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

PROSPECTUS 2015-2016

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INDEX

MESSAGE FROM THE DEAN

Changing the structure of society with new technology and nurturing individuals
with the capacity to create new value through innovation

Kyushu Institute of Design, which merged with Kyushu University in October 2003, opened its doors in 1968, becoming the first "Faculty of Design" in Japan. The philosophy for education and research, "Humanization of Technology," was carried forward after the merger and has continued to grow in importance over the years. While the advancement of scientific technology has made our lives more convenient, it has also prompted a shift in focus from material products to ideas and experiences. The ways in which we use technology have recently come under the spotlight.

As a country that lacks natural resources, Japan must maintain its position as a nation of science and technology. However, increases in the productive capacity of neighboring countries, caused by rapid improvements in their technical capabilities and low prices, have begun to threaten Japan's position. In the future, in addition to improving its technical capabilities, Japan must discover ways of using technology based on revolutionary new ideas that are grounded in the realities of human nature. This can only be achieved through the power of innovation, in which new technologies are used to change the structure of society and create new value: nurturing the individuals who will go on to perform this role is a pressing issue. Moreover, innovation cannot be achieved through technology alone. Technology can only be applied once we have secured design capacity underpinned by a diverse range of cultures and values.

Design thinking plays an important role in achieving innovation. This can be seen as a process of discovering and understanding latent issues in society, extracting and organizing the necessary ideas for achieving communication with the various specialists with a view to resolving these issues, and developing and implementing solutions. In recent years, many Japanese graduate schools have incorporated design thinking into their curricula; however, at the Ohashi Campus, various initiatives aimed at cultivating design thinking have already achieved success at the undergraduate level. This year, we introduced a digital fabrication system that allows students to instantly fabricate and visualize their ideas using processing equipment such as 3D printers and laser cutters while communicating with students and experts around the world via network connections. We have also launched a new educational program aimed at providing constant intensive support for design thinking.

When applying design thinking, students must become active learners who develop their knowledge and skills independently. In the 2014 academic year, Kyushu University replaced its existing inter-faculty courses with a Foundation Course aimed at cultivating the attitudes required to "learn about learning and thinking." In the second year of study, students who studied in the Foundation Course can develop their innovation capacities more effectively by studying the latest developments in design thinking at the Ohashi Campus. Kyushu University plans to establish a new faculty in the spring semester of 2018, which will cultivate global leaders with better communication skills and an international perspective wider than ever before. To coincide with this new development, we also have plans to establish a new course in International Design (tentative name) here at the Ohashi Campus. We have already developed a common educational program with Aalto University in Finland, and in February 2015, students from the two universities gave joint presentations at Aalto University. We plan to continue the same program in 2016 and also launch other similar programs in the future in collaboration with our many international partner institutions.

At the Graduate School, students apply what they have learned about innovation in the Faculty of Design to more detailed and advanced research. The Department of Design offers four courses, Human Science, in which students apply characteristics of human form, physiology, psychology, and behavior to the humanization of technology; Environment and Heritage Design, in which they discover new value in historical, cultural, community, and social phenomena and implement it in their own designs; Content and Creative Design, in which they visualize new value by incorporating content developed using cutting-edge technology; and Communication Design Science in which they share their discoveries with society using the latest media techniques. In the Department of Design Strategy, students take a series of courses from the Department of Design courses and take on a design management role in which they create brands and expand them into society as businesses. The two departments of the Graduate School of Design at the Ohashi Campus have adopted an education and research systems that encompasses all aspects of design by incorporating educational programs with clear objectives such as those outlines above.

The Ohashi Campus is expected to fulfil it's mission of the nurturing individuals who will go on to become the innovators upon which Japan's future depends. To achieve our goal, we are looking for students with a dream and the determination to succeed. We look forward to welcoming you to our school, alongside our distinguished faculty members and state-of-the-art facilities and equipment.

Faculty of Design
Graduate School of Design
School of Design
Dean,
Akira Yasukouchi

ORGANIZATION | SCHOOL OF DESIGN & GRADUATE SCHOOL OF DESIGN

School of Design

Department of Environmental Design

Department of Industrial Design

Department of Visual Communication Design

Department of Acoustic Design

Department of Art and Information Design

Graduate School of Design

Department of Design

Human Science Course

Specialized Fields | Physiological Anthropology
| Perceptual Psychology
| Applied Mathematics and Computer Science

Human Science International Course

Specialized Fields | Physiological Anthropology
| Perceptual Psychology
| Applied Mathematics and Computer Science
| International Education

Communication Design Science Course

Specialized Fields | Audio-visual Integration
| Acoustic Communication
| Visual Image Communication
| Hall Management Engineering

Environment and Heritage Design Course

Specialized Fields | Heritage Theory
| Environment and Heritage Management
| Environment Design Technology

Content and Creative Design Course

Specialized Fields | Art Theory and Practice
| Digital Content Design
| Creative Design

Department of Design Strategy

Specialized Fields | Design Business
| Design and Architecture
| Design Experience

SCHOOL OF DESIGN

The School of Design aims to nurture professional designers equipped with scientific knowledge of engineering and technology, deep insight into people and society, and creative artistic sensitivity. Our predecessor, Kyushu Institute of Design (1968–2003) provided education focused on how technology could be adapted to human life under the progressive slogan of "Humanization of Technology."

Today, the context in which design takes place is evolving daily with the advancement of IT and the new culture that it creates, reform of production and distribution systems, diversification of lifestyles, and global environmental issues. Design has transcended the material realm and now includes defining processes, experiences, and social phenomenon. The School of Design cultivates highly creative individuals with broad, international perspectives and the capacity to respond accurately to the new circumstances unfolding in the 21st Century.

DEPARTMENT OF
ENVIRONMENTAL DESIGN

Environmental design explores the relationship between humans and environments from the perspective of their coexistence. To respond to recent concerns about ecology, sustainability, resources, and cultural heritage, the Department of Environmental Design aims to integrate knowledge of technology, people, society, and the natural world from the perspective of design and to train environmental designers who can create buildings, urban spaces, green areas, and landscapes brimming with artistic sensitivity.
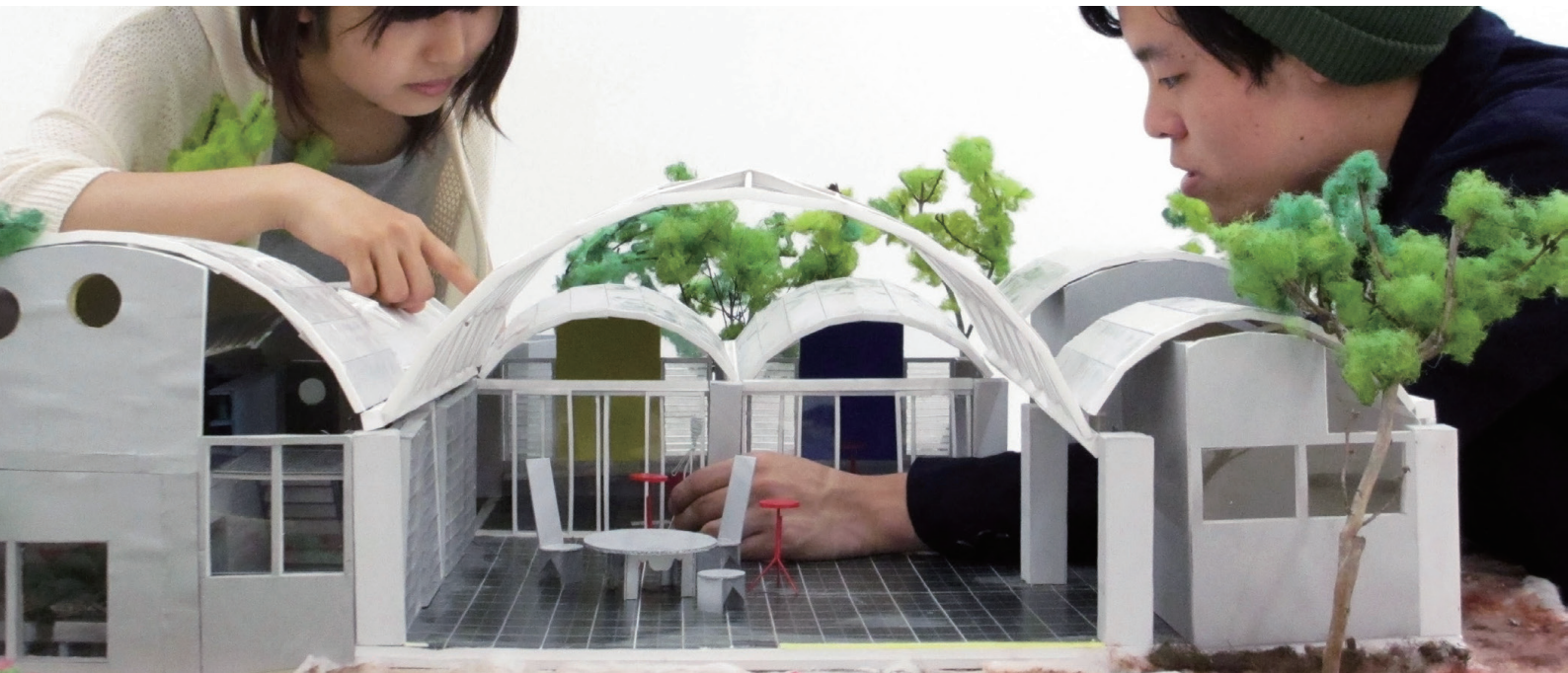
3 Fields
of
Study in the Department of Environmental Design

The environment is an interdisciplinary theme. Therefore, in the Department of Environmental Design, students undergo comprehensive and practical education in subjects that are normally addressed in separate fields, such as architecture, urban and natural environments, and landscape. We attach importance to fieldwork (field surveys, etc.) and studio work (design seminars), activities that enable our students to study a variety of disciplines in an integrated manner. Students receive equal instruction in each of the three fields of study.

Theory of Environmental Design

To develop a clear design philosophy, students study subjects related to natural environments, people and society, which form the foundations for evaluating and discussing the environment.

Environmental Planning and Design

To acquire creative design skills, students learn about what they will design and how they will do this in the various environments which include regional environments, urban spaces, buildings, natural environments, and historical heritages.

Environmental System

To acquire the fundamental tools needed to design sustainable environments, students learn about the systems within which technology and society operate.

DEPARTMENT OF
INDUSTRIAL DESIGN

The aim of this department is to create an ideal living environment through the following studies: planning and design of various elements such as living products, living space, and these elements based on a deep understanding of the human living system, using design methods with sensibility, science, and technological skills in the light of art, culture, and characteristics of human beings.

3 Fields of Study in the Department of Industrial Design

To achieve the educational philosophy outlined above, in the Department of Industrial Design, students engage in integrated study of the following three fields.

Ergonomics

Students develop the ability to create safe and comfortable living environments and products by learning about the morphological, physiological, psychological, and behavioral characteristics of humans and studying scientific research methods used to study these.

Industrial Design

While referring to design theory, students study methods of conducting surveys and analysis, design processes, and expression methods for designing living spaces and appliances.
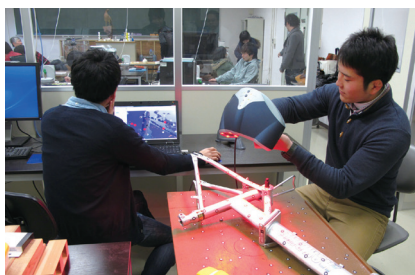
Intelligent Mechanics and Control

Students develop the ability to apply advanced functions by studying the basic elements of mechanics and control, measurements theory, and data processing techniques as well as the basic mathematical principles and computer skills needed to conduct data analysis.

DEPARTMENT OF
VISUAL COMMUNICATION DESIGN

To create and transmit visual information adequately and agreeably, we conduct research in the following three fields: the physiology and psychology of visual data processing, and the receptive aesthetics and history of visual culture; engineering methods for communicating, processing and displaying visual information; the visual realization of our image, and the planning and design of visual information for everyday use.
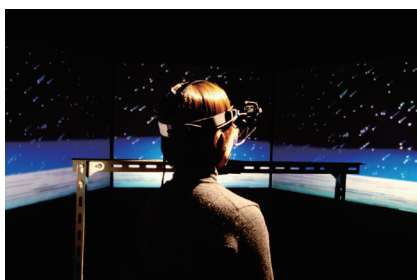
3 Fields
of
Study in the Department of Visual Communication Design

We nurture students in accordance with our objectives based on an organic combination of systematic and specialized education in the three fields of visual communication, visual image design, and image engineering.

Visual Communication

Students learn how humans receive and recognize visual information by studying basic theory spanning the areas of visual neural mechanisms, sensory cognition, psychology, aesthetics, and art history.

Visual Image Design

Students study methods for visualizing our internal images and information, including sign communication, advertising, visual expression, digital design, and artistic expression.

