New Graduate School of Design Programs Kyushu University Starting from April 2022

From Mono* to Koto** – and into the Realm of Envisioning the Future

Now that global environmental problems have become more tangible, the scope of inequality and poverty has become more serious, and the spread of COVID-19 has accelerated a shift in social paradigms, we face major challenges at the global level.

In order to deal with these difficult, unprecedented challenges and pioneer a new future, it is now crucial that we not only think in terms of conventional improvement and problem-solving but also enact a bold shift in values and develop a vision for the

future, from which we design in a way that guides each form of technology toward its ideal state.

Against this backdrop, the field of design continues to expand in scope, and the role of designers continues to change along with it. Subjects of design are expanding from *Mono* to *Koto* – and into the realm of envisioning the future. Designs are now expected not only to solve current problems but also to inspire questions about how the future might be.

In light of these expansions and transformations in the field of design, we in the Graduate School of Design at Kyushu University are broadening our outlook on design from a human-centric view toward a human-inclusive view of the Earth as a whole, and we are constructing a new educational organization aimed not at simply pursuing cutting-edge expertise but rather at transforming society through the creation of both tangible and intangible designs driven by our vision.

^{*}Mono (モノ・物) is a Japanese word which means a tangible artifacts, for example, products, buildings or a physical works of art.

^{**}Koto (コト・事) is a Japanese word which refers to the intangible, such as experiences gained through mono; or a creative without a physical form, such as events, performances, services and systems, interactions, or sharing of values, etc.

New Department, New Design Education

Nurturing the Next Generation of Designer Who Will Lead Design in the Expanded Field.

In response to design in the expanded fields, the new Graduate School of Design at Kyushu University will implement a new curriculum that enables individual design fields to be cross-integrated more than ever before. Thereby nurturing world class designers who can formulate clear strategies for social implementation, respond flexibly to social changes, envision and realize a desirable future.

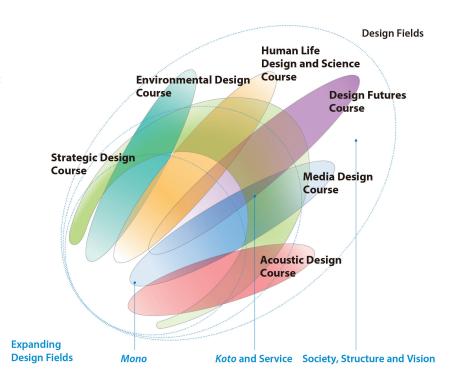
Five Features of
Department of Design,
Graduate School of Design

- 1. Respond to the expansion of design field.
- 2. Provide a curriculum that promotes the synthesis of design and enables cross-disciplinary design that is highly demanded by society.
- 3. Offer professional certificate programs.
- 4. Promote cultural diversity among students.
- 5. Promote advanced interdisciplinary research in the doctoral program.

One Department, Six Courses

The new Graduate School of Design will consist of one department and six courses: Strategic Design Course, Environmental Design Course, Human Life Design and Science Course, Design Futures Course, Media Design Course and Acoustic Design Course.

The courses are structured to include design in the expanded fields that targets "mono", "koto" and "vision".



Strategic Design Course



Integrating the Department of Design and Department of Design Strategy, the renewed course is further empowered to create a real-world implementation of innovative ideas through a Design X Business X Entrepreneurship approach.

Students will gain competencies in design strategies that integrate Business and Entrepreneurship, drawing from diverse design expertise in product, environment, and service. There will be a wealth of opportunities to put theory into practice through the courses in partnership with the Business (QBS) and Entrepreneurship programs (QREC), as well as industry projects across profit and non-profit sectors, providing an environment for collaborative and relevant learning. Through such experiences, students will gain design management skills and develop innovative design strategies for our socio-economic futures.

Environmental Design Course



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

Students will learn to realize a more prosperous environmental design by addressing various problems that have become apparent in the present age while keeping in mind the spatial and temporal expansion and diversity of society and fundamentally considering the relationship between humans and the environment. The course also includes the contents recognized as an international architectural education curriculum (Global Architect Program).

Human Life Design and Science Course



Learning and researching on creating products, services, systems, and living environments based on human characteristics and advanced science and technology.

Students will be able to deepen their specialized knowledge and skills through educational subjects that envision the way of life; explore human physiological, morphological, behavioral, and psychological characteristics, including sensibility and creativity; apply engineering methodologies and life-scapes design. Students will contribute to actualizing a safe, secure, and fulfilling life (human life) upon graduation.

Design Futures Course



Envisioning a future in which human beings can coexist with life forms, each other, and the environment; and design products, systems, and mechanisms to make that future a reality.

