**산업디자인학과**

(DEPARTMENT OF INDUSTRIAL DESIGN)

**1. Department Introduction**

Department of industrial design has a goal of nurturing future designers equipped with creativity and convergence thinking in the area of product design, mobility design, public & environmental design and experience & interaction design of the information-oriented and knowledge-based society.

Especially, to understand the changing trend of the knowledge industry due to the development of information and communication technology, and to research a value of new concept for shaping and the tangible and intangible of best useable environment to be designed from the actual the product & space, and user experience & human emotion, and to educate through a variety of methods to aims to develop competitive and talented designers in the field of industrial design and experience & interaction design.

■ **History**

The Department was founded as the Art Department In 1975, and divided into the Painting Department and the Applied Arts Department in 1981, and The Departments were changed to the Industrial Design Department and the Visual Communication Design Department in 1999.

■ **Academic programs**

Focusing on practical curriculum of Industrial design, transportation design and environmental design, and enhance education about user-experience-related interaction design field.

**2. List of Faculty Members**

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| Position | Name | Last School Graduated | Degree | Major |
| Professor | Nam, Ki Chol | University of Illinois, U.S. (2001. 8) | M.F.A | Industrial Design |
| Associate Professor | Yi, Hee Myoung  | Hongik University (2010.8)  | Ph. D.  | Industrial Design |
| Associate Professor | Lee, don Il | Hongik University (2016,8) | Ph. D.  | Interior & Spatial Design |
| Associate Professor | Seo Hyuk Joon | Hongik University (2010.2) | M.F.A | Product & Mobility design |

**3. Program교육과정 Course Description**

■ 기초공통(Basic)

논문작성법 3 credits

(STUDIES ON TREATMENT)

For rationally resolving given problems in the research topics, set up a goal for improving capacity building to have abilities of systematic description and logical assertion of academic research through the process of examining topic setting, organizing contents and review of study range and way

디자인경영 3 credits

(DESIGN MANAGEMENT)

This course sets an objective to search for the corporate management in boosting competitiveness of the business by centralizing the design product development. Moreover, this also has the planned goal to seek the methodology of design management for the application of design.

디자인기획론 3 credits

(DESIGN PLANNING)

With a wide range of design research, collective design data, and analytic method, this subject aims for the systematic study as much as the acquisition of knowledge about Industrial Design.

현대디자인론 3 credits

(THEORY OF ADVANCED DESIGN)

By exploring knowledge and information about the background of formative, functional, age and social role in Industrial and environmental design, to identify the nature of design, ecological, physical, social and cultural order, and To explore the design direction for the future by establishing a proper understanding and the concept of society of design scope and function in knowledge-based society.

■ 전공(Major)

개별연구(1) 3 credits

(INDEPENDENT STUDY (1))

산업인터랙션디자인학과세미나 1 credit

(SEMINAR ON INDUSTRIAL AND INTERACTION DESIGN)

감성디자인 3 credits

(DESIGN OF EMOTION & SENSIBILITY)

Analyze Human emotion or image to the physical design elements for the design and implementation of human emotion for a technical discussion of the variability, human engineering and study of the relationship and design theories and practical techniques for creating it.

공간연출디자인 3 credits

(SPACE DESIGN)

For the improvement of living conditions, the principal target for the organic relationship between related fields, and explore the possibility of a new interior environment with room for improvement plans to produce a methodology that will be studied.

공공디자인특론 3 credits

(SPECIAL THEORY OF PUBLIC DESIGN)

This course is about consideration of relationship between humans and the environment through the concept of the public urban environment, and research the meaning of public design. In addition, research the methodology of planning and making plan about public places and other public facilities that are integrated in public design process of non-physical elements and physical elements.

디자인이슈 3 credits

(DESIGN ISSUES)

Through understanding of various theories and major topics in the field of design science, check the basis of the research of current and future design changes, and through extracting point to lead the main flow of the design study, built a comprehensive design knowledge system.

디자인정보론 3 credits

(THEORY OF DIGITAL DESIGN MEDIA)

Development of computer technology and its applications, and general-purpose of digital environment created by the factors in every field of human life and mental and physical environment to identify and directly related to the particular design of the digital design, media, technology, environment and socio-cultural environment, the impact of business environment, etc. By analyzing the design features and process, changes the designer's role, the region and the future direction of design research.