Image Engineering

Students learn about the techniques used in visualizing information and converting images into information using computers, including optoelectronics, image analysis and processing, and visual information systems.

DEPARTMENT OF
ACOUSTIC DESIGN

In this department, research is conducted involving language and music culture, which reflect human activity through sound, research relating to methods for processing auditory information and optimizing audio equipment, as well as research relating to the planning and design of various types of acoustic environments.

3 Fields *of* Study in the Department of Acoustic Design
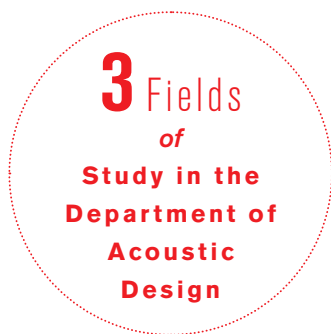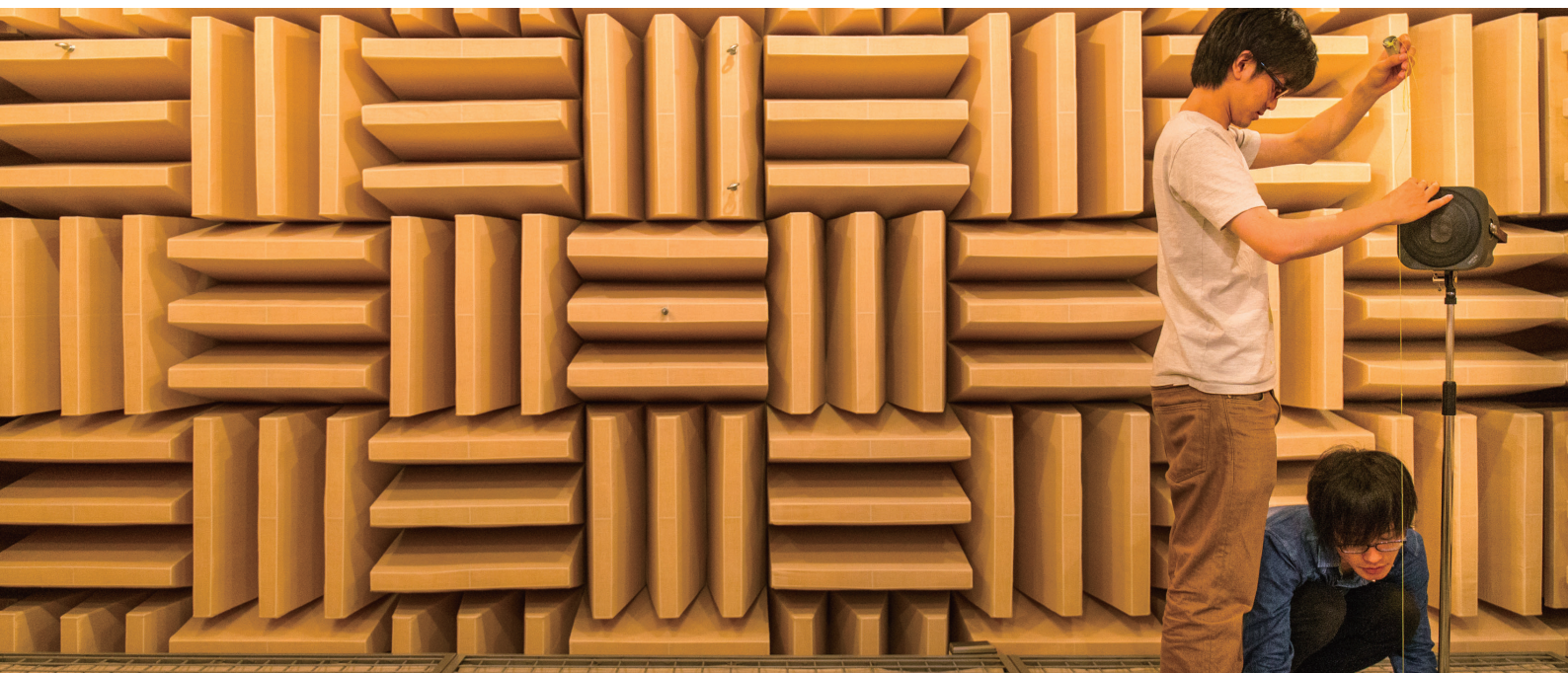
In the Department of Acoustic Design, students acquire the comprehensive abilities needed to operate as acoustic design technicians through transdisciplinary education, including acoustic experiments, seminars, and graduation research.

Science of Sound Culture

Advanced research and education are conducted relating to language culture and music culture, which reflect human activity based on a systematic understanding of language, methods of musical expressions, and a historical and theoretical understanding of music. Some examples of major fields of research include composition, music-based media art, musical ecology, music analysis, music aesthetics, music sociology, music management, and Japanese.

Science of Acoustic Environments

Advanced research and education are conducted relating to the planning and design of various types of acoustic environments. Research and education involve assessments based on human aspects, as well as analysis, prediction and control in consideration of physical aspects in order to compose the optimum acoustic environment for human beings. Some examples of major fields of research include architectural acoustics, sound fields control, psychoacoustics, soundscape, rating of sound quality, and nonlinear phenomena.

Science of Acoustic Information

Advanced research and education are conducted relating to optimization of acoustic equipment, including methods of handling and processing auditory information, as well as the extraction, processing, recording and transmission of acoustic information. Some examples of major fields of research include psychology of hearing, auditory perception and cognition, audiology, acoustics of musical instruments, acoustic information processing, speech processing and audio coding.

DEPARTMENT OF
ART AND INFORMATION DESIGN

The Department carries out research into media environments which are in harmony with their human users.
This research focuses on three fields: the formation of communication based on the understanding of art and culture; the design and planning of media environments in highly advanced information societies; and mathematical and engineering approaches to developing media environments.

3 Fields
of
Study in the Department of Art and Information Design

The Department of Art and Information Design comprises the three fields art culture, media design, and information environment sciences and aims to provide comprehensive education that focuses on the products of interaction between art and information. Moreover, through various project seminars, our students develop creativity and rich human qualities as well as the practical abilities needed to propose theoretical solutions to problems.

Media Art and Culture

Students deepen their knowledge of art and culture and learn how to create and express media environments that are in harmony with human beings as well as communication styles that incorporate international perspectives.

Media Design

To develop innovative and creative design skills, students learn about what they will design and how they will do this in the media environments of the advanced information communication society.

Information Environment Sciences

Students study information science and mathematical engineering, which are the foundations for planning, designing and developing the most effective media environments.

GRADUATE SCHOOL OF DESIGN

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

HUMAN SCIENCE / HUMAN SCIENCE INTERNATIONAL COURSE

The goal of this course is to empower students to achieve the humanization of technology. The curriculum supplies students with insight into human characteristics from a scientific standpoint, and provides them with the skills necessary to integrate the environment, instruments, and information. The faculty guides students in creating designs sensitive to human physiology and psychological needs by integrating theory and practice through the use of engineering methods and mathematical analysis.

The curriculum aims to develop professionals that can understand human behavior from a multi-faceted scientific perspective. Collaboration with researchers and specialists is necessary for professional development, so students are required to attain expertise in multiple fields. Graduates from this program acquire professional skills to enable them to work in corporate research and development departments and become university educators and researchers.
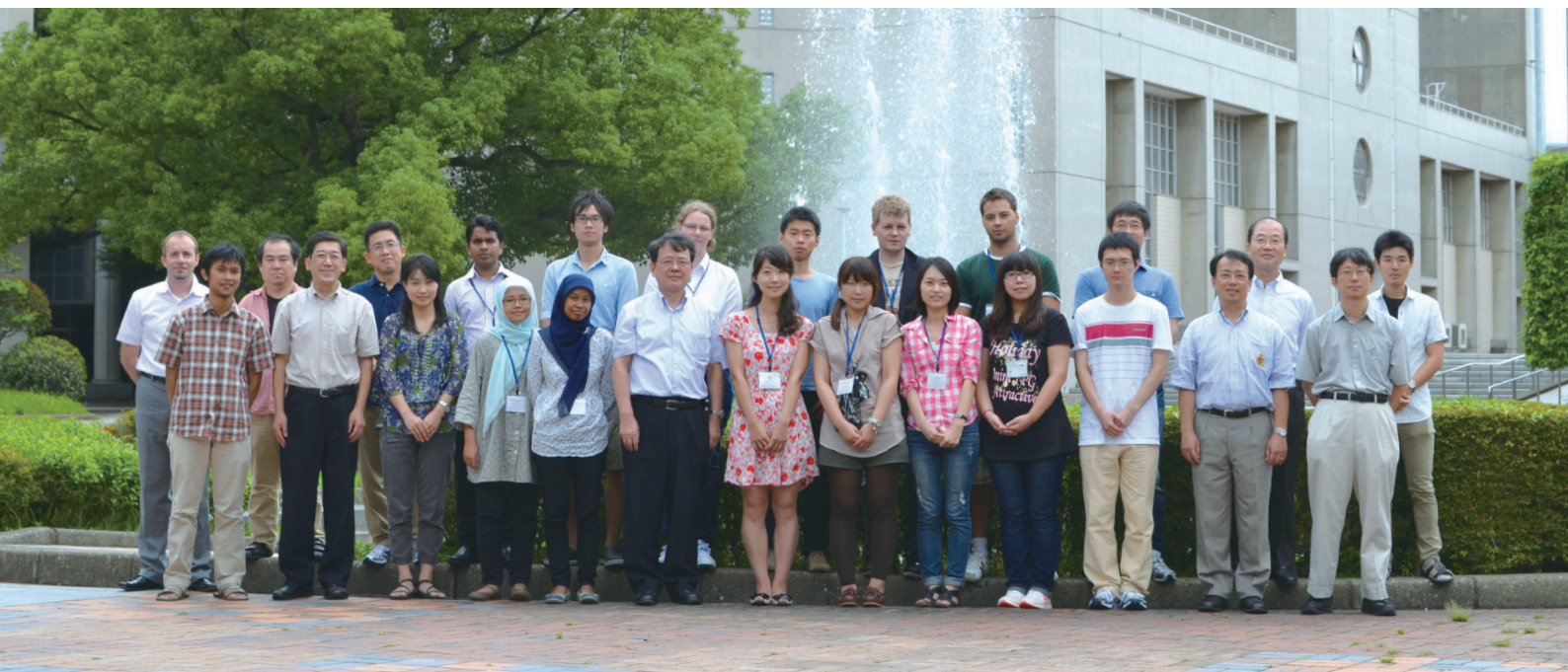
Graduate Careers

Researchers and designers who understand and can apply human characteristics

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

Course Curriculum

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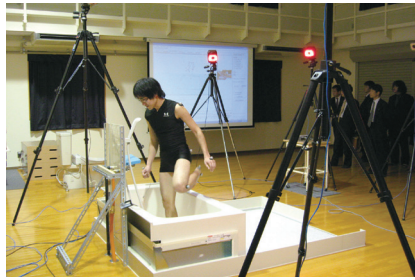
Physiological Anthropology

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

Perceptual Psychology

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

Applied Mathematics and Computer Science

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

Preferred Student Profile

Students who have an interest in and the ability to explore the foundations of an area of design based on human characteristics through experiments and ethical practices

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

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The Human Science Course nurtures students with a deep understanding of human characteristics and the ability to propose environments, products, and information that best meet the needs of humans.				
		Physiological Anthropology	Perceptual Psychology	Applied Mathematics and Computer Science
Subjects	Specialized Subjects	Physio-anthropological Adaptation Human Sensibility and Emotion Speech Communication Physiological Information Analysis Advanced Ergonomics for All Ages and Abilities Audiology Psychophysiology and Anthropology of Stress	Visual Perception Audio-visual Integration Design Psychological Evaluation for Design Visual Environment Understanding Systems Auditory Perception Time Perception Psychophysics Cognitive Psychology	Advanced Computer Aided Design Computational Intelligence Mathematical Modeling in Biology Statistical Data Analysis Human Interface Virtual Reality Systems
	Common Subjects	Advanced Human Science A / Advanced Human Science B / Advanced Scientific English / Internship / Human Science Seminar Ⅰ / Human Science Seminar Ⅱ		
	Doctoral Program	Advanced HS Training / Human Science Project Study Ⅰ / Human Science Project Study Ⅱ / Advanced HS Seminar Ⅲ		

COMMUNICATION DESIGN SCIENCE COURSE

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

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

Graduate Careers

Communication architects who excel in all aspects of audiovisual information

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

Course Curriculum

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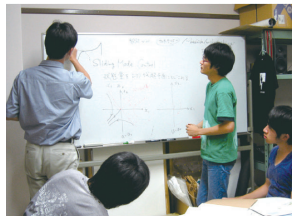
Audio-Visual Integration

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

Acoustic Communication

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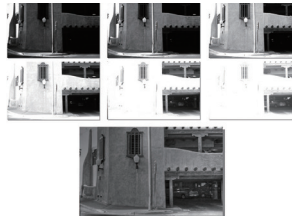
Visual Image Communication

In the Visual Image Communication field, students study and conduct research on the core theories of image engineering, including visual information processing, analysis, and cognition, computer vision, and image producing algorithms, and examine the applied technologies by which these theories can be applied in society.

