Course in 2026
• TANAKA Kanai • KATO Ai • TAKEDA Haruka



We created new product designs in collaboration with five Hizen Yoshida-yaki pottery studios in Ureshino City, Saga Prefecture.
With the cooperation of the kiln masters, we have made products from a wide range of ideas to bring to market, including a tea incense burner that allows you to fully savor the aroma of Ureshino tea; a tableware set featuring ninja motifs associated with Ureshino; a baby tableware set with plates that can be arranged to create various shapes; a series of gardening goods inspired by tea ware; a sake set for enjoying Ureshino's culture and sugar-based sake; and porcelain amulets shaped like tea bags.
We hope these works will serve as an opportunity for people to learn about Hizen Yoshida-yaki.

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.







・SASADA Yushi

ULTRA STUDIO Inc.
Tokyo University of the Arts

Graduated from the Department of Environmental Design in 2011

Supporting people's challenges through design

I'm involved in design work for new business ventures.
In addition to communicating the value of personal mobility and creating new experiences, I'm also dedicated to supporting the challenges faced by those who are about to launch their startups.
While people from diverse backgrounds are involved in new business ventures, I feel that designers who focus on the "essence of the value we provide to people" and attune to people's sensibilities serve as powerful partners who expand the team's potential and broaden its horizons.
The ability to "observe people and reflect on the essence of value," which I learned in university, forms the foundation of my current work.







・MOCHIZUKI Marika

Honda Motor Co., Ltd.
Brand Communication Center

Graduated from the Department of Industrial Design in 2016

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.



・HARAGUCHI Yui

YOUI, inc.

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.



・FUJITA Yoshiko

Suntory Holdings Ltd.
Design Department

Graduated from the Department of Visual Communication Design in 2005



Using sound to penetrate people's unconscious

Currently, I am working as a freelancer, and my main two jobs are "production of radio programs" and "production of music and sound effects for exhibits, videos, and other content."
I joined a radio station called Bunka Hoso as a new graduate and became a radio program director/producer.
I believe that "sound is a medium (media) that works on the unconscious part of people," and making the place or space where the sound is heard, comfortable and "listenable" in a good way is a common part of my two jobs.



At Geiko, I had an environment where I could thoroughly engage with sound, not only in the classes and facilities but also with the students around me, and the "senses" I honed are definitely useful in my current work.



・MUTA Haruki

Radio Director,
Sound Designer

Graduated from the Department of Acoustic Design in 2017
Graduated from the Content and Creative Design Course at the Department of Design in 2019

Alumni Activities

Working to Design an "Ideal" Future



GENOME HOUSE

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

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





• SAKO Kentaro

Panasonic Corporation
Senior Designer

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

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.







• FUKUDA Risa

Yamaha Corporation

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



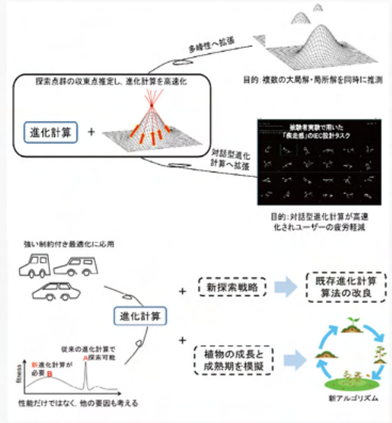
• MITSUOKA Ryota

Yamaha Corporation

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





• YU Jun

Niigata University

Graduated from the Human Science International Course at the Department of Design 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.









