

## Curriculum

### □ Graduate Course

Classification	Subject No.	Subject Name	Lecture:Lab:Credit (Homework)	Semester	Remark
General Course	CC010	Special Lecture on Leadership	1:00:00		
	CC500	Science Writing in English	3:0:3(4)		
	CC510	Introduction to Computer Application	2:3:3(10)		
	CC511	Probability and Statistics	2:3:3(6)		
	CC513	Engineering Economy and Cost Analysis	3:0:3(6)		
	CC522	Introduction to Instruments	2:3:3(8)		
	CC530	Entrepreneurship and Business Strategies	3:0:3(6)		
	CC531	Patent Analysis and Invention Disclosure	3:0:3(6)		
Mandatory Course	GCT501	Introduction to Culture Technology	3:0:3(6)		
	GCT503	Culture Technology Project I	3:0:3(6)		
	GCT602	Culture Technology Project II	3:0:3(6)		
Elective Major Course	GCT511	Media Aesthetics	3:0:3(6)		
	GCT522	Computer Graphics and Virtual Reality	3:0:3(6)		*CS480
	GCT531	Theater Music and Design	3:0:3(6)		
	GCT532	Acoustical Instrument Design and Evaluation	3:0:3(6)		
	GCT533	Sound Design and Programming	3:0:3(6)		
	GCT534	Performance Planning and Management	3:0:3(6)		
	GCT541	Human-Computer Interaction	3:0:3(6)		
	GCT542	Game Technology	3:0:3(6)		
	GCT543	Game Design	3:0:3(6)		
	GCT551	Digital Design	3:0:3(6)		
	GCT552	Information Design	3:0:3(6)		
	GCT553	Digital Contents Design	3:0:3(6)		*ID704
	GCT554	Digital Architecture	3:0:3(6)		
	GCT561	Scientific Concepts and Thinking	3:0:3(6)		
	GCT562	Artificial Intelligence	3:0:3(6)		*CS570
	GCT563	Robotics	3:0:3(6)		*MAE453
	GCT571	Language Theory and Culture Technology	3:0:3(6)		
	GCT572	Computer-mediated Communication	3:0:3(6)		
	GCT574	Story Design	3:0:3(6)		
	GCT581	Cultural Economics	3:0:3(6)		
	GCT582	Culture Content Industry	3:0:3(6)		
	GCT583	Organizational Management in Culture Industry	3:0:3(6)		
	GCT584	Cultural Intellectual Property	3:0:3(6)		
GCT611	Digital Heritage	3:0:3(6)			
GCT621	Computer Graphics Technology	3:0:3(6)		*CS580	
GCT622	Digital Humans	3:0:3(6)			

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Elective Major Course	GCT631	Music and Sound Technology	3:0:3(6)		
	GCT632	Digital Performance	3:0:3(6)		
	GCT633	20 Century Music and Cultural Planning	3:0:3(6)		
	GCT641	Ludology	3:0:3(6)		
	GCT642	User Interface	3:0:3(6)		*ID706
	GCT644	Game Planning and Production	3:0:3(6)		
	GCT651	Media Interaction Design	3:0:3(6)		*ID506
	GCT653	Virtual World	3:0:3(6)		
	GCT656	Digital Fashion	3:0:3(6)		
	GCT661	Networked Media	3:0:3(6)		*CS644
	GCT662	Human-Robot Interaction	3:0:3(6)		*MAE683
	GCT672	Digital Storytelling	3:0:3(6)		*CS682
	GCT673	Computational Creativity	3:0:3(5)		
	GCT674	Text Analysis and Knowledge Management	3:0:3(6)		
	GCT681	Media Marketing	3:0:3(6)		
	GCT682	Cultural Industry Policy	3:0:3(6)		
	GCT683	e-Business Strategy	3:0:3(6)		*MGT553
	GCT684	Regional Culture Industry Studies	3:0:3(6)		
	GCT685	Venture Management in Culture Industry	3:0:3(6)		
	GCT686	Corporate Culture	3:0:3(6)		
	GCT687	Management Strategy for the Arts and Culture Organizations	3:0:3(6)		
	GCT688	Global Cultural Marketing	3:0:3(6)		
	GCT702	Research Methodology for Culture Technology	3:0:3(6)		
	GCT711	Topics in Digital Socio-Humanities	3:0:3(6)		
	GCT721	Topics in Computer Graphics	3:0:3(6)		*CS780
	GCT722	Topics in Virtual Reality	3:0:3(6)		
	GCT724	Topics in Animation	3:0:3(6)		
	GCT731	Topics in Music Technology	3:0:3(6)		
	GCT741	Topics in Human-Computer Interaction	3:0:3(6)		*CS788
	GCT742	Topics in Infotainment Technology	3:0:3(6)		
	GCT751	Topics in Moving Graphics Design	3:0:3(6)		
	GCT752	Topics in Digital Contents	3:0:3(6)		
	GCT763	Making Things	3:0:3(6)		*MAE606
	GCT772	Topics in Digital Storytelling	3:0:3(6)		*CS684
GCT781	Topics in Digital Economics and Policies	3:0:3(6)			
GCT782	Topics in Cultural Content Marketing	3:0:3(6)			
GST783	Topics in Global Culture	3:0:3(6)			
GST784	Topics in Internet Industries	3:0:3(6)			

Classification	Subject No.	Subject Name	Lecture:Lab:Credit (Homework)	Semester	Remark
Research	GCT960	Master's Thesis			
	GCT966	Seminar, Master's	1:0:1		
	GCT967	Individual Study, Master's	0:6:2		
	GCT980	Doctoral Dissertation			
	GCT986	Seminar, Ph.D.'s	1:0:1		
Elective deepening Major Course	CS480	Introduction to Computer Graphics	4:3:3(6)		
	CS542	Internet Systems Technology	3:0:3(6)		
	CS570		3:0:3(6)		
	CS576	Artificial Intelligence	3:0:3(6)		
	CS676	Pattern Recognition	3:0:3(6)		
	ID506	Usability Analysis	3:0:3(6)		
	ID603	Theory of Media Design	3:0:3(6)		
	ID704	Advanced Theory of Digital Contents	3:0:3(6)		
	ID708	Design Organization and Management	3:0:3(6)		
	EE406	Project Lab	3:0:3(6)		
	EE737	Imaging Systems	3:0:3(6)		
	MGT520	Marketing	3:0:3(6)		
	MGT524		3:0:3(3)		
	MGT553		3:1:3(3)		
	MGT624	Consumer Behavior	3:0:3(6)		
	MGT590		3:1:3(4)		
	MGT632	Strategic Management of Service Operations	3:0:3(6)		
	MAE402		3:0:3(6)		
	MAE453	Introduction to Robotics Engineering	3:0:3(6)		
	MAE563	Microprocessor Application	3:0:3(6)		
	MAE606	Creative Knowledge Creation Process and Application	3:0:3(6)		
	MAE683	Human Robot Interaction: Haptics	3:0:3(6)		
	IE562	Information System Design	3:0:3(6)		
	IE661	Introduction to AI / ES Technology	3:0:3(6)		
	IE761	Cognitive Systems Engineering	3:0:3(6)		
	BiS523	Information and Electronics for Scientists	3:0:3(6)		
	BiS634	Database Construction	3:0:3(6)		
	BiS651	Hearing and Auditory Model	3:0:3(6)		
BiS652	Human Visual Model	3:0:3(6)			

\* Substitute course

※ 500 unit courses are mutually recognizable between bachelor's and master's courses.