Hall Management Engineering

In the Hall Management Engineering Division of the field, students engage in practical study and research on management methods based on their knowledge of engineering and understanding of the significance of promoting culture and art.
* The educational program offered in this division is only available to students studying in the Master's Program.

Preferred Student Profile

Students who have an interest in and the ability to plan and design communication environments

- Students who have the basic academic ability needed to study in the Communication Design Science Course
- Students with a clear motivation to study in the Communication Design Science Course
- Students with an appetite for independent study and the ability to tackle a variety of problems in a serious manner
- Students aiming to work as an advanced professional, researcher, or educator with a foundation in communication design science

The Communication Design Science Course nurtures students who understand the content of audiovisual communication, are well versed in the characteristics of communication environments, and can engage in design encompassing all aspects of audiovisual communication.

		Audio-Visual Integration	Acoustic Communication	Visual Image Communication	Hall Management Engineering
Subjects	Specialized Subjects	Audio-visual Integration Design Special Topics in Linguistics Analysis and Synthesis of Multi-Dimensional Systems Human Perception Statistical Data Analysis Visual Sign Communication History of Western Modern Art Theater and Dramaturgy Network Service Design	Acoustic Environmental Control Speech Communication Acoustical Signal Processing Audiology Mechanics Design Fluid Acoustics	Visual Environment Understanding Systems Visual Image Communication System Design Visual Media Production Intelligent Design of Visual Environment Advanced Computer Aided Design Computational Intelligence	Cultural Policy Arts Management Engineering Technology of Culture Halls Engineering Technology of Culture Halls Training Culture Hall Management Engineering Project I,II,III,IV
	Common Subjects	PBL in Audio-visual Integration / PBL in Acoustic Communication / PBL in Visual Image Communication / Presentations in Audio-Visual Integration / Presentations in Acoustic Communication / Presentations in Visual Image Communication / Internship / Advanced Communication Design Science Seminar I / Advanced Communication Design Science Seminar II			
	Doctoral Program	Advanced Communication Design Science Training / Advanced Communication Design Science Project Study I / Advanced Communication Design Science Project Study II / Advanced Communication Design Science Seminar III			

ENVIRONMENT AND HERITAGE DESIGN COURSE

This course has four key academic strategies to foster professional quality graduates. First, a focus on practical education that covers diverse fields of study both domestically and internationally in order to cultivate the ability to evaluate the various heritages. Also, research and an educational organization centered on developing students, especially to support an international network for environmental and heritage design. The second strategy is to provide students with expertise in evaluation, conservation, and heritage, and skills in designing architecture, landscape, and culture in order to preserve the heritage for future generations. Third, the program incorporates field work into the curriculum that promotes unique educational opportunities. The aim of the field work is to construct a sustainable relationship between the various exchanges between people and products. These exchanges are stimulated by cultural and economic differences, and the management of tourism. Through these exchanges, students gain valuable experience about the relationship of the environmental and heritage designs. Finally, the curriculum includes overseas field investigations, and utilizes the skills gained through them to verify the results of these small-scale localized research projects based on Japanese environmental and heritage design and technologies to foster contributions by students on an international level through education.

Graduate Careers

Environment and heritage designers with the capacity to create value in regional environments

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

Course Curriculum

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

Heritage Theory

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

Environment and Heritage Management

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

Environment Design Technology

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

Preferred Student Profile

Students aiming at working of improving their skills in environmental and heritage design

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

The Environment and Heritage Design Course nurtures students with the ability to promote regional development through practical planning and design activities for managing the regional assets of environments and heritages.

Subjects		Heritage Theory	Environment and Heritage Management	Environment Design Technology
	Specialized Subjects	Nature and Forest Conservation Rural and Urban Landscape Urban and Architectural Heritage Art and Cultural Environment Archaeological Heritage International Cultural Heritage Protection Law Contemporary Thought of Media and Environment	Management of Landscape Architecture Management of Urban and Architectural Heritage Management of Tourism Management of Sustainable Societies Management of International Cooperation History of Strategic Projects Project Management Arts Management Advanced Theory of Forest Landscape Ecology The Evaluation Theory of International Environmental Policy(2016 fiscal plan)	System Design of Environmental Production System Design of Environmental Materials System Design of Disaster Prevention Psychological Evaluation for Design Theory of Statistical Research and Analysis Architectural Design Architectural Planning and Design Regional Thermal Environmental Engineering
	Common Subjects	Advanced Project I of Environment and Heritage Design / Advanced Project II of Environment and Heritage Design / Advanced Project III of Environment and Heritage Design / Architectural Design Internship / Internship / Advanced (Environment and Heritage Design) Seminar I / Advanced (Environment and Heritage Design) Seminar II		
	Doctoral Program	Advanced Environment and Heritage Design Training / Advanced Environment and Heritage Design Project Study / Advanced Environment and Heritage Design Seminar III		

CONTENT AND CREATIVE DESIGN COURSE

This course emphasizes the promotion of creative and imaginative abilities stemming from the basic abilities acquired from various fields of study, and cultivating theoretical and practical creative abilities for art and culture. Students with knowledge about digital content design and creative design can expand their creative potential. To support this, the curriculum conters on research from a comprehensive approach and contributes to fields of creative design by playing a leading role in design in Japan as well as internationally.

Graduates in this course can expect to find employment in newly created industries, universities, or other related fields. Some examples of potential fields are: information device design, the automotive industry, the digital contents industry, the broadcasting industry, and the fields of arts and culture.
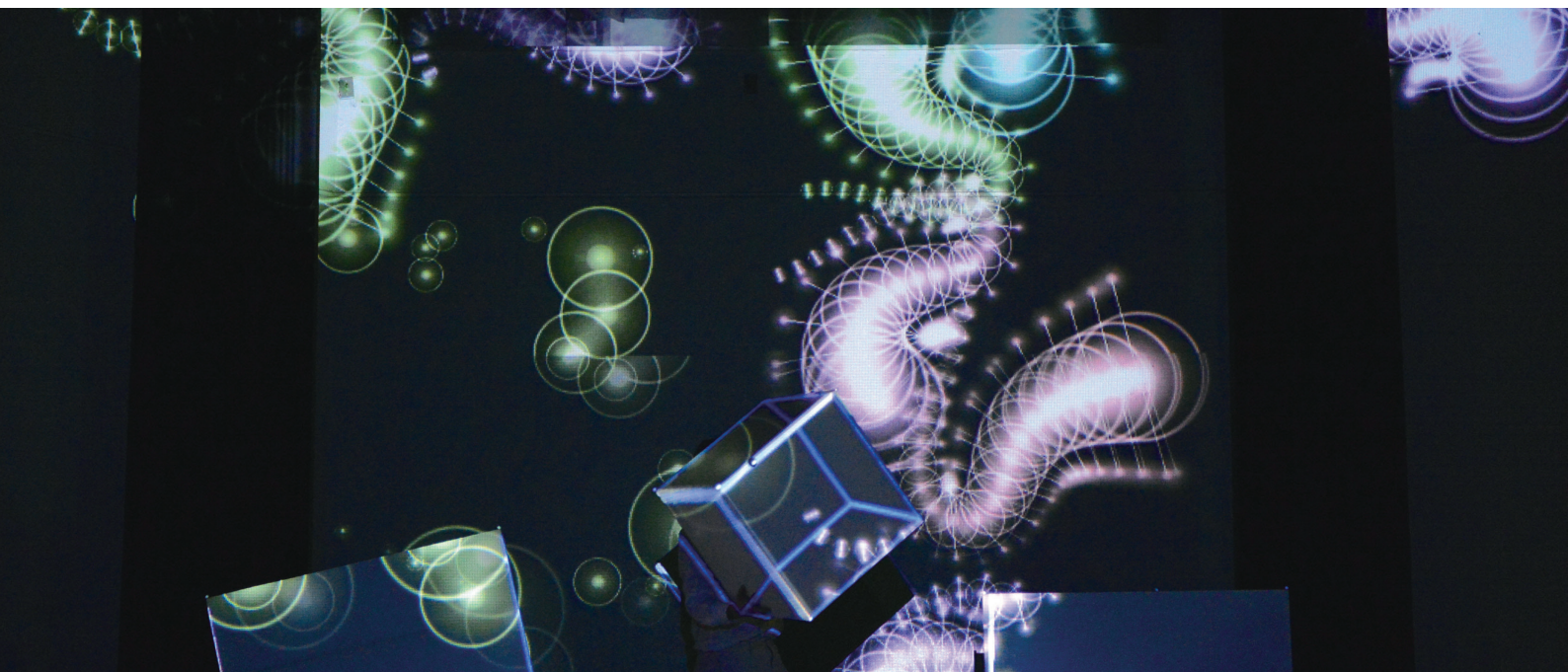
Graduate Careers   Advanced content and creative designers

- Content creators (designers and planners of media art, information and communication, etc.)
- Employees at content development companies (companies involved in producing films, games, graphics, music, information display, etc.)
- Employees at product design companies (information appliances, automobiles, robotics, interfaces, etc.)
- Educators and researchers (in the fields of entertainment science, educational content, media culture, etc.)

The Content and Creative Design Course consists of three divisions, Art Theory and Practice, Digital Content Design, and Creative Design, and covers the following curriculum.

Art Theory and Practice

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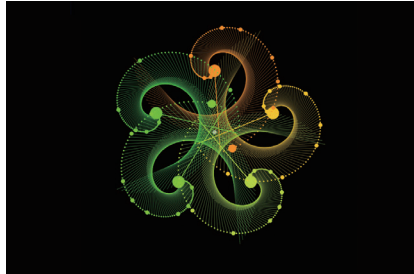
Digital Content Design

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

Creative Design

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

Preferred Student Profile

Students aiming to work as advanced creators and researchers in the field of art culture

- Students who have the basic academic ability needed to study in the Content and Creative Design Course
- Students with a strong interest in and desire to pursue content and creative design
- Students with high ethical awareness who proactively pursue independent learning and self-development
- Students aiming to work as an advanced professional, researcher, or leader with a foundation in content and creative design.

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

|		Art Theory and Practice	Digital Content Design	Creative Design
Subjects	Specialized Subjects	Advanced Contemporary Sculpture Mathematical Analysis on the Composition of Plastic Arts Contemporary Thought of Media and Environment History of Western Modern Art Lecture of Music and Traditional Performing Arts Cultural Studies through Media Theater and Dramaturgy Contemporary Art Arts Management Visual Perception	Expression of Media Art Advanced Lecture of Musically based Media Art Virtual Reality Systems Network Service Design Advanced Computer Graphics Advanced Lecture of Content Design Intellectual property laws I Intellectual property laws II Interactive Design Image Design for Event and Exhibits Museum Information Science	Visual Sign Communication Advanced Product Design Product Design Method Mechanics Design Lecture of Graphic Design Inclusive Design Public Design Design for the Culture of Lifestyles
	Common Subjects	Project of Art Theory and Practice / Digital Contents Design Project / Creative Design Project / Advanced Presentation Seminar / Internship / Advanced Contents Creative Design Seminar I / Advanced Contents Creative Design Seminar II		
	Doctoral Program	Advanced Contents Creative Design Seminar III / Advanced Contents Creative Design Project Study / Advanced Contents Creative Design Training		

DEPARTMENT OF
DESIGN STRATEGY

The Department of Design Strategy consists of three concentrations: Design Business, Design and Architecture, and Design Experience.

The mission of the Design Strategy is to develop good judgment, creative abilities, professional designs, and provide practical experience to prepare students for the diverse coordination and orientation needed in strategically implementing their designs within the field of design business. In order to achieve this goal, the curriculum enhances four skills: the ability to integrate a wide range of designs and connect them to the planning, formulation, and implementation of projects; the ability to strategically advance a project and ensure a positive outcome; the ability to lead a project with responsibility and confidence; and the ability to quickly adapt and manage a sudden market change with a high degree of skill.

The Master's course stimulates high level research, which creates professional level design strategies, allowing graduates to put their acquired knowledge into practical use at universities or corporations. Therefore, the main goal is to develop the ability of structuring a methodology of practical design strategy following the educational principles of the Design Strategy Department.