• KINOSHITA Misa

Mist Light Design, LLC

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

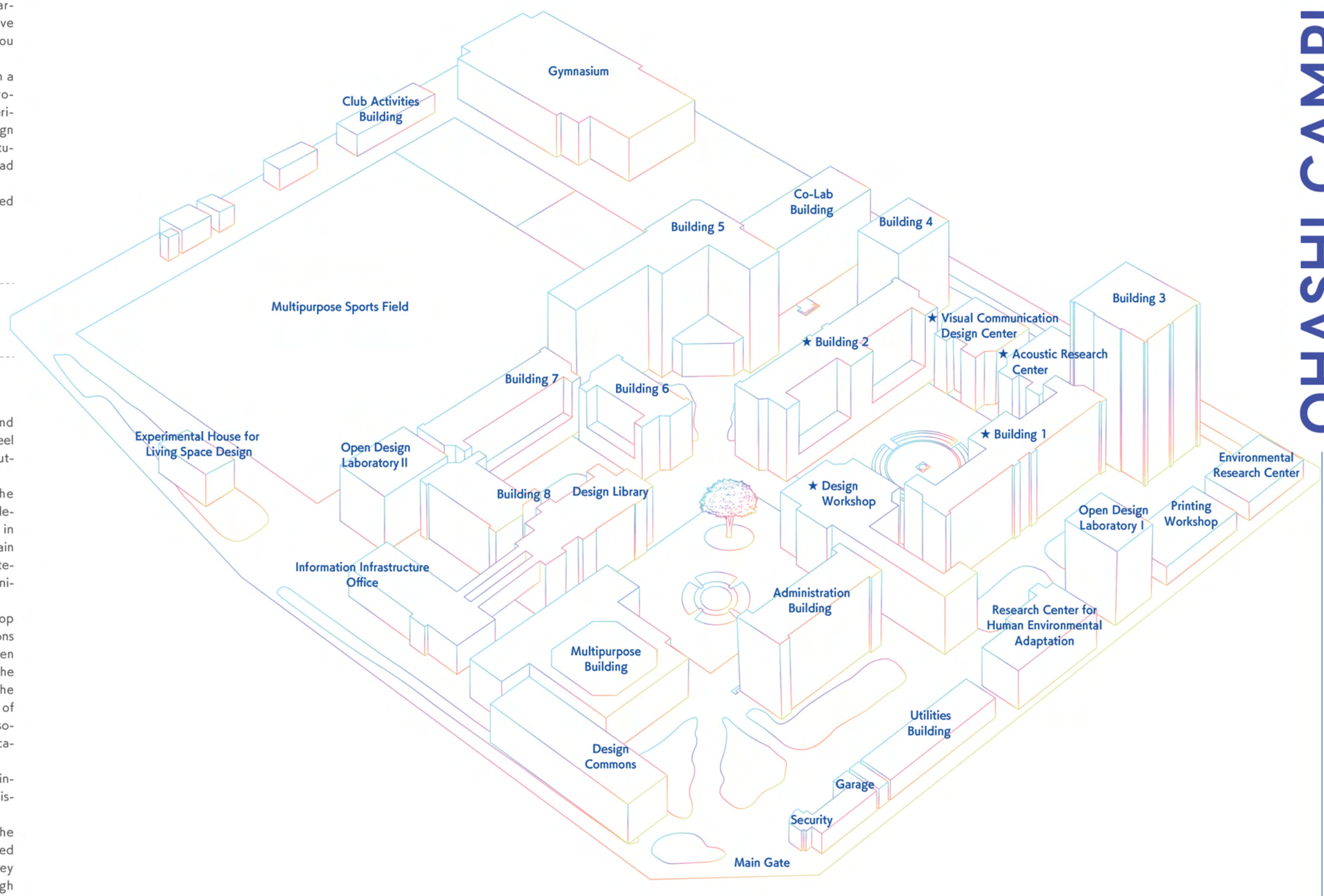
Ohashi Campus

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.

- **Formal communication through dialogue ➡ (Lecture rooms, seminar rooms, etc.)**
- **Informal communication between students and faculty members ➡ (Lounge, terrace, etc.)**
- **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.
Furthermore, in 2025, the five buildings(★) shown in the figure on the right were designated as National Registered Tangible Cultural Properties, in recognition of how they embody the principles of education and research through their architecture.

Department of Environmental Design Faculty of Design
Prof. TANOUE Kenichi



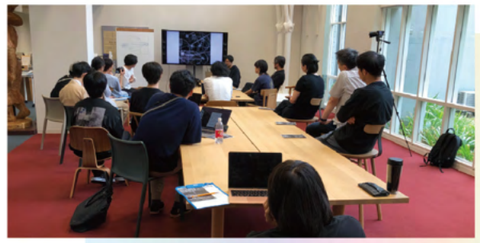
OHASHI CAMPUS MAP

Ohashi Campus

Facilities

Design Library

The library is well-stocked with materials related to the arts, engineering and technology, and natural sciences, including rare collection materials such as the "Lloyd Morgan Architectural Collection," which contains many architectural drawings in the Special Collection Room. In 2022, a large-scale renovation bridged the building with the adjacent Information Infrastructure Office, creating a new learning space called the "Active Learning Corridor" and a new audio-visual lounge capable of displaying full-scale video exhibits. The first-floor reading hall is also home to the "Science Planter," a series of talk events held regularly to introduce the unique research of the faculty members of the Faculty of Design.





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

It is a workshop that integrates equipment and software for digital image creation, including a studio for multifaceted photography, equipment for digitizing "people, objects, and motion," such as a 3D digitizer and motion capture, and a film scanner that can capture and restore 35 mm and 16 mm film at high resolution and display it on a large screen for viewing. It is used for the production of advanced content and digital archives.





Research Center for Human Environmental Adaptation

It is the world's largest experimental facility. It consists of nine environmental chambers capable of extensively controlling parameters such as air pressure, temperature, humidity, air flow, illumination, and light color, as well as a multiverse room for projecting 3D images. The main purpose is to examine human environmental adaptability and technologies in detail through physiological responses, clarifying the conditions necessary for healthy and comfortable living environments.

BioFoodLab

The Bio Lab is equipped with genetic and image analysis equipment. The Food Lab, equipped with kitchen facilities for cooking, is an educational and research facility 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.





Experimental House for Living Space Design

It 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 sleeping, resting, eating, enjoying meals, housework, learning, and operating equipment.

Organizations

Center for Designed Futures of Kyushu University

It was established in January 2017 by reorganizing the previous "Kansei Design Center" with the aim of linking design studies with diverse research fields within and outside the university, promoting design studies research, creating new academic research fields, and forming an international design studies research center. Through intra-university collaboration, industry-government-academia collaboration, and domestic and international design collaborations, such as Association of Design Departments and Schools in Japanese Public Universities ,the Asia Digital Art Award Fukuoka(ADAA),and SDGs Design International Awards, we aim to promote speedy social implementation and actively contribute to the creation of a future society.



Environmental Design Global Hub

The Environmental Design Global Hub 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.



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 Diversity & 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.)



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 more than 50 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.



SDGs Design Unit

The SDGs Design Unit was established in April 2018 by the Faculty of Design, Kyushu University, with the aim of contributing to the United Nations Sustainable Development Goals (SDGs) in the field of design. Through a variety of activities, including the SDGs Design International Awards, the SDGs Design Workshop, and collaborations with companies and local governments, we aim to create new value and implement practical solutions to interdisciplinary social issues by working together with a diverse range of stakeholders and leveraging the power of design.



Center for Design Fundamentals Research

It 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. Center for Design Fundamentals Research aims to envision the future of design through these research projects.



