

GRADUATE SCHOOL OF CREATIVE INDUSTRY DESIGN COURSE MAP

First semester of the first year

Second semester of the first year

First semester of the second year

Second semester of the second year

Core area courses

Research Methodology

Quantitative Research Design

Seminar courses

Ergonomic Design Research
Application of Foresight in Technology
Visual Design Research

Cultural Product Design
Aesthetics and Criticism of Everyday Life
Craft & Design Research
Design Trends of New Media Art

Electronic Commerce Research
Cognitive Behavior Research

Specialized elective courses

Life Cultural Creative Research
International Marketing Strategy
Industries of Creative Life
Strategy Analysis of Creative Industry Development

Strategy of Innovation
Studies in Creative Marketing
Creative Industries and City Marketing

Cultural Innovation Design
Art & Craft Branding Management in Research and Practice

Arts and Culture Industries Research

Thesis research

Creative Industry Independent Study 1

Creative Industry Independent Study 2