The Doctor's course develops deeper understanding of research design strategies that are related to this field. Successful candidates from the Doctor's course should not only be considered high level researchers, but professionally qualified design producers and design strategists. The main goal is for students to obtain an extremely high level of strategic design, so they will be able to utilize their knowledge and practical skills at a variety of workplaces and situations.
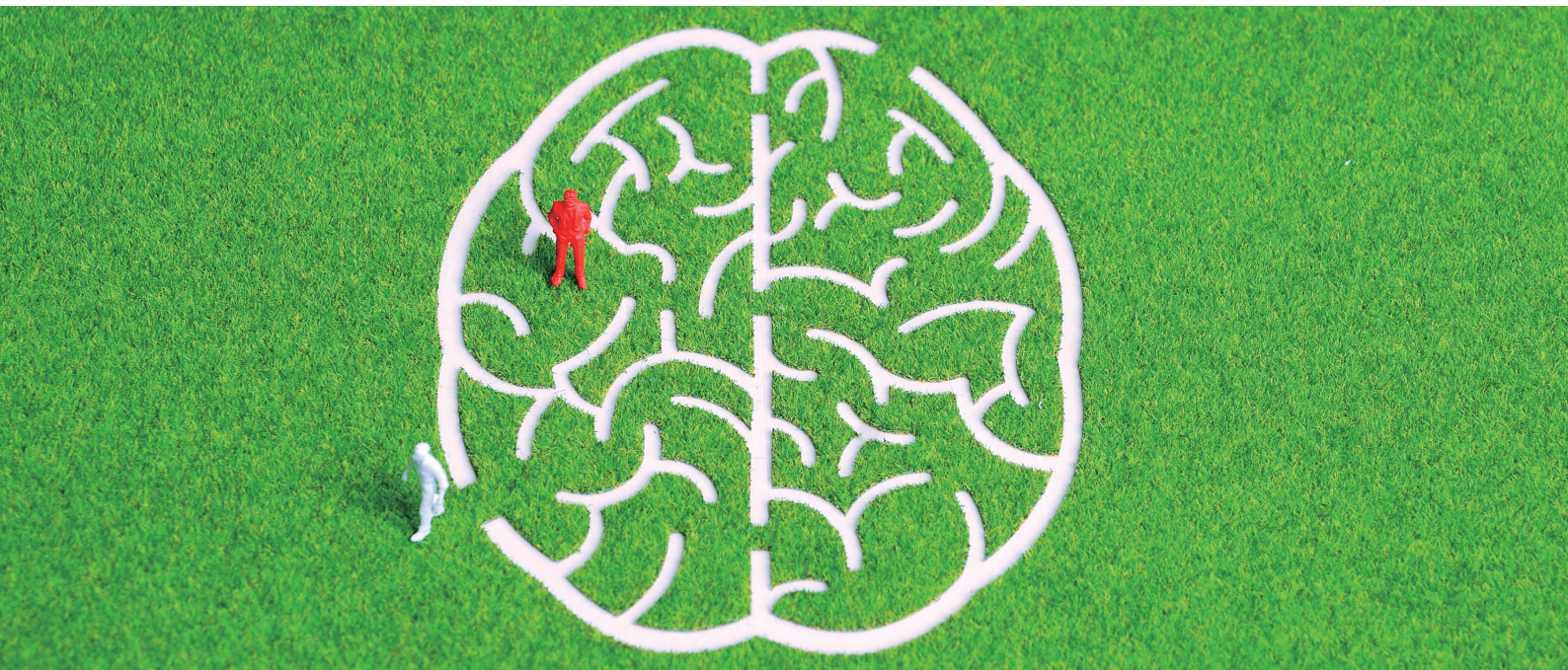
Graduate Careers   Advanced design strategists

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

Department Curriculum

The Department of Design Strategy consists of three divisions, Design Business, Design and Architecture, and Design Experience, and covers the following curriculum.

Design Business

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

Design and Architecture

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

Design Experience

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

Preferred Student Profile

Students with a clear motivation to work as a design strategist

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

∨

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

		Design Business	Design and Architecture	Design Experience
Subjects	Specialized Subjects	Producer Principles Design Innovation Brand Business Design Project Management Design Integration Design Management Intellectual property laws I Intellectual property laws II Presentation Business Planning Business Model Design Design Consulting Design for Industrial Information Design Venture Business	Architectural Design The Next Urban Space History of Strategic Projects Public Design Methodology of Design Engineering Architectural Planning and Design Design for the Culture of Lifestyles Inclusive Design Advanced Product Design Product Design Method Mechanics Design Urban Planning Design	Interactive Design Acoustic Design Image Design for Event and Exhibits Digital Image Design English Presentation Negotiating in English Advanced Lecture of Content Design Visual Sign Communication Lecture of Graphic Design Expression of Media Art Arts Management
	Common Subjects	Strategic Architecture Project A / Strategic Architecture Project B / Strategic Experience Project A / Strategic Experience Project B / Strategic Design Thinking / Global Design Project / Design Strategy Project A / Design Strategy Project B / Internship for Architect I / Internship for Architect II / Internship		
	Doctoral Program	Design Strategy Research Training / Design Strategy Research Project A / Design Strategy Research Project B / Design Strategy Research Project C		

ORGANIZATION | FACULTY OF DESIGN

Faculty of Design

Department of Human Science

Sections	Physiological Anthropology
	Perceptual Psychology
	Applied Mathematics and Computer Science
	Modeling and Optimization

Department of Communication Design Science

Sections	Sound Culture and Art Management
	Science of Sound Design
	Communicative Acoustic Systems
	Image Information Engineering

Department of Environmental Design

Sections	Landscape and Social Environment Design
	Built Environment Design
	Architectural History and Cultural Property

Department of Content and Creative Design

Sections	Art
	Creative Design
	Content Design
	Interaction Design

Department of Design Strategy

Sections	Social System Design
	Social Innovation Design
	Social Communication Design

FACULTY MEMBERS AND EDUCATIONAL SUPPORT STAFF

Department of Human Science

Name	Title	Field
Akira Yasukouchi	Professor	Physiological Anthropology, Ergonomics
Hideyuki Takagi	Professor	Computational Intelligence
Hiroyuki Ito	Professor	Perceptual Psychology
Satoshi Muraki	Professor	Ergonomics for All Ages and Abilities
Shigekazu Higuchi	Professor	Physiological Anthropology, Chronobiology, Sleep Science, Kansei Science
Shigeki Watanuki	Professor	Kansei Science, Physiological Anthropology
Takafumi Maeda	Professor	Physiological Anthropology, Environmental Ergonomics, Thermal Physiology
Toshio Sakata	Professor	Mathematical Statistics
Yoshitaka Nakajima	Professor	Perceptual Psychology, Speech Signal Processing
Gerard B. Remijn	Associate Professor	Experimental Psychology
Kazuo Ueda	Associate Professor	Psychology of Hearing
Kensuke Nono	Associate Professor	Machine Design(CAD, CD), Analysis of Strength(Adhesive Joint)
Shoji Sunaga	Associate Professor	Color and Visual Sciences
Yeon-Kyu Kim	Associate Professor	Kansei Science, Physiological Anthropology
Chihiro Hiramatsu	Assistant Professor	Visual Psychophysiology
Hiroshi Ito	Assistant Professor	Chronobiology, Nonlinear Dynamics
Tomoaki Kozaki	Assistant Professor	Ergonomics, Physiological Anthropology, Psychophysiology
Yuko Yamashita	Assistant Professor	Phonetics, Perceptual Psychology, Speech Development, Second Language Acquisition

Department of Communication Design Science

Name	Title	Field
Akira Omoto	Professor	Applied Acoustical Engineering
Hiroyasu Sakamoto	Professor	Image Information Engineering
Kiichi Urahama	Professor	Image Information Processing
Kimio Shiraishi	Professor	Audiology
Mamoru Fujieda	Professor	Music Composition
Masato Yako	Professor	Musicology, Music Aesthetics
Shigenobu Nakamura	Professor	Composition, Media Art
Shin-ichiro Iwamiya	Professor	Psychoacoustics, Audio Engineering, Acoustic Ecology Psychology of Music
Tokihiko Kaburagi	Professor	Speech Information Processing
Yoshizo Itabashi	Professor	Comparative Linguistics, Contact Linguistics, Areal Linguistics,Diachronic Linguistic Typology, Welfare Linguistics
Kenji Hara	Associate Professor	Visual Information Processing
Kohei Inoue	Associate Professor	Pattern Recognition, Image Processing
Masayuki Takada	Associate Professor	Psychoacoustics, Environmental Acoustics
Mia Nakamura	Associate Professor	Sociology of Music, Arts Management
Naoki Ono	Associate Professor	Digital Image Processing and Recognition
Toshiya Samejima	Associate Professor	Acoustic Engineering
Yukiyasu Yoshinaga	Associate Professor	Image Processing, Pattern Recognition
Hiroko Nishida	Assistant Professor	Musicology, Music Theory & Analysis, Music Culture
Katsuya Yamauchi	Assistant Professor	Psychoacoustics, Noise Control Engineering
Kazuhiko Kawahara	Assistant Professor	Performance Evaluation of Acoustic Engineering System
Kohei Wakamiya	Assistant Professor	Speech Science
Kosuke Okusa	Assistant Professor	Computational Statistics, Sensing

Department of Environmental Design

Hiroyuki Kanekiyo	Professor	Landscape Management, Landscape Planning and Design
Kayoko Kondo	Professor	Environmental Policy, Environmental Economics, History of Social Thought
Keiyo Fujihara	Professor	Historical Study of Japanese Modern Architecture
Kenichi Tanoue	Professor	Architectural Planning and Design
Masakazu Tani	Professor	Environmental Anthropology
Shoichi Sasabuchi	Professor	Statistical Mathematics
Takashi Tomiita	Professor	Environmental Chemistry, Building Materials
Yoshitake Doi	Professor	History of Western Architecture
Kazuo Asahiro	Associate Professor	Environmental Conservation and Restoration
Naoko Fujita	Associate Professor	Landscape Ecology
Naoyuki Oi	Associate Professor	Urban and Building Environment, Environmental Psychology
Tetsuya Ukai	Associate Professor	Architectural Design, Urban Design
Tomokazu Yoshioka	Associate Professor	Structural Engineering
Yasuko Kishi	Associate Professor	History of City and Architecture in Japan
Ayako Fukushima	Assistant Professor	Heritage Studies
Tomo Inoue	Assistant Professor	Planning of Building Construction, Management and Organization of Building Process
Yoichi Kawamoto	Assistant Professor	Urban Environment

Department of Content and Creative Design

Akira Ishii	Professor	Product Design , Transportation Design
Hisayasu Ihara	Professor	Graphic Design
Kiyoshi Tomimatsu	Professor	Interaction Design
Masaru Sato	Professor	Design and Research on The Sign Communication
Naomi Fujimura	Professor	Computer Software, Contents Engineering
Shinji Wakiyama	Professor	Multiple-Image, Image for Exhibition, Presentations
Daewoong Kim	Associate Professor	Contents Design, Digital Archive
Hiroyuki Matsuguma	Associate Professor	Computer Graphics Design
Hisao Oshima	Associate Professor	Dramaturgy
Kazuki Takenouchi	Associate Professor	Creative Design, Computer Fabrication, Synthesis of Mechanism, Design Science
Masahito Katayama	Associate Professor	Fine Art
Mikako Tomotari	Associate Professor	Sculpture
Noriko Yonemura	Associate Professor	Art History
Reiji Tsuruno	Associate Professor	Computer Graphics, Visual Computing
Ryoko Ueoka	Associate Professor	Virtual Reality, Human Interface
Taketoshi Ushiama	Associate Professor	Digital Content Environment Design
Toru Koga	Associate Professor	Philosophy, Ethics, Aesthetics, Fundamental Theory of Design
Kiriko Toh	Assistant Professor	Visual Design, Information Design on Networks
Miharu Fuyuno	Assistant Professor	Cognitive Linguistics, Corpus Linguistics, English Education, Media and Education, Media and Language Culture
Tatsuro Ishii	Assistant Professor	Visual Image Creation, Visual Image Expression
Tsukasa Aso	Assistant Professor	Intellectual Property Law

Department of Design Strategy

Masahiro Kiyosumi	Professor	Brand Design, Promotional Design,Social Experience
Yasushi Togo	Professor	Social System Design, Project Management, Regional Policy Management, Regional Branding
Yoshitsugu Morita	Professor	Public Space and Element Design, Living Space and Element Design, Industrial Design, Design Evaluation
Haruka Sogabe	Associate Professor	Design Process, Sign Design, Public Space Design
Michael William Hall	Associate Professor	English Skills and Environmental Risk Management
Minako Ikeda	Associate Professor	Contemporary Design, Design Journalism, Information Design, Design History, Editorial
Ryoichi Tamura	Associate Professor	Design Management, Design Systems
Tomoaki Fuji	Associate Professor	Machine Design
Toshifumi Saito	Associate Professor	Creative Direction, Art Direction, Advertising Design, Museum Design
Yasuyuki Hirai	Associate Professor	Interior Design, Office Design,Interior Product Design, Inclusive Design
Yoshitaka Sugimoto	Associate Professor	Product Design , Industrial Design
Yoshito Ogata	Associate Professor	Industrial Design, Product Design, Science of Design, Design Method
Naoshige Akita	Assistant Professor	Interior Design, Interior Product Design, Science of Design, Inclusive Design