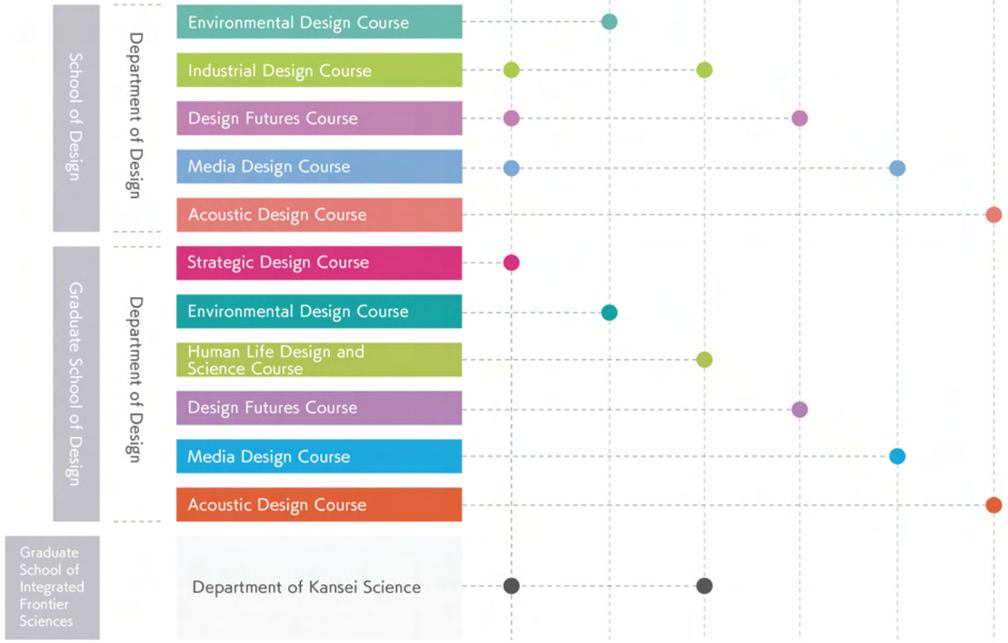
Organization

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. The School of Design was reorganized in 2020. It has only one department, the Department of Design, with five courses, offering a flexible curriculum that allows students to study based on their interests. The Graduate 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.

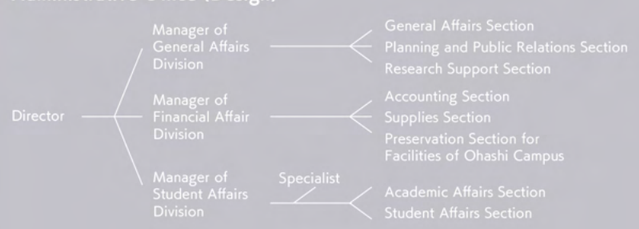
Research Organizations



Educational Organizations



Administrative Office (Design)



Design Library



(As of April 1 ,2026)

Faculty

(As of October 1, 2026)

Department of Strategic Design

SARANTOU Melanie	Professor	Strategic Design, Social Design
SUGIMOTO Yoshitaka	Professor	Product Design, Industrial Design
TAMURA Ryoichi	Professor	Design Systems, Design Management
ZHANG Yanfang	Associate Professor	Universal Design, Social Design
TAKITA Masahiro	Associate Professor	Communication design, Community design, Child and family welfare
TACHIBANA Yusuke	Associate Professor	Intellectual Property Law, Information Law, Cyber Law
NAKAMURA Naoto	Associate Professor	XR, Metaverse, Human-Computer Interaction
MATSUGUMA Hiroyuki	Associate Professor	Computer Graphics Design
INAMURA Tokushu	Assistant Professor	Design Engineering
SAKOTSUBO Tomohiro	Assistant Professor	Public Transportation Design, Product Design, Industrial Design
TOMIMATSU Shunta	Assistant Professor	Narrative, Storytelling
HAYAMA Yasuyuki	Assistant Professor	Product Service System Design (PSSD), Design Driven Innovation, Design for Sustainability Transitions

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
IWAMOTO Masaaki	Associate Professor	Architectural Design
KATO Yuki	Associate Professor	History of Japanese Architecture
KITO Kenjiro	Associate Professor	Landscape Design
HIMENO Yuka	Associate Professor	Urban Planning, Regional Design, Landscape and Townscape
FUKUSHIMA Ayako	Associate Professor	Heritage Studies
IMASAKA Tomoko	Lecturer	Environmental Chemistry
TSUCHIYA Jun	Lecturer	Building Materials, Finishing Materials, Landscape Materials
KAWAMOTO Yoichi	Assistant Professor	Urban Environment
KUNITOMO Takuro	Assistant Professor	Architectural Design
SHIMAZAKI Aya	Assistant Professor	History of Western Architecture

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
MATSUMAE Akane	Professor	Social Psychology, Creativity, Participatory Design, Relationship Design, Social Innovation
MURAKI Satoshi	Professor	Ergonomics for All Ages and Abilities
AKITA Naoshige	Associate Professor	Interior Design, Interior Product Design, Science of Design, Inclusive Design
KATSUMURA Takafumi	Associate Professor	Molecular anthropology, Evolutionary biology, Experimental population genetics
SAITO Kazuya	Associate Professor	Digital Fabrication, 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
NISHIMURA Takayuki	Associate Professor	Physiological Anthropology
KITAJIMA Chisaki	Assistant Professor	Architectural Design, Algorithmic Design
SAWAI Kenichi	Assistant Professor	Mathematical Engineering, Mathematical Modeling of Perception
SHIN Nakyeong	Assistant Professor	Kansei Science, Psychophysiology
SEDILLA Keneth Bautista	Assistant Professor	Physical Ergonomics, Environmental Ergonomics, Physiological Anthropology, Industrial Engineering
NISHIMURA Eigo	Assistant Professor	Behavioral Analysis
MOTOI Midori	Assistant Professor	Physiological Anthropology, Kansei science, Applied Psychology
MOTOMURA Yuki	Assistant Professor	Physiological Anthropology, Kansei Science, Psychophysiology
LOH Ping Yeap	Assistant Professor	Physical Ergonomics, Occupational Therapy