통합디자인연구 3 credits

(STUDIES ON SYSTEM DESIGN)

The course seeks the creation of a new integrated design by researching both sides of the hard and soft of planning, design, management to achieve an integrated design on objects of overall environmental factors used in the human life from a production environment, to the living environment, urban environment, and natural environment.

디자인철학 3 credits

(PHILOSOPHY OF DESIGN)

Based on the knowledge of the Korean people’s characteristic life and understanding culture identity, study the design philosophy to become a sophisticated designer for an era of internationalization

디지털디자인연구 3 credits

(STUDIES ON DIGITAL DESIGN)

Based on an understanding of computer systems and languages, learn the various functions of the computer skills applied in the field of industrial design, and practice to draw design ideas by applying computer function to all areas of design such as analysis of design process, development process, communication, and representation of forms.

산업및환경디자인실기 1 3 credits

(INDUSTRIAL&ENVIRONMENTAL DESIGN STUDIO Ⅰ)

Understanding the industrial design as multi-disciplinary fusion study of constructing human tools and city following environmental factors (science, technology, mentality…etc.), finding problems in each field based on design solution, enhance the problem solving skills with methodical process of investigate analysis, and practical design solution.

산업및환경디자인실기 2 3 credits

(INDUSTRIAL&ENVIRONMENTAL DESIGN STUDIO Ⅱ)

Through a case study of Industrial and Environmental Design Practice(1) in the research community to predict the future, specifically the human and the comprehensive solutions and achieve them, and suggested various methods of communication through the establishment of a variety of initiatives.

산업및환경디자인실기 3 3 credits

(INDUSTRIAL & ENVIRONMENTAL DESIGN STUDIO Ⅲ)

Through a case study of Industrial and Environmental Design Practice(1) and (2) in the research community to predict the future, specifically the human and the comprehensive solutions and achieve them, and suggested various methods of communication through the establishment of a variety of initiatives.

실내계획론 3 credits

(THEORY OF SPACE PLANNING)

To study and learn the theory of environmental and formative arts and as well as spatial plans for commercial space, residential space and concrete case studies of actual space, modern furniture and equipment plan.

인터랙션디자인프로젝트 3 credits

(INTERACTION DESIGN PROJECT)

To study a sense of visual, auditory, tactile and olfactory interactivity of various media that formed by the interaction between humans and products and humans and computers using the senses of tangible interaction design by a variety of practical examples of interaction design experience, and extensive knowledge on the design development. Based on this acquisition, and by linking different types of devices and the practice of interaction design, Project should proceed.

인터페이스디자인론 3 credits

(THEORY OF INTERFACE DESIGN)

The systematic study of various theories in interface design related area such as the cognitive model of human, design guidelines and research methodology. Following this, to study with the interface that bridge between human and product, and interaction that connect the interface, learn theoretical research to achieve user centered design.

제품디자인연구 3 credits

(STUDIES ON PRODUCT DESIGN)

To improve the quality of products for the aesthetic of beauty and order materialized through the training and broaden the horizons of environmental modeling bearing and product design refinement process required by the necessity of extending the range of society as a formative nature and the aesthetics associated with recognition of the value of products built from the correct execution of plans.

컨셉디자인 3 credits

(CONCEPT DESIGN)

Observe the background of representative design works in different perspectives of times, economic, technology, and arts, and understand background of design concept throughout understanding of the relationship between design and the situation. Also, based on above, build an ability to draw a new design concept by designing to apply storytelling techniques about how digital would make the future situation.

통합디자인연구 3 credits

(STUDIES ON SYSTEM DESIGN)

The course seeks the creation of a new integrated design by researching both sides of the hard and soft of planning, design, management to achieve an integrated design on objects of overall environmental factors used in the human life from a production environment, to the living environment, urban environment, and natural environment.

환경디자인연구 3 credits

(STUDIES ON ENVIRONMENTAL DESIGN)

Human-generated plans for the physical environment, process design, culture, art, design representation techniques inviting environment by introducing a high level of culture, human resource development as the goal-oriented environment for design and building practical skills will be focused.

환경조경설계 3 credits

(ENVIRONMENTAL ART AND DESIGN)

Based on formativeness of various environments of cultural landscape factors in internal – external space, obtain creative environmental formative arts, and study practical project through the process of design plan and composition.