Faculty of Arts and Science

| Kazuhiko Yamamoto | Professor |

Institute for Advanced Study

| Takeharu Seno | Associate Professor |

Art, Science and Technology Center for Cooperative Research

| Yuriko Hayabuchi | Associate Professor |

Educational support staff

Zenichi Hirayama	Clerical Staff of Education
Tatsuya Oka	Technical Manager
Takahiro Tanaka	Technician
Mitsuo Tsuda	Technical Manager
Kazuharu Kasahara	Senior Technician
Junichi Kuriya	Technician
Megumi Fukuzawa	Technician
Morihisa Miyamoto	Technician
Mutsuhiro Fujiwara	Technician
Takahiro Iwami	Technician
Takiko Kozuma	Clerical Staff of Education
Tomoko Imasaka	Clerical Staff of Education

UNDERGRADUATE INNOVATIONS AND RESEARCH

Art **Technology**
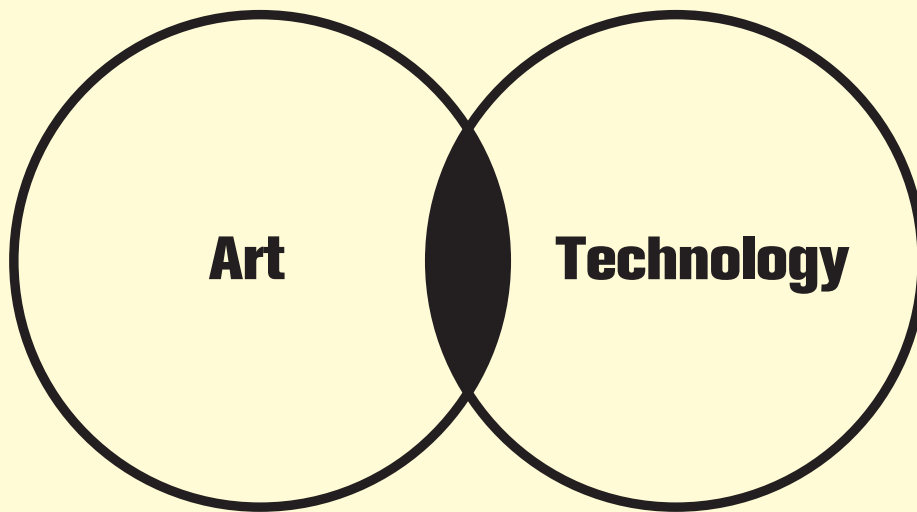
Kentarou Kunimoto, Ayaka Miura, Miki Miyauti

Kunimoto : First-year student in the Master's course in Environment and Heritage Design at the Graduate School of Design
Miura and Miyauchi : First-year students in the Department of Design Strategy (completed Master's course in March 2014)

Hollow Walls

Theme: A Teahouse for 2012. We designed a space for performing open-air tea ceremonies, incorporating the concept of the "teahouse" into a motif made from folding screens. In the second round of the competition, we actually created a model of the teahouse arena (full-size) using Japanese cedar wood.

■ Architectural Institute of Japan Architectural Culture Week, Student Workshop 2012, Fourth Prize, winner of the Judge's Award (Masato Nakatani Award)

Kyoko Kita

Second-year student in the Department of Design Strategy (completed Master's course in March 2015)

nicoichi camera

By interviewing and observing people, I discovered the problem that *gyaru* (followers of a certain flashy street fashion that is unique to Japan) find it difficult to take pictures of themselves in dark environments, such as festivals and live concerts, when photos are partly cut off, too dark, or cannot be taken from the desired angle. Therefore, I developed a "selfie" application that helps the user take bright, high-quality photos. The application uses two iPhones, one for operating the flash and taking the photo and one for confirming the photo on the screen.


■ Smartphone Application Contest held by the Information Processing Society, Consumer Devices and Systems and Systems Society, and Mobile Computing and Pervasive Systems Society
Winner of the Best Application Award
■ 2015 Fukuoka Digital Business Content Award
Winner of the Prefectural Governor's Award (Grand Prize) / Prefecture Producer's Award (Special Prize)
■ 2013 Kyushu University Challenge and Creation Project
Winner of the President's Award (First Prize)

Kousuke Goto

Senior in the Department of Acoustic Design (graduated in March 2015)

Constructing and evaluating the performance of a sound reproduction system using distributed mode loudspeaker technology

I proposed a new sound reproduction system using distributed mode flat panel loudspeaker technology. My study found that this reproduction system generates a highly diffusive sound field.
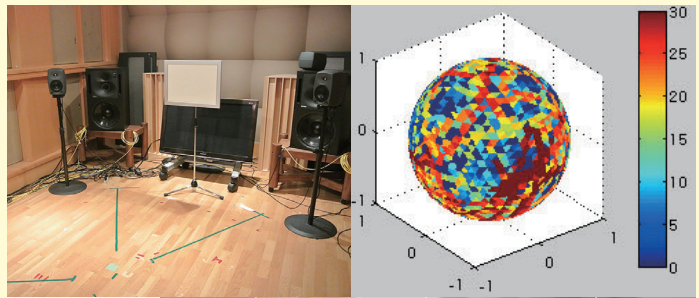
■ Graduation study in fiscal year 2014
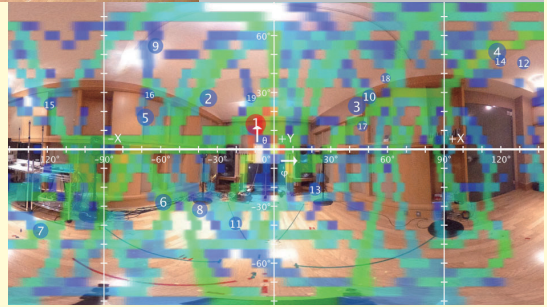
Yan Pei

Third-year student in the International Doctoral course in Human Science (completed doctoral course in March 2013)

Advanced research on evolutionary computation technology

To improve the performance of evolutionary computation, an optimization method inspired by the principles of biological evolution, I conducted research on approximating the topology of the search space to simple shapes using various methods and quickly discovering the optimal solution.
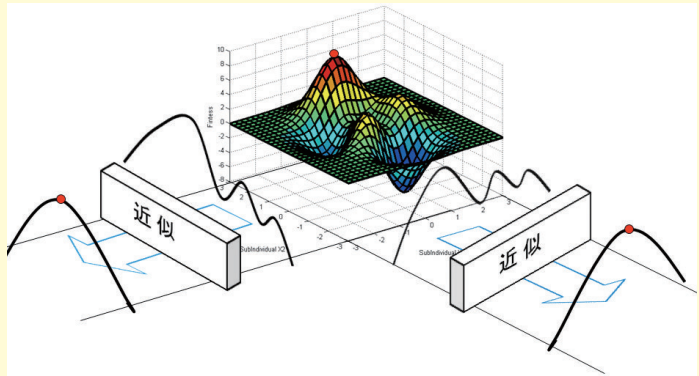
■ Winner of the Best Paper Award at the 2012 International Conference on Genetic and Evolutionary Computing (ICGEC)
■ Japan Society for Fuzzy Theory and Intelligent Informatics, Kyushu Chapter, Best Presentation Award

Shoutarou Okada

Senior in the Department of Environmental Design (graduated in March 2014)

Plan for the Dekayama Town

During the Seihakusai Festival in Nanao City, Ishikawa Prefecture, giant floats called "dekayama" are paraded through the streets. My plan was to shape the future of Nanao by redefining the locally admired dekayama not simply as festival floats but as Nanao's unique architectural assets.

■ Sendai design league 2014
Graduation design best of Japan play-off
"Japanese best" winning a prize

Rieko Hidaka

Second-year student in the Master's course in the Content and Creative Design at the Graduate School of Design

Typeface design "Haneru"

This production is an original font that was inspired by historical documents written in the Ming style and is characterized by a pop shape produced by emphasizing the uroko (selif) and harai (downward sweeping) strokes. I also applied the font to a poster for the film *Breakfast at Tiffany's*.

■ Winner of the 2011 Japan Typography
Annual Best Work Award in the Student Category

Shinichiro Ito

Second-year student in the Department of Design Strategy (completed Master's course in March 2015)

PosturAroma

The PosturAroma necklace is a wearable device designed to enhance women's posture based on the relationship between scent, emotion, and confidence. I worked on its development at MediaLAB Amsterdam during my time as an exchange student at Amsterdam University of Applied Sciences.

■ 9th International Conference Design & Emotion 2014
BEST DESIGN CASE AWARD

PosturAroma

Kanako Iwasaki

Second-year student in the Master's course in Content and Creative Design at the Graduate School of Design

"Mayunome" (Painting)

I painted the internal view as seen by a life coming into the world based on the motif of a cocoon surrounding a life.
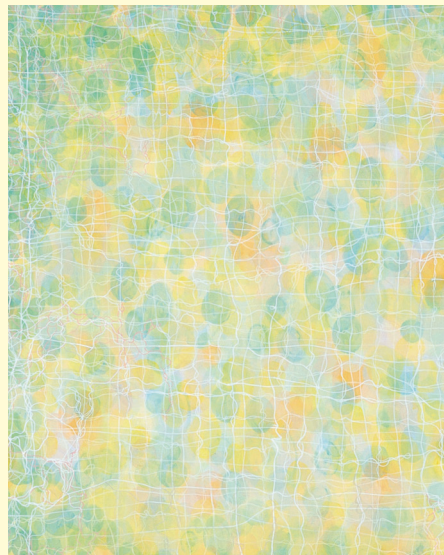
■ Encouragement Award, The 3rd Kyushu Kokuten Exhibition, Painting Division
■ Selected, The 89th Kokuten Kaigabu
■ Encouragement Prize, The 3rd Kyusyu Kokuten Kaigabu

Mami Yamaguchi

Second-year student in the Master's course in Content and Creative Design at the Graduate School of Design (graduated in March 2015)

Basic research for controlling physiological conditions using the "Puff System" haptic vortex air cannon interface

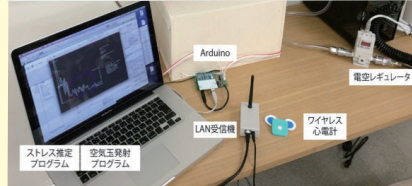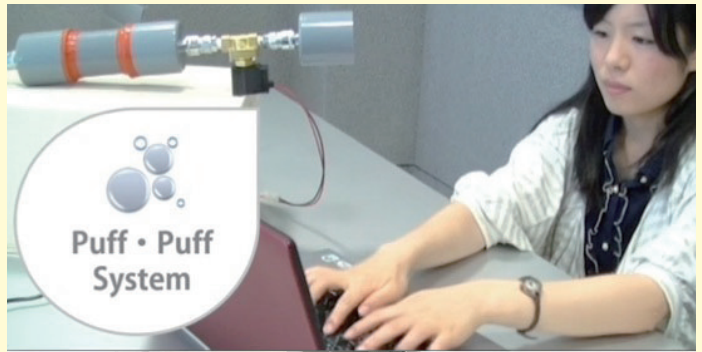I developed a prototype system that produces relaxation and arousal effects when air balls are thrown against the cheek. I conducted experiments for predicting stress based on pulse changes and producing stress-relieving effects.

■ MVE prize,
IEICE (The Institute of Electronics, Information and Communication Engineers), March, 2015

Yohei Mizobe, Ruri Kameoka, Fumitaka Sudo, Takahiro Miyagaki, Yuri Hatano, Sanae Kojima, Shiho Nagahama

Mizobe : Senior in the Department of Industrial Design (graduated in March 2015)
Kameoka : Senior student in the Department of Industrial Design
Sudo,Miyagagi,Hatano,Kojima,and Nagahama : Junior in the Department of Visual Communication Design

A new 3D-printed font, *Kanakoro*

"Kanakoro" is a font aimed at creating new expressions with characters in which Japanese hiragana are rendered in 3D. The team used a 3D printer to model the font. The Kanakoro characters, which can be held in the hand and read through touch, offer a completely different experience to conventional characters.
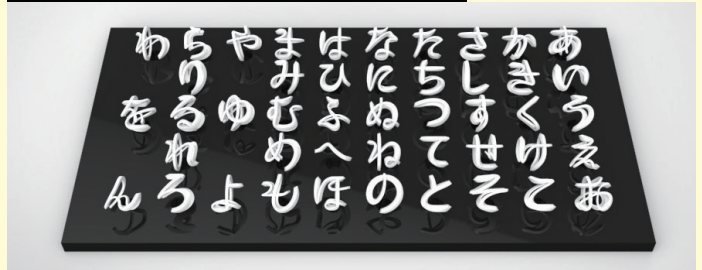
■ Tokyo Design Week 2014, Asia Design Award 2014 Student Grand Prix

Kohei Oto

Second-year student in the Master's course in Communication Design Science at the Graduate School of Design (graduated in March 2015)

Membranophone vibrations and acoustic radiation characteristics

I recorded the sound produced when a tabla, a traditional Indian percussion instrument, is struck with a hammer and analyzed the acoustic characteristics using an analytical device (see photo). The method allowed for frequencies from around 20–1000 Hz to be analyzed in one recording.