Department of Design Futures

OGATA Yoshito	Professor	Industrial Design, Product Design, Science of Design, Design Method
KOGA Toru	Professor	Philosophy, Ethics, Aesthetics, Fundamental Theory of Design
NAKAMURA Mia	Professor	Cultural Policy, Arts Management, Arts and Care, Art-based Research
HIRAMATSU Chihiro	Professor	Visual Psychophysiology
MARUYAMA Osamu	Professor	Computational Biology and Bioinformatics
MINATO Takehiko	Professor	Screenplay
ITO Hiroshi	Associate Professor	Chronobiology, Nonlinear Dynamics
INOUE Daisuke	Associate Professor	Biophysics, Micro-Nanotechnology, Material Chemistry
KURIYAMA Hitoshi	Associate Professor	Contemporary Art
HANO Satoshi	Associate Professor	Civil Engineering Design, Design for Social Inclusion
MASUDA Nobuhiro	Associate Professor	Aesthetics, Theory of Image, History of Photography
YUKI Madoka	Associate Professor	Theory of Images, History and Theory of Photography, Visual Cultural Studies
BEYN Ariane	Lecturer	Curatorial Practice, Contemporary Art
YING Meng	Assistant Professor	Graphic Design, Information Visualization
OHARA Takayuki	Assistant Professor	Biological rhythm, Mathematical biology
SEKI Motohide	Assistant Professor	Mathematical Biology, Mathematical Sociology, Evolutionary Biology
TARA Yoshifumi	Assistant Professor	Material Design, Spatial Design
YOKOYA Naho	Assistant Professor	Contemporary Art
LOH Wei Leong	Assistant Professor	Design Education

Department of Media Design

ITO Hiroyuki	Professor	Perceptual Psychology
USHIAMA Taketoshi	Professor	Digital Content Environment Design
KIM Daewoong	Professor	Contents Design
SUNAGA Shoji	Professor	Color and Visual Sciences
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
ONO Naoki	Associate Professor	Digital Image Processing and Recognition
SENO Takeharu	Associate Professor	Psychology
NOMURA Katsuhisa	Associate Professor	Graphic Design
FUYUNO Miharu	Associate Professor	Cognitive Linguistics, Corpus Linguistics, English Education,Media and Education, Media and Language Culture
HO Hsin-Ni	Associate Professor	Haptics
MORIMOTO Yuki	Associate Professor	Computer Graphics
KAMEOKA Takayuki	Assistant Professor	Haptics, Virtual Reality, Human-Computer Interaction
KUDO Mao	Assistant Professor	Sign System Design, Visual Symbol
KUKHARUK Alexey	Assistant Professor	Instructional design, second language education, professional development
ZARINS Martins	Assistant Professor	Acting, Directing, Theatre Studies, Linguistics
CHEE Zhong Jian	Assistant Professor	Cognitive Psychology, Material & Haptic Perception, Affective Touch
TOH Kiriko	Assistant Professor	Web Design
BLANCO Laura	Assistant Professor	Instructional Design in Foreign Language Education

Department of Acoustic Design

OMOTO Akira	Professor	Applied Acoustical Engineering
KABURAGI Tokihiko	Professor	Speech Information Processing
SAMEJIMA Toshiya	Professor	Acoustic Engineering
TAKADA Masayuki	Professor	Psychoacoustics, Environmental Acoustics
NISHIDA Hiroko	Professor	Musicology, Music Theory & Analysis, Music Culture
REMIJN, Gerard Bastiaan	Professor	Perceptual Psychology
KAWAHARA Kazuhiko	Associate Professor	Performance Evaluation of Acoustic Engineering System
JO Kazuhiro	Associate Professor	Media Arts
YAMAUCHI Katsuya	Associate Professor	Psychoacoustics, Noise Control Engineering
YOSHINAGA Yukiyasu	Associate Professor	Signal Processing, Image Processing
INOUE Naohisa	Assistant Professor	Architectural Acoustics, Computational Acoustics
SOMURA Mizuki	Assistant Professor	Musicology, History of Japanese Music
HASUO Emi	Assistant Professor	Cognitive Science, Psychology of Music
HOJO Tomoko	Assistant Professor	Experimental Music, Sound Arts
MURAKAMI Yasuki	Assistant Professor	Auditory Information Processing
WAKAMIYA Kohei	Assistant Professor	Speech Science

Faculty of Design

SHI Wei	Assistant Professor	Information Visualization, Software Engineering, E-learning, Educational Technology
MAKIHARA Saya	Assistant Professor	Arts Management, Cultural Policy, Participatory Evaluation

International Office Faculty of Design

YAO Yaya	Assistant Professor	Pedagogical Design, Applied Linguistics, Foreign language education

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	Technician

Laboratory

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

Design Workshop

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

Support & Housing

Enrollment and Tuition Fee

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

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

Kyushu University has its application system, the "original system," for students facing financial challenges in paying tuition fees. This system is designed for those who demonstrate academic excellence but struggle to afford tuition and for individuals who encounter special circumstances that make it difficult to pay the enrollment fee and tuition.