Students will learn bioinformatics, bioengineering, art and design, and culture and society. Through exercises in which students think and practice together with artists outside the university, NPO practitioners, and people from various walks of life, they will be able to envision the future of society and develop concrete proposals that bring different and conflicting things together.

Media Design Course



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

Through the cultivation of scientific knowledge and the ability to think, aesthetic sensibility, creativity, and expression, students will explore and practice media design that "connects", "communicates", and "shares" from digital communication, data science, and networks using cutting-edge media technology to human visual science, psychology, artistic expression, and human social communication.

Acoustic Design Course



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

Through specialized subjects and practical classes, students will acquire and deepen their specialized knowledge of design sensitivities related to sound, acoustic design to create a sound environment suitable for human beings, high quality of acoustic information, and the ability to realize the creation of art and culture related to sound.

Students will acquire the ability to embark on a new design field related to sound by approaching the subject of design from a multifaceted perspective of sound-related culture, environment, and information.

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Distinctive Curriculum

A curriculum that promotes the integration of design and enables a cross-disciplinary design that is in high demand by society.

Master's Program

The current two departments, Design and Design Strategy, will be integrated into a single department for students to better utilize design, from the conception of a new society to concrete social practices.

Students can choose from all subjects available in the department. The new curriculum allows students to develop their specialties based on the course's core subjects, and they can enroll all subjects as electives according to their research interests.

The new curriculum offers a wide range of subjects taught in English to develop a flexible and inclusive mindset and cultivate students with global competence.

Subjects	Strategic Design Course	Environmental Design Course	Design and Science Course	Design Futures Course	Media Design Course	Acoustic Design Course
*		- 6 - 6 11 - 1				
Advanced Environmental Chemistry		Core Subject				
Applied Eggenemics		Core Subject	Core Subject			
Applied Ergonomics Advanced Physiological Anthropology			Core Subject			
Chronobiology			Core subject	Core Subject		
Molecular Biology				Core Subject		
Advanced Psychology of Visual Perception				Core subject	Core Subject	
Advanced Color Science					Core Subject	
Auditory Perception					Core subject	Core Subje
Time Perception						Core Subje
Others						
Advanced Structural Engineering		Core Subject				
Advanced Environmental Psychology		Core Subject				
Human Information Engineering		core subject	Core Subject	■Core Subject		
Methodology of Design Engineering			Core Subject	= core subject		
Biomimetics				■Core Subject		
Advanced Computer Graphics					Core Subject	
Advanced Virtual Reality					Core Subject	
Speech Information Processing						Core Subje
Advanced Acoustical Engineering						Core Subje
Others						
Design Innovation	Core Subject					
Serious Game Design 1	Core Subject				Core Subject	
Advanced Architectural Planning Theory	,	Core Subject			,	
Advanced Landscape Design		Core Subject				
Public Design		, and the second	Core Subject			
Context Design			Core Subject			
Life and Art				■Core Subject		
Speculative Design				Core Subject		
Media Arts					■Core Subject	
Advanced Lecture of Content Design					Core Subject	
Sound Design						Core Subje
Sound Art						Core Subje
Others						
Intellectual Property Laws 1,2	Core Subject					
Design Management	Core Subject					
Advanced History of Japanese Architecture		■Core Subject				
Advanced Heritage Studies		■ Core Subject				
Communication Design			Core Subject			
Life Scape Design			Core Subject			
Arts Management				■Core Subject		
Philosophy of Design				■Core Subject		
Theater and Dramaturgy					■Core Subject	
Current Topics in Multimodal Communication					Core Subject	
Music Culture in Society						■ Core Subje
Ethnomusicology						Core Subje
Others	14 30	4	100			
	*6 credits from t	he course's core subj	ects *The subject r	names are tentative	and may change witl	hout prior notice
Studio Projects		c.	ubioete volatod	to studio puolo	***	
Compulsory Electives 2 credits		30	ubjects related	to studio proje	cts	
Electives 14 credits	Subjects offered in the department					
	Design Special Project or subjects offered by other graduate schools, etc.					
Subjects related to		Davim	n practices (Cor		26-3	

Distinctive Subject:

Studio Projects

A cross-disciplinary design studio-based subject, "Studio Projects", that integrates the elements of "mono", "koto", and "vision" through practical exercises.

Subjects related to master's research 18 credits Design practices (Compulsory 2 credits)

Strategic Environmental Human Life Design Media Acoustic

Special research on design I-IV (Compulsory 16 credits)

Master's Degree

Master of Design or Master of Design Strategy

Examples of Studio Projects

Future Design Library Project

Students with various specialties from courses of Environmental Design, Human Life Design and Science, Strategic Design, Acoustic Design, Media Design, and Design Futures will take part in teams to conduct research and prototyping from the perspectives of environment, architecture, furniture, sound, lighting, media, outreach, and inclusion design, and synthesize them to conceptualize a new library.