■ Student Presentation Award

INTRODUCTION OF INNOVATIONS AND RESEARCH BY OUR ALUMNI

Design × Society
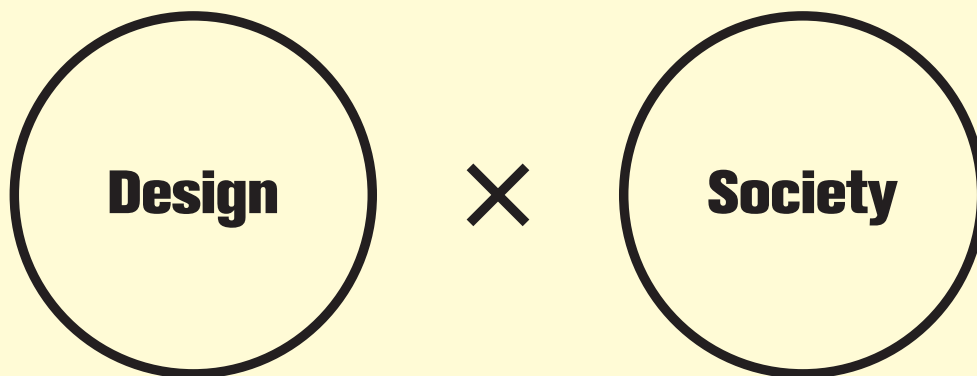
Graduated from the Department of Visual Communication Design in 1989

Yoji Minakuchi

Creative Director, Design Department, Suntory Business Expert Limited

Product design is about developing mechanisms that "impress the unconscious mind."

I design the drinks that you see on a daily basis at convenience stores, supermarkets, and vending machines. Unlike products such as cars and computers, people choose their drinks unconsciously. Product design is not just about creating attractive packaging. As designers, we must carefully consider how people think and feel and develop mechanisms that impress the unconscious mind. I have applied these mechanisms in Suntory's *Oolong Tea*, *DAKARA*, and *Iyemon* products.

Graduated from the Department of Acoustic Design in 2005

Sadaharu Yagi

Recording Engineer/Producer

mixing engineer based in Los Angeles

Awarded a Grammy for Album of The Year at the 14th Latin Grammy Awards (2013) and another one for Best Latin Pop Album award at the 56th Grammy Awards (2014) for his work on Draco Rosa's album "Vida"

56th Annual Grammy Awards Trophy + 14th Latin Grammy Awards

right:RIAA Gold and double platinum record
left:Unchain Album 「10fold」 Produced/Engineered by Sadaharu Yagi

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Graduated from the Department of Environmental Design in 2010
Completed the Master's course in Environment and Heritage Design at the Graduate School of Design in 2012

Yurina Yamakita

Landscape Architect, Fukuoka Design Office, KANVITOHM Inc.

Landscape architecture is about discovering and realizing the potentialities of places.

As a landscape consultant, I develop proposals for the design and use of parks and other outdoor spaces. My work is about discovering potentialities from among the unseen qualities of places, including their geographical features, histories, and communities.

tsukiguma park golf

block park

Completed the Master's course in Human Science at the Graduate School of Design in 2011
Completed the Doctoral course in the same department in 2015

Masaki Ogawa

Faculty of Design, Kyushu University Post-doctoral Fellow

Think carefully about how to apply yourself.

I am conducting research on "vection," an illusion in which we feel that we are moving when we are not. By conducting experiments on unexplored questions and themes, we can create knowledge for others around the world. This distinctive pleasure is one that only researchers can experience.
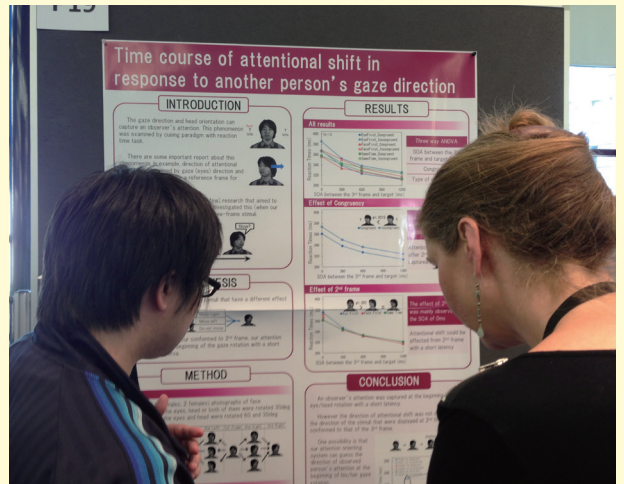
The poster presentation scene in international conferences

Graduated from the Department of Industrial Design in 2002
Completed the Master's course in Content and Creative Design in 2004

Tomohiro Sakotsubo

Design Office 3, Industrial Design Department 3,
GK Design Inc.

Railway vehicles require a design that does not aim for eccentricity, and at the same time does not become boring.

Design of public transport vehicles needs to be accepted by various users and not become boring. The train in the photo is an E233 on the Chuo Rapid Line, for which we used checkered coloring to create a smart impression and integrated aspects of universal design.

Graduated from the Department of Environmental Design in 2008
(Studied abroad at École Nationale Supérieure d'Architecture de Paris-La Villette, 2006–2007)
Completed the Master's course in Design Strategy in 2010

Takaaki Mori

Account Manager, Account Management Division 8,
Dentsu Inc.

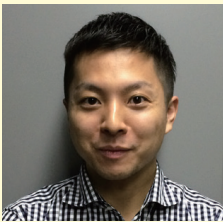**Producing all manner of things, from the "object" to the "concept"**

As an advertising agency, I develop and produce products and services for large companies. In addition to advertising, I am responsible for a wide range of design tasks, from designing "objects," such as product packaging, content, and sales promotion devices to developing "concepts" through media plans and events.

Graduated from the Department of Environmental Design in 2007

Kosuke Yutani

Architect, President of Design Office, YUTANI DESIGN

Café Yamanaka, café

I develop "spaces" that are both functional and attractive using the skills I acquired at the Department of Environmental Design.

The Department of Environmental Design is different from other architecture departments in that students not only learn how to design buildings but also develop comprehensive skills needed to integrate design with local conditions.

■JCD Design Awards 2014, Best 100
■5th Aichi Architecture Competition
■JAPAN WOOD DESIGN AWARD 2015

Toshijima Blue Field, platform.

Graduated from the Department of Art and Information Design in 2003

Yasuhiro Yoshiura

Animation Director

Twelve years have passed since I graduated from Kyushu Institute of Design.

I write scripts for and direct animated films. I have received invitations and awards at various international film festivals. See the Studio Rikka homepage for the latest information.
(http://studio-rikka.com/)

" Time of EVE "
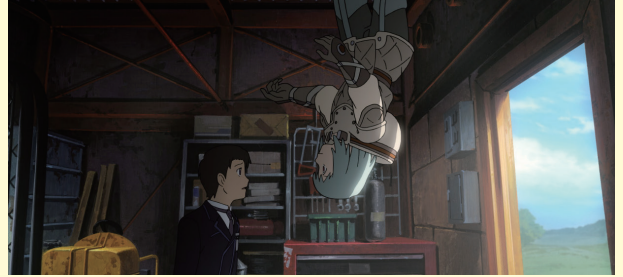
" PATEMA INVERTED "

Graduated from the Department of Art and Information Design in 2009
Completed the Master's course in Content and Creative Design at the Graduate School of Design in 2011
Completed the Doctoral course in 2014

Ryoichi Ando

Scientist, Researcher
Institute of Science and Technology Austria

Exploring expressions with water

I develop algorithms for computer graphics - I design numerical methods for fluid simulations for the use in film production. My research bridges a wide variety of scientific knowledge such as mathematics, physics and art. I contribute to the world as a leading researcher for the development of digital effects industry.
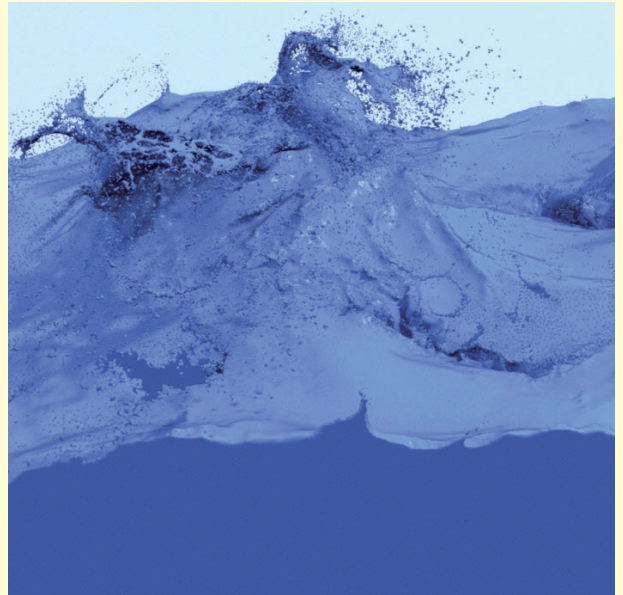
Graduated from the Department of Acoustic Design in 2009
Completed the Master's course in Communication Design Science at the Graduate School of Design in 2011

Akihiro Sonogi

YAMAHA CORPORATION
Speakers and Amplifiers Group, PA Development Department

I support music culture from behind-the-scenes via acoustic equipment.

I design equipment such as business-use speakers and amplifiers. By developing business-use acoustic equipment, I want to enhance the musical experiences of as many people as possible and contribute to the advancement of music culture.

DBR series

FACILITIES : OHASHI CAMPUS MAP
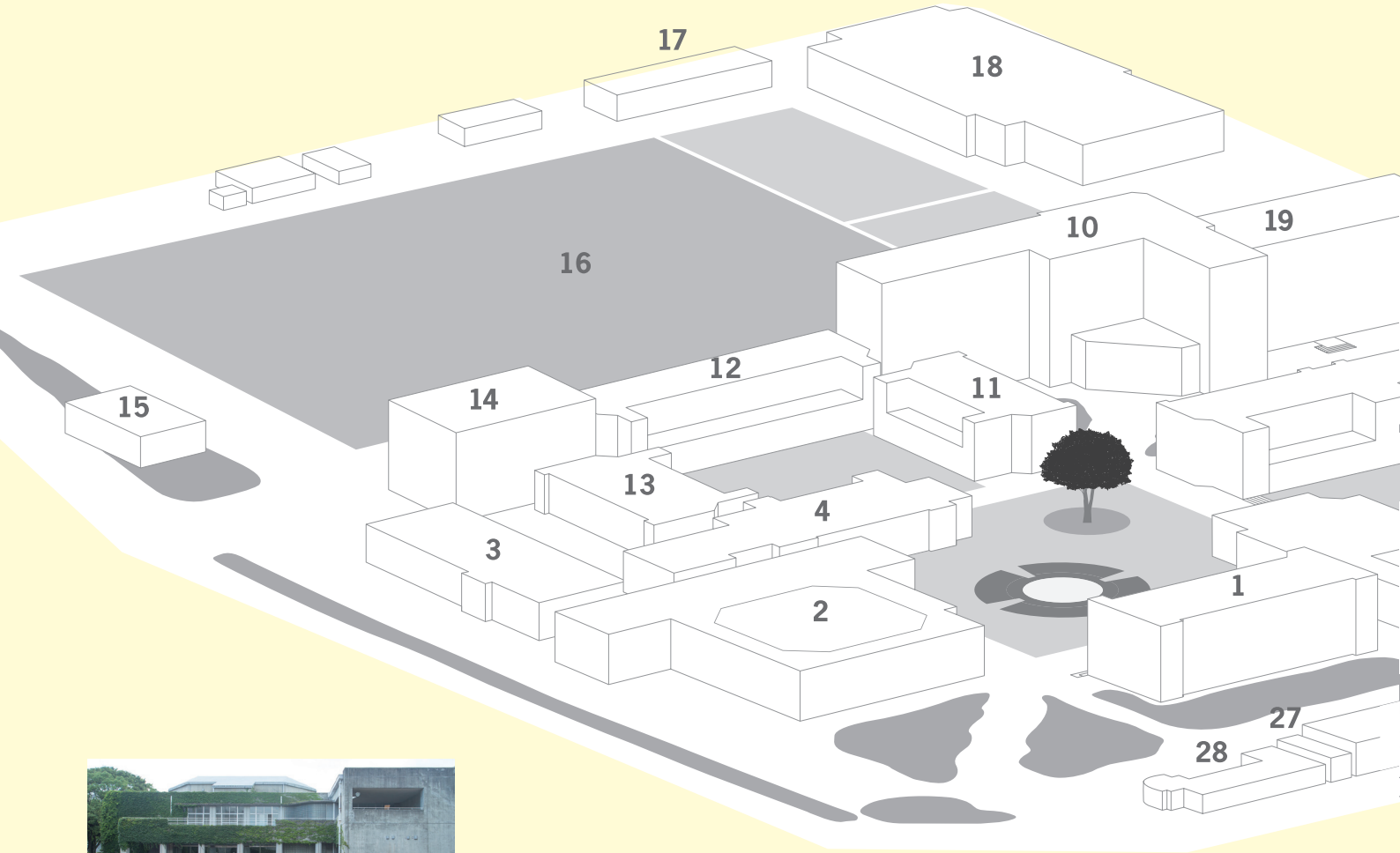
2_Multi-purpose Building

A multi-purpose space for education, experiments, and performances, the building's central hall is designed to integrate various media components, such as sound, light, and images, within a single environment.