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

Student Dormitory

The university offers student dormitories located off campus, where newly admitted international students may stay for up to six months upon their arrival in Japan.
Students enrolled at the Ohashi Campus are typically assigned to one of the following dormitories.
-Ijiri International House
-Fukuoka City International Center
-Chikushi International House

(Details：https://www.isc.kyushu-u.ac.jp/intlweb/en/student/housing)

Student Activities

Club Activities

(As of April 1, 2026)

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
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 Department
SOLA (Video production club)
Rec-lab.(Video recording club)
Paper
ANIMA Production (Multidisciplinary video club)
impression! (Interactive art club)
Brass Band club
Omotesenke Tea Ceremony club
3DD club(Work Production)
Ohashi Film Circle
Creative Lab(publicity, design and production)
Railroad Enthusiasts Association

Geiko-Sai (Geiko 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

Zenya is a student festival planning group that organizes and runs a live event on the "eve" of the Geiko Festival. We build everything from scratch ourselves, including the stage, set design, lighting, sound effects, and costumes.



3ken-funsui project

3ken-funsui project is a project that presents a parade-style entertainment show around the fountain. Using video, set design, costumes, stage design, sound effects, lighting, and live music, we deliver performances that break free from conventional boundaries.



5ken

5ken is the executive committee responsible for the overall management of the Geiko Festival. We coordinate and organize various Geiko Festival projects and general events, as well as with related organizations, to create a Geiko Festival that all visitors can enjoy.



nullken

nullken is a Geiko Festival project aimed at "creating a movie theater." We produce short animated films for the theater and screen them at the Geiko Festival.
We create everything ourselves, the music, the animated visuals, and the space surrounding the visuals, to build our own movie theater.
We also release our works on YouTube.

2ken

2ken is a student group that creates experiential events known as "installations." By combining visual art, lighting, video, and sound effects, they create spaces that bring a theme to life. This is a project by the Geiko Festival that aims to create experiences that resonate with viewers and serve as a "catalyst" for reflection.



CBA

CBA is a fashion entertainment group that breaks down conventional boundaries and pursues new forms of expression. At the Geiko Festival, we're presenting a new form of fashion entertainment show that transcends existing boundaries.



Himatsuri (Fire Festival)

Himatsuri is an event held on the final day of the Geiko Festival where participants gather around a bonfire to perform the "Soi Soi" exercise!
The Fire Festival team wears handmade costumes made of hemp, paints their faces, and dresses up in a really flashy style.



International & Open Campus



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 Programs and Double Degree Programs

At the School of Design and Graduate School of Design, we also conduct student exchanges through a credit transfer system in addition to academic exchanges. This system allows students to have the credits earned at the exchange university recognized as part of their graduation requirements, with the exchange period limited to one year. In 2024, the Graduate School of Design launched a double degree program with National Cheng Kung University in Taiwan, allowing students to earn degrees from both Kyushu University and National Cheng Kung University.

Geiko Global International Exchange Portal Site (Geiko Global)

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 September 1, 2026)

University	Country	Agreement Date	Academic Exchange	Student Exchange
Indian Institute of Technology Guwahati	India	2024.11.1	○	○
Indian Institute of Technology Hyderabad	India	2025.3.1	○	○
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	○	○
Rajamangala University of Techonology Thanyaburi	Thailand	2021.11.1	○	○
Faculty of Architecture, Kasetsart University	Thailand	2023.10.1	○	○
Faculty of Architecture, Silpacorn University	Thailand	2023.11.1	○	○
School of Architcture and Fine Art, Dalian University of Technology	China	2017.6.12	–	○
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 Mechanical Engineering, Donghua University	China	2023.8.1	○	○
School of Architecture, Henan University of Technology	China	2023.10.1	○	○
School of Civil Engineering and Architecture, Zhejiang University of Science and Technology	China	2024.10.1	○	○
College of Design, National Taipei University of Technology	Taiwan	2015.3.19	–	○
School of Design Ming Chuan University	Taiwan	2015.7.15	○	○
College of Planning and Design, National Cheng Kung University	Taiwan	2017.6.22	○	○
College of Arts, National Taiwan Normal University	Taiwan	2024.6.1	–	○
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	○	–
School of Engineering and Physical Sciences, North South University	Bangladesh	2024.1.1	○	○
Anadolu University	Turkey	2014.11.1	○	○
Eskisehir Technical University	Turkey	2019.4.1	○	○
The Politecnico Di Milano	Italy	2002.2.28	○	○
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	○	–
School of Architecture, Building and Civil Engineering, Loughborough University	United Kingdom	2023.10.1	○	○
Estonian Academy of Arts	Estonia	2024.2.1	○	○
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 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	2023.4.1	–	○
Karlsruhe University of Arts and Design	Germany	2003.7.24	○	○
Department of Design, Department of Media, and Department of Architecture, Hochschule 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	○	○
Design Department, FH Potsdam - University of Applied Sciences	Germany	2024.10.1	○	○
Institute of Product Engineering, Karlsruhe Institute of Technology	Germany	2025.3.1	○	–
Braunschweig University of Art	Germany	2026.1.1	○	○
School of Arts, Design and Architecture, Aalto University	Finland	2014.8.25	○	○
Faculty of Art and Design, University of Lapland	Finland	2023.10.1	○	○
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, and Faculty of Psychology and Educational Sciences, 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	○	–
Faculty of Arts, Design and Architecture, The Universtiy of New South Wales	Australia	2025.1.1	–	○

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.



Careers

This information also includes the employment destinations of students from the former departments who were supervised by faculty members affiliated with each course.