Audio-Visual Expression Through Living Organisms

By approaching the subject from the perspective of art and design in BioArt and Biodesign, which is rarely experienced in the conventional design field, students will deepen their knowledge on these areas and nurture advanced expressive skills. Students will visualize the invisible world through animation, music, and other forms and express an in-depth understanding of





Professional Certificate Programs

Creative Leadership Program

This program aims to develop advanced design talent with competencies in design, art, business, and leadership. The graduates of the Creative Leadership Program will become the next generation of leaders, who can use a highly creative approach to conceive a long-term vision for society and culture, develop an innovative proposal based on a deep understanding of human beings and the environment, and empathize and collaborate with diverse stakeholders to deliver on such value propositions in society by implementing innovative projects.



UNESCO-UIA Charter for Architectural Education ·· Five-year architectural education in Europe and North America ·· Few of such architectural design education in Japan Kyushu University Environmental Design Program (JABEE) Architect Program School of Design Graduate School of Design

Global Architect Program

This program develops talents with comprehensive design ability with engineering and cultural arts knowledge on architecture and environmental design. Together with the completion of the Architect Program in the School of Design, it is one of the few programs in Japan to be accredited as an international architectural education program based on the "UNESCO-UIA Charter for Architectural Education".

Accredited by the UNESCO-UIA Validation Council.

Cultural Hall Management Engineer Training Program

This program aims to develop human resources who have an understanding of the functions of cultural halls such as theaters and music halls as hardware, the knowledge of art and culture of the performances, and the planning and practical skills to oversee the operation of the performances.

Outline of the Initiative:

Developing human resources for art management based on knowledge of art, engineering, and management





- ► Subjects of Cultural Hall Management
- ► Subjects of Cultural Hall Engineering
- Cultural Hall Management Engineering Project

Completion of the program is recognized through the acquisition of 20 credits and the implementation of a project.

Admissions for Master's Program

The admission policy and schedule for students enrolling in the academic year 2022 are as follows.

For the maximum number of enrolled students, admission schedule and other details regarding admission, please refer to the application guidelines that will be published on the program reorganization designated web page of the Graduate School of Design or the official website of the Graduate School of Design, Kyushu University.

Types of Admission

Students are accepted into graduate school through two types of admissions:

Admission by Personal Merits and Admission by General Entrance Examination (dual application accepted). Applicants may choose to use either English or Japanese language in both types of admissions.

English Language Proficiency Test

The English Language Proficiency Test scores will replace the formerly used Foreign Language Test (English) to evaluate the English language abilities of applicants.



For more information about the maximum number of enrolled students, admission schedule and other details regarding admission, please refer to the program reorganization designated web page of the Graduate School of Design.



Promote Cultural Diversity Among Students

- To respect the diversity of values which is essential in producing creative and innovative design, and promote diversity among graduate students from different cultural backgrounds.
- All subjects of the master's courses and doctoral program are offered in English. Japanese language proficiency will not be the requirement for the completion of the programs.
- The new entrance examinations for all applicants (Admission by Personal Merits / General Entrance Examination) will replace the formerly used entrance examination for international students.



Promote Advanced Interdisciplinary Research in the Doctoral Program

- To respect the free will of students and to provide them more flexibility in terms of research, the current Department of Design and the Department of Design Strategy will be integrated into a single department.
- To respect the perspective of each doctoral student and to motivate and build their confidence, the new doctoral program encourages students to engage in a free and flexible structure of individual research, rather than the conventional method of having a single supervisor.
- A system with an optimal group of supervisors from multiple fields will be established to ensure the quality of students' research; and create an advanced and specialized academic research environment with a systematic educational function to acquire a broad intellectual foundation.

Doctoral Program of Department of Design, Graduate School of Design					
Academic Writing Subjects	4 credits	Research Seminars held 4 times a year			
Directed Research Subjects	6 credits	Under the guidance of academic supervisors (including subjects from other graduate schools)			
Doctoral Dissertation Research		Doctoral Dissertation			
Doctoral Degree Doctor of Philosophy in Design or Doctor of Philosophy in Engineering					

Admissions for Doctoral Program

The admission is held twice a year (April and October).

Maximum number of enrolled students: 30

The new entrance examination for all applicants will replace the formerly used entrance examinations (General Entrance Examination, Special Examination for Working Adults and Special Examination for International Students).



Please check our website for details.

► Dedicated Website of the Graduate School of Design Programs https://www.design.kyushu-u.ac.jp/pages/new-gsd/en/

Applicants are required to specify a primary academic supervisor of their choice at the time of application for the entrance examination. Examination format: Interview (face-to-face interview or online interview; interview in English is also possible).

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