4_Design Library

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

5_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.

1_Administration Office
2_Multi-purpose Building
3_Information Infrastructure Initiative,
  Ohashi Office
4_Design Library
5_Design Workshop
6_Building 1
7_Building 2
8_Building 3
9_Building 4
10_Building 5

11_Building 6
12_Building 7
13_Building 8
14_Design Division of KASTEC
15_Experimental House for Living Space Design
16_Multipurpose Sports Field
17_Club Activities Building
18_Gymnasium
19_Counseling and Health Center
20_Visual Communication Design Center

21_Acoustic Research Center
22_Environmental Research Center
23_Printing Workshop
24_Open Design Laboratory
25_Research Center for Human Environmental
  Adaptation
26_Utilities Building
27_Parking Garage
28_Security Office
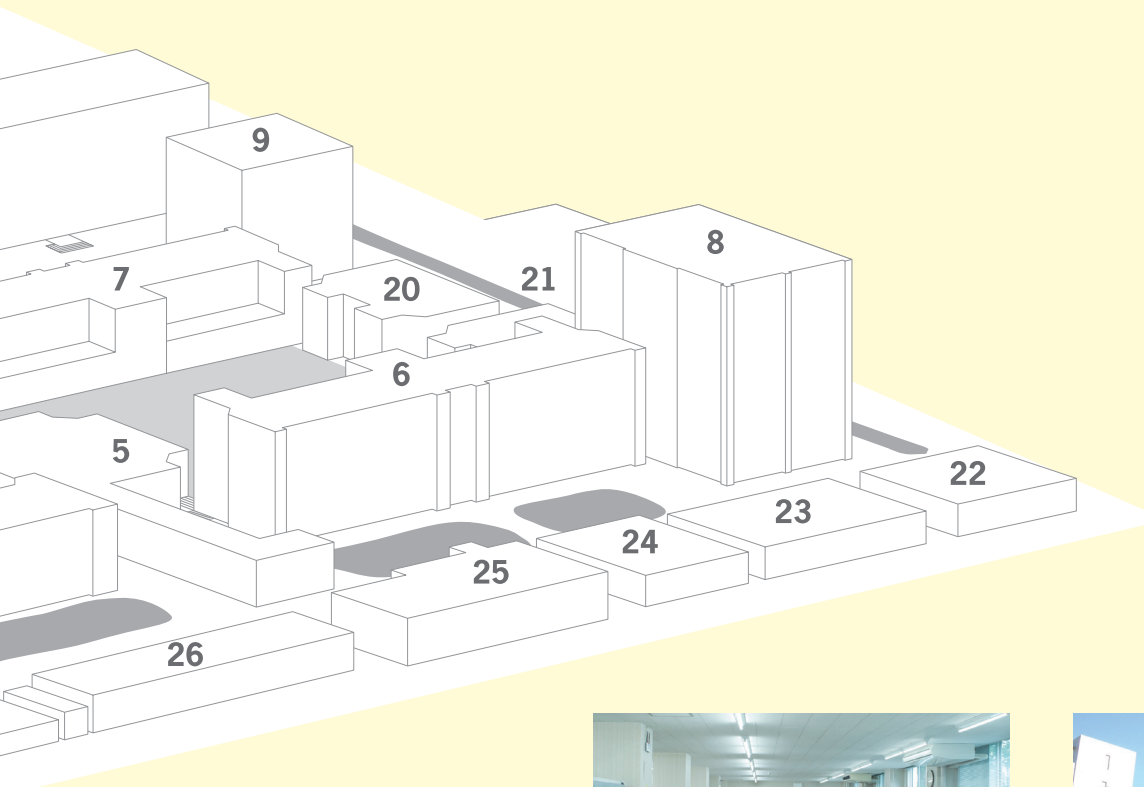
left : 7_Building 2
rignt : 20_Visual Communication Design Center,
     21_Acoustic Research Center

19_Counseling and Health Center

The Counseling and Health Center contains a cafeteria, shop, and vending machines (1st floor), the Ohashi Branch of the Institute of Health Science (2nd floor), training rooms (3rd floor), and research laboratories (4th floor).

25_Research Center for Human Environmental Adaptation

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

FACILITIES

2_Social Art Lab

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

14_Design Division of KASTEC

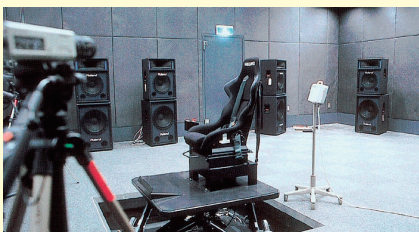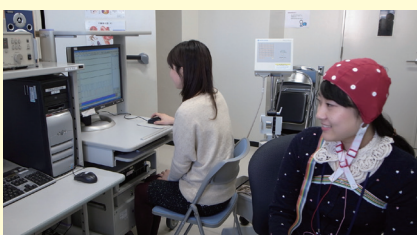The design division of KASTEC has the role of planning and coordinating industry-university-government collaboration projects on design fields such as Social Design, Human Science, Communication Design Science, Environmental Design, Content and Creative Design.

19_Research Center for Applied Perceptual Science

The Research Center for Applied Perceptual Science aims to establish a new research area, perceptual science, which transcends the boundaries between disciplines such as humanities, sciences, and arts in order to construct better relationships between humans and environments. The Center provides a place where distinguished researchers with two or more different fields of expertise can gather and swiftly reflect their ideas in research.
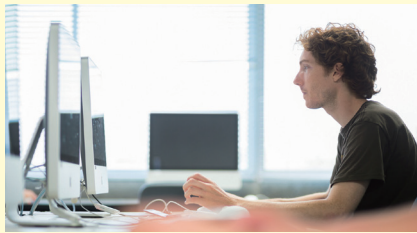
3_Information Infrastructure Initiative, Ohashi Office

Located at the Ohashi Campus, the Research Institute for Information Technology supports the information environment necessary for education and research in the Faculty and Graduate School of Design. The Institute provides computer terminals for use in lectures or personal study as well as email and web services for faculty members in the Ohashi area.

15_Experimental House for Living Space Design

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

24_Digital Workshop

The Digital Workshop aims to support the creation of advanced digital content and archive development and contains equipment and facilities such as a Multi-purpose Photography Studio, a 3D body digitizer, and motion capture equipment.
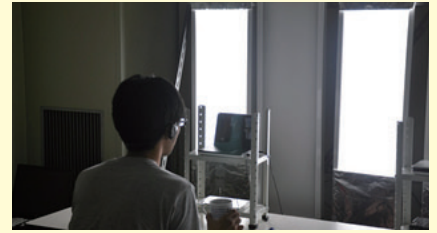
6_Physiological Anthropology Research Center

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

18_Ground, Tennis court, Gymnasium

There is a sports ground, 2 tennis courts and a gymnasium combined with function of martial arts court.

24_Kansei Design Center

The Kansei Design Center consists of two disciplines of education and research, content design and user science, and is engaged in education and research aimed at creating new value and nurturing talented individuals through the integration of a new scientific approach to artistic sensitivity.

HISTORY

April 1, 1968	Kyushu Institute of Design was established (Faculty of Design: the Departments of Environmental, Industrial, Visual Communication, and Acoustic Design).
May 2, 1977	The Graduate School (Master's Course) of Kyushu Institute of Design was established, composed of the Divisions of Living Environmental Studies and Audio and Visual Communication Studies.
April 1, 1986	The Departments of Environmental and Visual Communication Design were reorganized. The staff of each Department was divided into two groups (the Department of Environmental Design was divided into Theory of Environmental Design and Environmental Design Practice; the Department of Visual Communication Design was divided into Theory of Visual Communication Design and Visual Communication Design).
April 1, 1988	The Departments of Industrial and Acoustic Design were reorganized. The staff of each Department was divided into two groups (the Department of Industrial Design was divided into Ergonomic and Mechanic Design, and Product and Interior Design; the Department of Acoustic Design was divided into Science of Acoustical Environment and Science of Information Acoustics).
April 1, 1992	Three Departments (the Departments of Environmental, Industrial, and Visual Communication Design) have increased the annual enrollment of their students.
April 1, 1993	The Graduate School (Doctoral Course) of Kyushu Institute of Design was established, composed of the Divisions of Living Environmental Studies and Audio and Visual Communication Studies.
April 1, 1996	The Division of Audio and Visual Communication Studies (Doctoral Course) has increased the annual enrollment of the students.
April 1, 1997	The Departments of Environmental Design, Industrial Design, Visual Communication Design, and Acoustic Design were reorganized. The staff of each Department was divided into three groups: the Department of Environmental Design was divided into Theory of Environmental Design, Environmental Planning and Design, and Environmental Systems; the Department of Industrial Design was divided into Ergonomics, Product and Space Design, and Intelligent Mechanics and Control; the Department of Visual Communication Design was divided into Vision Science, Visual Image Design, and Image Engineering; the Department of Acoustic Design was divided into Science of Sound Culture, Science of Acoustical Environment, and Science of Acoustic Information. The Department of Art and Information Design was established, composed of three groups: Media Art and Culture; Media Design; and Information Environment Sciences.
April 1, 2001	The Graduate school of Kyushu Institute of Design was reorganized. The Divisions of Living Environmental Studies and Audio and Visual Communication Studies were abolished, and the Graduate School of Design was established as a single unified course.
October 1, 2003	Kyushu Institute of Design and Kyushu University were unified. The School of Design, Graduate School of Design and Faculty of Design of Kyushu University were established.
April 1, 2006	The Department of Design Strategy, Graduate School of Design of Kyushu University was established.
April 1, 2008	The Department of Design Strategy (Doctoral Course), Graduate School of Design of Kyushu University was established.
July 1, 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 abolished, and The Departments of Human Science, Communication Design Science, Environment Design, Content and Creative Design and Design Strategy were established.
April 1, 2010	The Human Science International Course, Department of Design, Graduate School of Design (Doctoral Course) of Kyushu University was established.
April 1, 2013	The Research Center for Applied Perceptual Science, Faculty of Design of Kyushu University was established.
August 1, 2014	The Physiological Anthropology Research Center, Faculty of Design of Kyushu University was established.
April 1, 2015	The Social Art Lab, Faculty of Design of Kyushu University was established.

INTERNATIONAL STUDENTS

(As of Nov 1. 2015)

China 118
Sweden 1
Russian Federation 1
Germany 1
France 4
Turkey 1
Syria 1
Bangladesh 2
Korea 16
Taiwan 6
Thailand 3
Sri Lanka 1
Malaysia 2
Indonesia 2
U.S.A. 1
Colombia 1
Brazil 3
Argentina 1