(As of April 1, 2026)

Environmental Design Course

▼Architectural Design
・Kajima Corporation (Design Department)
・Takenaka Corporation (Design Department)
・Nikken Sekkei
・Nihon Sekkei
・NTT FACILITIES
・Kyushu Railway
・Jun Mitsui & Associates Inc. Architects
・Yasutaka Yoshimura Architects
・Tadao Ando Architect & Associates
・YU Momoeda Architects
・INTERMEDIA
・Kawamura Sato Design
・OKADA ARCHITECTS
▼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 Industry
・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 of Hiroshima Institute of Technology
▼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
・Tokyo Electron
▼Housing and Equipment
・TOTO
・LIXIL
・Takara Standard
・YKK AP
・Rinnai Corporation
▼Office, Furniture & Interiors
・KOKUYO
・Itoki
・Okamura
・Karimoku Furniture
・Nomura Co. Ltd.
・NITORI
・IKEA Japan
・Nishikawa
・Felissimo Corporation
▼Toys and Games
・Takara Tomy
・EPOCH Company
・The Pokémon Company
・Bandai Namco Entertainment
・SEGA CORPORATION
▼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
▼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 Electric Power
・The Chugoku Erectric Power
・Fukuoka Bank
・Daiwa Securities
・West Japan Railway
・Kyushu Railway
・JTB
▼Research Institutes and Researchers
・National Center of Neurology and Psychiatry
・National Institute of Occupational Safety and Health, Japan
▼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 and Sales
・DENTSU
・DENTSU LIVE
・Hakuhodo
・JR Hakata City
・NTT DOCOMO BUSINESS
・NTT FACILITIES
・CyberAgent
・ZEBRA
・TRIAL Holdings
・NITORI
・BANDAI
・The Pokémon Company
・UNIQLO
・Yohji Yamamoto
・LIXIL
・Isetan
・Uchida Yoko
・TOPPAN
・Ryohin Keikaku
・Nomura Real Estate Development
▼Media, Advertising, Publishing, Exhibitions and Broadcasting
・JCOM
・JTB Publishing
・RKB Mainichi Broadcasting Corporation
・Japan Broadcasting Corporation (NHK)
・BBDO
・LINE
・SEPTENI HOLDINGS
・Benesse
・TANSEISHA
・Hakuten
・Daiko Advertising
・Nishitetsu Agency
▼Design and Creative Services
・GK Graphics
・ADK Holdings
・EPOCH COMPANY, LTD.
・OKAMURA
・GANBARION
・Canon
・Komatsu
・SHARP
・Suzuki Motor Corporation
・DENSO
・Toyota Motor Corporation
・Panasonic
・MOTHERHOUSE
・Mazda Motor Corporation
・Recruit
・RICOH
・Daiwa House Industry
・Fujitsu Design Center
・Nissan Motor Co., Ltd.
・HITACHI(Design)
・Nippon Design Center
・Tohato
・Tokio Marine & Nichido Systems
▼Manufacturing, Design and Technology Development
・YKK AP
・KOKUYO
・Sony Semiconductor Manufacturing
・DAIKIN INDUSTRIES
・ROBOT COMMUNICATIONS INC.
・Hakuhodo Products
・NIPPON SIGNAL
▼IT and Digital Services
・KDDI
・NEC Solution Innovators
・NTT DATA
・NTT TechnoCross
・FICC (Web Master)
・IBM
・SHIFT
・e-Seikatsu Co., Ltd.
・Safie
・Fujitsu (SE)
・Rakuten Group (Data Analyst)
・Nomura Research Institute
・NS Solutions Kyushu
▼Financial Services and Consulting
・Mizuho Bank
・Sumitomo Mitsui Banking
・Accenture
・Link and Motivation
・Sumitomo Mitsui Card Company
・Japan Finance Corporation
・The Nishi-Nippon City Bank
・The Norinchukin Bank
▼Education
・Nakamura Gakuen University
・Kyushu University
・Beijing Institute of Technology
・Nagasaki Institute of Applied Science
・China Academy of Art
・Wako University
▼Universities and Research Institutions
・Itochu Fashion System
・National Institute for Environmental Studies
・HITACHI(Design Researcher)
・Graduate School of Design, Kyushu University
・Japan Advanced Institute of Science and Technology
・Okinawa Institute of Science and Technology
・Other Universities
▼Government, Local Authorities and Public Institutions
・Japan International Cooperation Agency(JICA)
・Beppu City Office
・Kitakyushu City Office
・Karatsu City Office
・Ministry of Land, Infrastructure, Transport and Tourism
・Oita Prefectural Office
・Munakata City Office
▼Culture, Arts and Public Institutions
・ACROS Fukuoka Foundation
・Shiki Theatre Company
・Nagoya City Cultural Promotion Agency
・Fukuoka Asian Art Museum
・Fukuoka City Science Museum
・Entrepreneur・Self-employed (design, consulting)
▼Venture Businesses
・each company

Media Design Course

▼Telecommunications
・NTT
・NTT DOCOMO
・NTT DOCOMO BUSINESS
・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 Corporation
・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 CORPORATION
・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 Institutions
・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
・Ono Sokki
・Canon
・Sony Group
・Sony Global Manufacturing & Operations
・DENSO TEN
・TOA
・TOSHIBA
・NEC
・Pioneer
・Panasonic
・HARMAN International
・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 (HBKDivision)
・SONA CORPORATION
・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 Technologies
・WOWOW
・NTT
・NTT DOCOMO BUSINESS
・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

Photo: yashiro photo office

Statistics

International Students

(As of May 1, 2026)

