

# **Department of Design**



## Department of Design

### Academics

In today's world that is touted as the era of sensibility and culture, design plays a crucial role in the next-generation growth engine, and women's grace, delicacy, and sensibility are spotlighted as major competitive edges of the 21stcentury industry design. Accordingly, Department of Industrial Design sets its sights on comprehensive research that is connected to wide-ranging areas including representational art, science and technology, and humanities and studies related knowledge and methods. In a nutshell, the program has its education goal in fostering hands-on female professionals by focusing its education on the leadership and personality as required of versatile female designers



### Educational Goals of Departments

- Fostering design professionals fit for the 21st century.
- Cultivating scientific thinking and artistic creativity.
- Building the correct values as to humans and society.
- Fostering design professionals equipped with creative design skills.
- Cultivating comprehensive applied studies based on the industryuniversity cooperation.

• Implementing multidisciplinary design education through interdisciplinary linkage.

### **Students Envisioned by Departments**

Multidisciplinary professionals who fulfill design specialty that fits the 21st century with creative thinking and artistic creativity.

## Professors



#### Choi, In Hwan

Research field	Interaction Design, Product Design
Subjects in charge	Design Thinking Studio, Interactive Application Design
Lab	Art Building 2, Room 404
Phone number	+82 2-920-7540
	hchoi@sungshin.ac.kr



#### Lee, Hong Goo

Research field	Living Design, Style, Space Styling
Subjects in charge	Living Design, VMD, Visual Merchandising
Lab	Art Building 2, Room 406
Phone number	+82 2-920-7452
E-mail	honggoo@sungshin.ac.kr



#### Jang, Sun Hee

Research field	Information Design
Subjects in charge	Infographic Design, Artificial Intelligence and Design
Lab	Art Building 2, Room 407
Phone number	+82 2-920-7612
E-mail	sunjang@sungshin.ac.kr



#### Kim, Do Sik

Research field	Moving Media Design, Graphic Design
Subjects in charge	Time based Graphic, Visual thinking and Expression
Lab	Art Building 2, Room 507
Phone number	+82 2-920-7627
E-mail	dosik@sungshin.ac.kr



#### Chang, Ki Yoon

Research field	Architecture, Environment, Interior Design
Subjects in charge	Space Design Theory and Practice, Space Design Studio
Lab	Art Building 2, Room 405
Phone number	+82 2-920-7678
E-mail	kychang824@sungshin.ac.kr

## **Professors**



#### Chang, Hae Jin

Research field	Graphic Design, Branding, Experience Design, Social Design
Subjects in charge	Branding, Visual Design Studio
Lab	Art Building 2, Room 402
Phone number	+82 2-920-7669
E-mail	hjchang@sungshin.ac.kr

#### Hwang, Sang Joon



Research field	Graphic Design, Editorial Design, Typography
Subjects in charge	Typography, Graphic Design
Lab	Art Building 2, Room 403
Phone number	+82 2-920-7024
E-mail	sj@sungshin.ac.kr
Home page	www.sangjoon.net

### 1. Information Experience Design Track

Information Experience Design Track						
Track Description	represe	The Information Experience Design track is a process of learning how to visually represent and communicate complex or unstructured data efficiently, allowing for its effective use.				
Related Major Competencies		Execution skills based on a foundation of design expertise, Creativity-based problem-solving skills, Professional skills focused on practical fieldwork				
Specialized Fields for Career	Information Graphic Designer, UX/UI Designer, Mobile · Web Designer					
	Grade Semester Courses					
	1	1	Visual Communication Design	3		
	2	2	Infographic Design	3		
	3 1 Information Design 3					
Curriculum	3	1	Interface Design	3		
Curriculum	3	2	Information Media Design	3		
	3	2	Interface Design Project	3		
	4	1	Information Experience Design Studio 1	3		
	4	1	Capstone Design and Start Up Business	3		
	4	2	Information Experience Design Studio 2	3		
	Total 27					

125

### 2. Living Design Track

	Living Design Track					
Track Description		The Living Design track is a process of designing and directing a user's pleasant living environment and distinctive style based on individuality.				
Related Major Competencies		Learning and research skills based on a foundation of design expertise, Professional skills focused on practical fieldwork, Creative value creation skills				
Specialized Fields for Career		Interior Designer, Spatial Designer, Set Designer				
	Grade	Semester	Courses	Credits		
	1	1	Living Design	3		
	2	2	Prompt Design	3		
Curriculum	3	1	Interior Design	3		
Curriculum	3	2	Exhibition Design	3		
	4	1	Space Styling Design Studio 1	3		
	4	1	Capstone Design and Start Up Business	3		
	4	2	Space Styling Design Studio 2	3		
			Total	21		

### 3. Visual Design Track

Visual Design Track						
Track Description	informa	The Visual Design track is a process of learning how to visualize ideas and information based on graphic design principles, exploring effective communication methods, and applying them.				
Related Major Competencies	Professi	Creative innovation skills based on cultural and artistic sensibility, Professional skills focused on practical fieldwork, Creative value creation skills.				
Specialized Fields for Career	Director	Graphic Designer, Brand Designer, Advertising Designer, Art Director, Creative Director, Public Relations Specialist, Package Designer, Character Designer, Editorial Designer, Illustrator, Web · Mobile Graphic Designer, Digital Marketer				
	Grade	Grade Semester Courses Credits				
	2	2 1 Typography 1 3				
	3	1	Branding 1	3		
Curriculum	3	2	Branding 2	3		
	3	2	Graphic Design	3		
	4	1	Visual Design Studio 1	3		
	4	2	Visual Design Studio 2	3		
			Total	18		

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### 4. Motion Graphic Design Track

Motion Graphic Design Track						
Track Description	of visu	The Motion Graphic Design track is a process of understanding the principles of visual communication implemented in time-based media and exploring expressions.				
Related Major Competencies	Creative innovation skills based on cultural and artistic sensibility, Professional skills focused on practical fieldwork, Execution skills based on design expertise					
Specialized Fields for Career	Broadcast Graphic Designer, Motion Graphic Designer, Post-Production Art Director					
	Grade Semester Courses C					
	1	1 2 Visual thinking and Expression 3				
	2	1	Time based Graphic	3		
Curriculum	3	1	Motion Graphics Workshop 1	3		
Curnculum	3	2	Motion Graphics Workshop 2	3		
	4	1	Motion Graphics Studio 1	3		
	4	1	Capstone Design and Start Up Business	3		
	4	2	Motion Graphics Studio 2	3		
		Total 21				



### **Department of Design**

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