Note : 10
        1
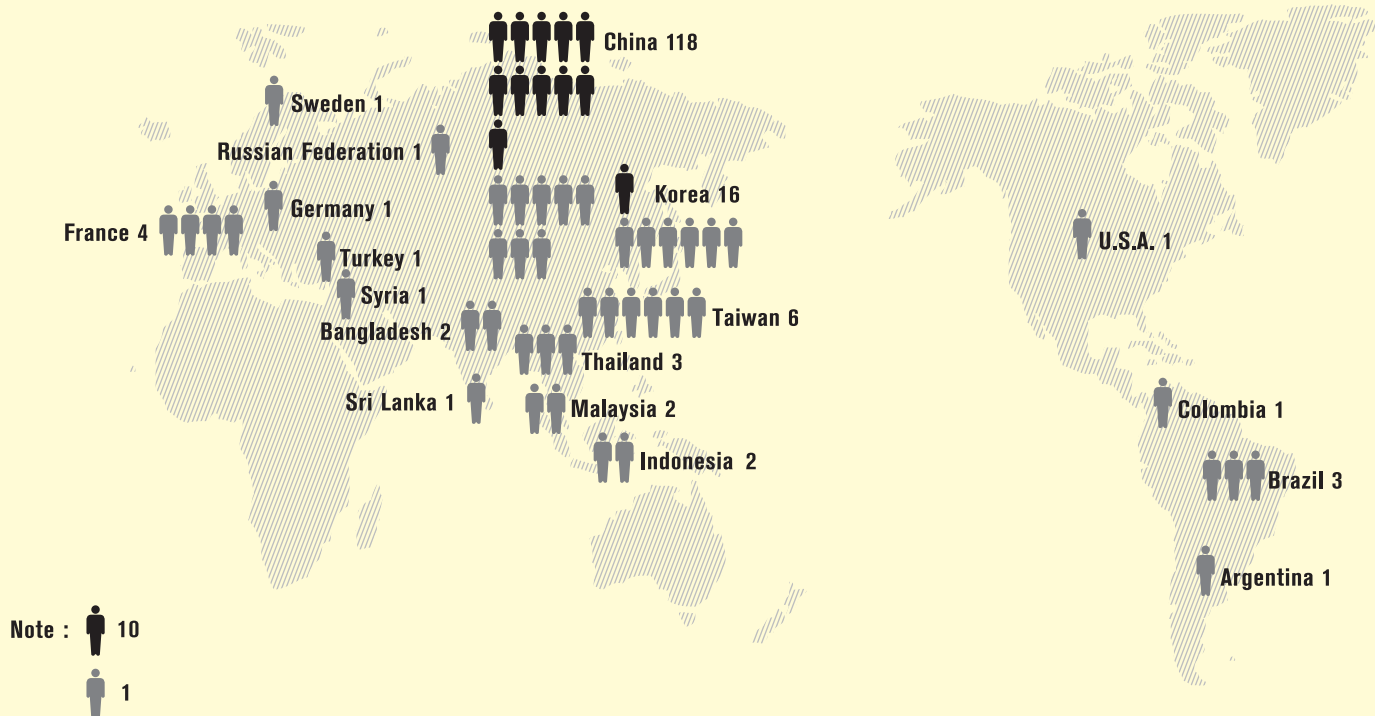
ADMISSIONS

	URL	Contact address
Undergraduate School of Design	http://www.kyushu-u.ac.jp/ english/admission/ undergraduate_school.php	Admission Division Student Affairs Department Kyushu University 6-10-1 Hakozaki, Higashi-ku, Fukuoka, Japan 812-8581
Graduate School of Design Master's Program/ Doctoral Program	http://www.design.kyushu-u.ac.jp/ kyushu-u/english/admissions	Student Affairs Division Kyushu University School of Design 4-9-1 Shiobaru Minami - ku, Fukuoka, Japan 815 - 8540
Research Student		

PARTNER INSTITUTIONS

Country		Institution	Date of Conclusion	
			Academic Cooperation	Student Exchange Program
Asia(9)	Korea(5)	Dongseo University	Feb.17,2003	July.27,2005
		School of Architecture, Kookmin University	Mar.18,2008	Mar.18,2008
		College of Design, Kookmin University	Feb.11,2009	Feb.11,2009
		School of Design and Human Engineering, Ulsan National Institute of Science and Technology	Sep.2,2014	Sep.2,2014
		College of Humanities and Social Science, Pukyong National University	It's undecided	It's undecided
	Indonesia(1)	Faculty of Engineering, Hasanuddin University	Feb.18,2014	Feb.18,2014
	Taiwan(1)	College of Design, National Taipei University of Technology	It's undecided	It's undecided
	Bangladesh(2)	Faculty of Architecture and Planning, Bangladesh University of Engineering and Technology	It's undecided	It's undecided
		Bangladesh Agricultural University	It's undecided	
Middle & Near East (1)	Turkey(1)	Faculty of Architecture and Design, Faculty of Fine Arts, and Graduate School of Fine Arts, Anadolu University	Nov.1.2014	Nov.1.2014
Europe(14)	Italy(1)	Technical University of Milano	Feb.28,2002	Feb.28,2002
	United Kingdom(3)	School of Architecture and Design, Royal College of Art	June.30,2003	
		The Helen Hamlyn Research Center, Royal College of Art	Mar.24,2004	
		Loughborough Design School, Loughborough University	Nov.28,2007	
	Germany (3)	State University of Design, Media and Arts Karlsruhe	July.24,2003	July.7,2004
		Faculty of Design, Hochschule Darmstadt, University of Applied Sciences	Oct.10,2007	Oct.10,2007
		Faculty of Cultural Sciences, Cologne University of Applied Sciences	Aug.31,2009	Aug.31,2009
	France(2)	Ecole d'Architecure, Paris La Villette	June.28,2004	June.28,2004
		University of Technology of Belfort Montbeliard	Sep.21,2009	Sep.21,2009
	Netherlands(3)	Faculty of Art, Media & Technology, Utrecht School of the Arts	Sep.25,2008	Sep.25,2008
		Department of Communication & Multimedia Design, NHL University of Applied Sciences	Feb.19,2012	Feb.19,2012
		School of Design and Communication, Amsterdam University of Applied Sciences	Apr.23,2012	Apr.23,2012
	Belgium (1)	Faculty of Bioscience Engineering, Faculty of Arts and Philosophy and Faculty of Engineering and Architecture, Gent University	Feb.16,2012	Feb.16,2012
	Finland(1)	School of Art, Design and Architecture Aalto University	Aug.25,2014	Aug.25,2014
North America (1)	U.S.A(1)	California State Polytechnic University, Pomona	June.7,1990	June.7,1990

STUDENT EXCHANGE PROGRAMS WITHIN THE FRAMEWORK OF UNIVERSITY-LEVEL STUDENT EXCHANGE AGREEMENT

You can study in Kyushu University within one year when your home university has a student exchange agreement with Kyushu University.
>> Partner Institutions
http://www.isc.kyushu-u.ac.jp/intlweb/agreeview/worldmap.php?en=1

Exchange students will be waived the tuition fee and offered to stay in University Dormitory. School credits earned in Kyushu University can be forwarded to your home university with the appropriate authorization.

Applicants should submit the necessary documents to Kyushu University through home universities.
Document for application can be downloaded from the bottom of the page of Kyushu University website at
http://www.isc.kyushu-u.ac.jp/intlweb/admission/exchangetop

Language skill required: Japanese Language Proficiency Test (JLPT), 1st Grade preferred for Undergraduate and Graduate Schools.

Application deadlines: November 10th for April enrollment, March 10th for October enrollment

If you need further information, please visit the following website of International Affairs Department, Kyushu University.
http://www.isc.kyushu-u.ac.jp/intlweb/en

STUDENT EXCHANGE PROGRAMS WITHIN THE FRAMEWORK OF FACULTY-LEVEL STUDENT EXCHANGE AGREEMENT

The guideline and procedure of Student Exchange Programs for School of Design and Graduate School of Design are the same as described above.

Application deadlines: November 10th for April enrollment, March 10th for October enrollment.

*The deadlines above are the first deadlines.
Please ask Student Affairs Section by e-mail (gkggakusei@jimu.kyushu-u.ac.jp)
whether your application may be received a little later than the above-mentioned deadlines.

If you need further information, please visit our official website:
(Japanese) http://www.design.kyushu-u.ac.jp/
(English) http://www.design.kyushu-u.ac.jp/kyushu-u/english/index

SCHOLARSHIPS

Please refer to the following URL for details.
http://www.isc.kyushu-u.ac.jp/intlweb/en/admission

KYUSHU UNIVERSITY
INTERNATIONAL STUDENT AND RESEARCHER SUPPORT CENTER

Kyushu University is seeking to develop and improve a support system for international students and researchers in order to assist their daily lives and academic activities in Japan. We assist international students and researchers with the following matters.

Before and Upon Arrival

- Visa application support
- Airport pickup service (by shuttle bus)
- Residence Hall move-in assistance
- "Starting a new life" Support with student supporters

Daily matters

- Translation/Interpretation from and into English
- Housing Contract assistance
- Application support for "Status of Residence" related matters
- Other assistance upon request

Location

Ohashi Campus
Student Section, the Graduate School/School of Design

Office Hours	Monday - Friday 9:00am to 5:00pm (JST)

Closed on Saturdays, Sundays, national holidays, the year-end and New Year's holiday

Please visit Support Center website at http://www.isc.kyushu-u.ac.jp/supportcenter/en/aboutus.

ACCOMMODATION

(As of Nov. 2014)

International House(Ijiri)

location	2-36-40 Ijiri, Minami-ku, Fukuoka, 811-1302
	6-minute walk from Ijiri Station (Nishitetsu Railway, Tenjin Omuta Line)

For students

Room type	Area (m²)	Number of rooms (rooms)	Rates(yen) /month	Common area charge (yen)/month	Electricity/gas/water (yen)/month	Cleaning *Paid at the time of moving in (yen)	Rental bedding (yen) per 6 months
Single rooms	13.00	59	4,700	3,200	Actual cost	7,000	5,000
	If a resident moves in or out of the dormitory halfway through a month, he/she must pay the charge for the entire month. Internet connection fee is included in the common area charge.						
Residence period	1-6 months. This rule shall not apply to the exchange student who will stay in Japan less than 1year.						
Facilities (in the rooms)	Refrigerator, air-conditioner, lighting, desk, chair, bookshelf, bed, locker, mini-kitchen system, prefabricated bath, internet terminal						
Common facilities	Laundry room (washing-machine, drying machine), multi-purpose hall, lounge. For the details please see the website of the Support Center. http://www.isc.kyushu-u.ac.jp/supportcenter/en/housing/ijiri-facility						

For researchers

Room type	Area (m²)	Number of rooms (rooms)			Rates (yen)	Common area charge (yen)/month	Facility charge (yen)	Electricity/Water charges(yen)	Cleaning (*only for the 1st month)	Rental bedding (yen) *On request
Single rooms	13.00	5	Long term (1 month or longer)	Monthly	6,031	1,000	1,000	3,000	Actual cost	2,100
			Short term	Daily	211	35	35	105	Actual cost	(Fixed)2,100
			Short term (up to 14 days)	Daily	211	35	35	105	Actual cost	(Fixed)1,050
Couple rooms	39.00	1	Long term (1 month or longer)	Monthly	14,953	1,000	1,000	3,000	Actual cost	2,100
			Short term	Daily	552	35	35	105	Actual cost	(Fixed)2,100
			Short term (up to 14 days)	Daily	552	35	35	105	Actual cost	(Fixed)1,050
	Internet connection fee is included in the common area charge.									
Residence period	1 day to 1 year									
Facilities (in the rooms)	Refrigerator, air-conditioner, lighting, desk, chair, bookshelf, bed, locker, mini-kitchen system, prefabricated bath, internet terminal									
Common facilities	Laundry room (washing-machine, drying machine), multi-purpose hall, lounge. For the details please see the website of the Support Center. http://www.isc.kyushu-u.ac.jp/supportcenter/en/housing/ijiri-facility									

ACADEMIC CALENDAR

The Academic year begins on April 1, and ends on March 31 of the following year.
The Academic year is divided into two terms;

First Semester   April 1 - September 30
Second Semester   October 1 - March 31 of the following year

Academic Calendar, 2015

First Semester

• Spring Vacation	April 1 – 10	• Classes end	July 31
• Entrance Ceremony Day	April 7	• Examination Term	August 3 – 7
• Orientation for freshman and guidance for others	April 7 – 10	• Summer Vacation	August 8 – September 30
• Classes begin	April 13	• The end of First Semester	September 30

Second Semester

• Classes begin	October 1	• Classes end	February 3
• Campus Festival	November 20 – 23	• Examination Term	February 4 – 10
• Winter Vacation	December 26 – January 5	• Commencement Day	March 25
		• The end of Second Semester	March 31

ACCESS MAP

Kyushu University is located in Fukuoka City, which was ranked among Newsweek's "The World's 10 Hottest Cities".
Newsweek recognized Fukuoka as a major junction in the global economic web, noting that major corporations have consistently invested in the city. Furthermore, it rightly rated the Port of Hakata and Fukuoka Airport as developing "gateways" to the Asian continent.
Fukuoka's reputation does not end with Newsweek. The City ranked 17th among Monocle's "List of the top 20 most liveable cities 2008", and was also given the title of the Best Retail City.
Needless to say, Kyushu University continues to play a crucial part in Fukuoka's role as a major intellectual and strategic center in Asia.

Osaka
Fukuoka
Tokyo

Fukuoka Airport

Subway Kuko Line   ↓   11min.

Tenjin Sta.

🚶

Fukuoka Sta.

Transfer to Nishitetsu Omuta Line ↓ 7min.

Ohashi Sta.

🚶

Ohashi Campus

Ito Campus

Kaizuka

Hakozaki Campus

Hakozaki Kyudaimae

Hospital Campus

Hakozaki

Maidashi
Kyudai Byoin Mae
Yoshizuka

Meinohama

Tenjin

Nakasu Kawabata

Hakata

Nishijin
Nishitetsu Fukuoka
Tenjin Minami

Fukuoka Airport

Kyudai Gakkentoshi

Ropponmatsu

Ohashi Campus

Yakuin

Ohashi

Kasuga

Shirakibaru

Chikushi Campus

Onojo

- ●— Nishitetsu
- ●— Subway
- ●— JR

九州大学　Faculty of Design
Graduate School of Design
School of Design
Kyusyu University

CONTACT

九州大学　Faculty of Design
Graduate School of Design
School of Design
Kyusyu University

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Fax: +81-92-553-4593
http://www.design.kyushu-u.ac.jp/