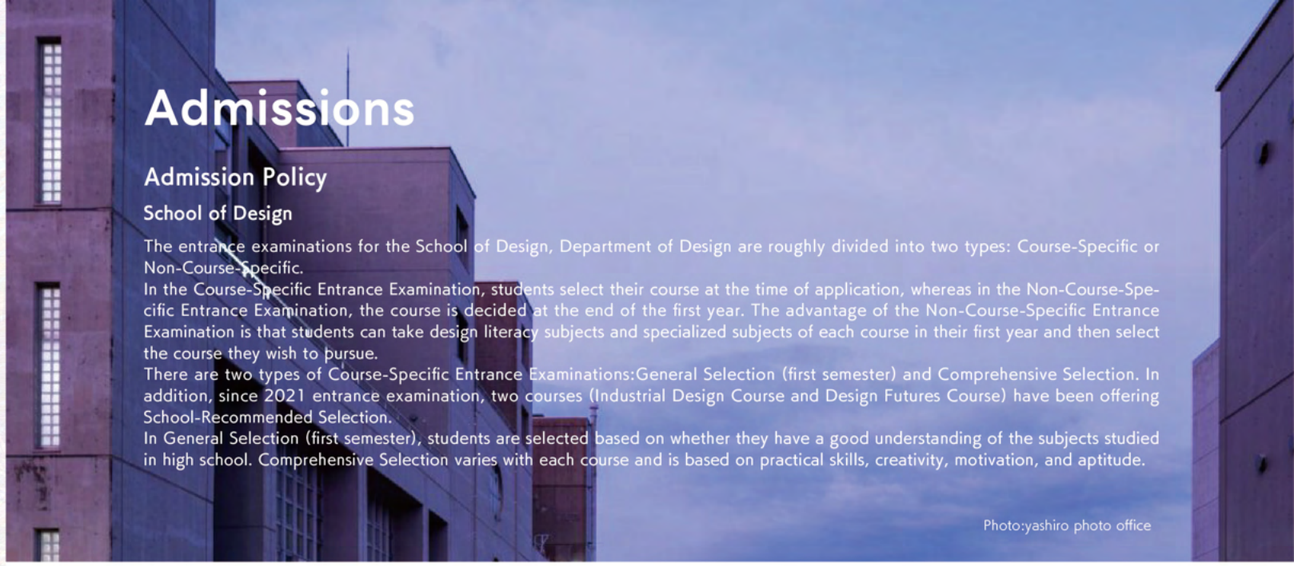
Country/ Region	Italy	Iran	India	Indonesia	Ukraine	Ecuador	Oman	Netherlands	Singapore	Sudan	Senegal	Thailand	Tunisia	Germany	Turkey	New Zealand	Pakistan	Bangladesh	Philippinees	Brasil	France	Mtanmer	Mexico	United Kingdom	South Korea	Hong Kong	Taiwan	China	America	Total
Under graduate	3				1			2						4										1	2	1	1	1		16
Graduate	2	2	3	7		1	1		1	1	1	3	1	3	1	1	1	1	1	2	4	3	3		4	1	11	95	1	155
Total	5	2	3	7	1	1	1	2	1	1	1	3	1	7	1	1	1	1	1	2	4	3	3	1	6	2	12	96	1	171

Students

(As of April 1, 2026)

			1st year	2nd year	3rd year	4th year	Total
Undergraduate	Department of Design	Environmental Design Course	36	38	32	36	142
		Industrial Design Course	45	44	47	53	189
		Design Futures Course	27	29	27	37	120
		Media Design Course	45	46(1)	52	65	208(1)
		Acoustic Design Course	35	36	44	56	171
		Non-Course-Specific Entrance Examination	5				5
	Department of Environmental Design					1	1
	Department of Industrial Design					3	3
	Department of Acoustic Design					1	1
	Total		193	193(1)	202	252	840(1)
Graduate Master	Department of Design	Strategic Design Course	23(7)	24(12)			47(19)
		Environmental Design Course	31(2)	35(3)			66(5)
		Human Life Design and Science Course	19(3)	28(4)			47(7)
		Design Futures Course	16(5)	18(4)			34(9)
		Media Design Course	29(7)	34(5)			63(12)
		Acoustic Design Course	37	30			67
	Total		155(24)	169(28)			324(52)
Graduate Doctor	Department of Design		39(19)	30(20)	51(18)		120(57)
	Department of Design Strategy				7(1)		7(1)
	Total		39(19)	30(20)	58(19)		127(58)

( ) : 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.

Photo:yashiro photo office

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

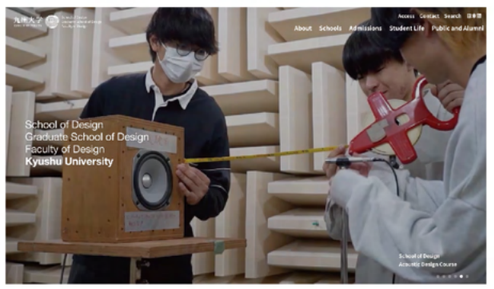
Please check the website of Kyushu University for the admission classification.

Kyushu University



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

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



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

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 School of the Kyushu Institute of Design was established, comprising of the Departments of Environmental Design, Industrial Design, Visual Communication Design, and Acoustic Design.
• 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 were 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 were reorganized. The staff of each department were divided into two groups.
• Apr. 1st 1988	The Department of Industrial Design and the Department of Acoustic Design were reorganized. The staff of each department were divided into two groups.
• Apr. 1st 1993	The Graduate School (Doctoral Course) of the Kyushu Institute of Design was 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 were reorganized.
	The Department of Art and Information Design was 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 was 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 was established.
• Apr. 1st 2008	The doctoral program in the Department of Design Strategy, Graduate School of Design of Kyushu University was 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 was reorganized.
	Departments of Environmental Design, Human Living System Design, Visual Communication Design, Acoustic Design, Art and Information Design and Applied Information and Communication Sciences were discontinued. The Departments of Human Science, Communication Design Science, Environmental Design, Content and Creative Design, and Design Strategy were 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 was established.
• Apr. 1st 2013	The Research Center for Applied Perceptual Science, Faculty of Design of Kyushu University is established.
• Oct. 1st	The Department of Environment and Heritage Design was 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 was 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 is 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 is 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 were 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.

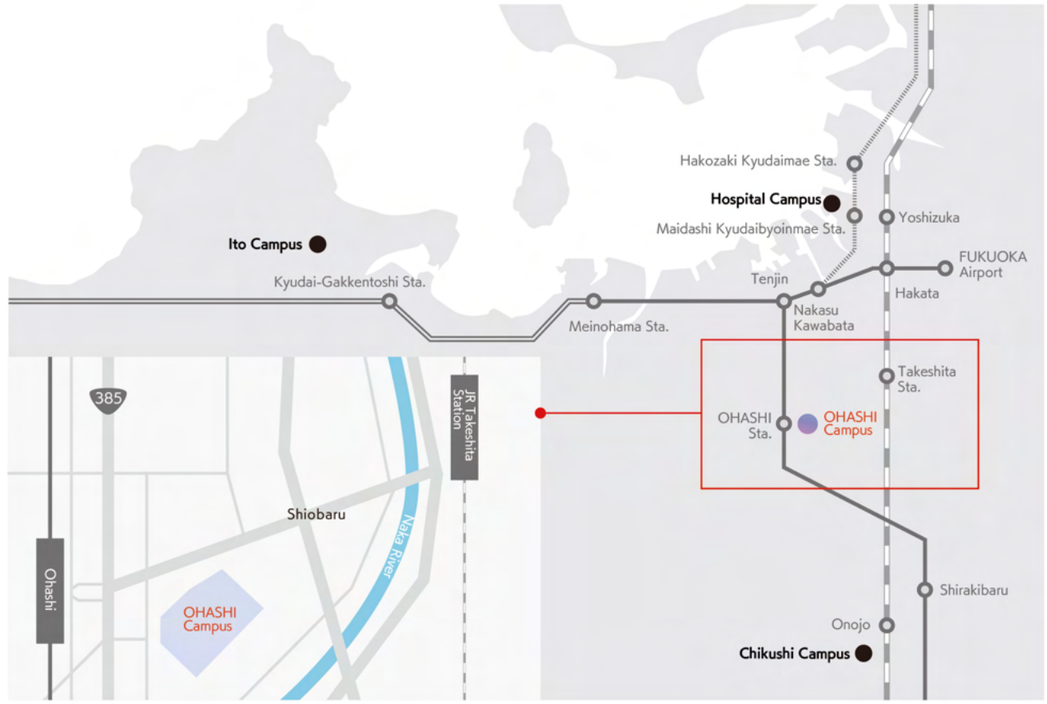
• Successive Presidents of Kyushu Institute of Design

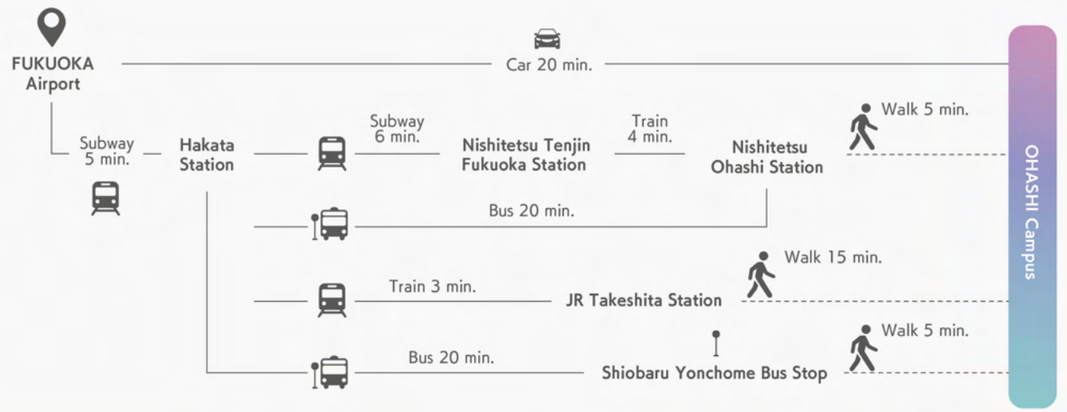
KOIKE Shinji	(1968 to 1974)
OHTA Hirotaro	(1974 to 1978)
YOSHITAKE Yasumi	(1978 to 1986)
ANDO Yoshinori	(1986 to 1994)
YOSHIDA Sho	(1994 to 2002)
TAKIYAMA Ryuzo	(2002 to 2003)

• Successive Deans 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 2025)
TANOUE Kenichi	(2025 to present)

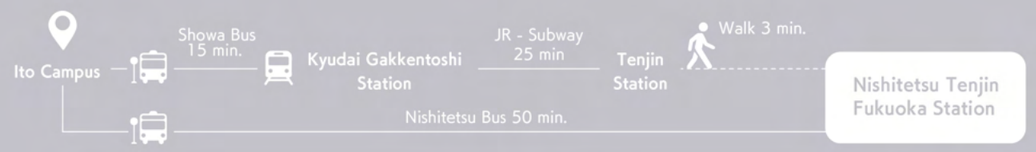
Access





Directions from Ito Campus

Please refer to the diagram above for details beyond Nishitetsu Tenjin (Fukuoka) Station.



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