

Course Descriptions

Minor Program

CTP301 Introduction to Culture Technology

This course introduces the fundamental concepts of culture technology, and deals with the theory and the practice of the “digitization” of our life and culture. Scientific, technical, and industrial aspects of culture technology is also discussed.

CTP302 Understanding of Cultural Contents

This course is designed to study characteristics of the cultural industry and understand the pre-production, production and post-production of cultural contents. Students can understand basic principles of storytelling and practice the planning of cultural contents.

CTP441 Game Design

In order to complete successful games development, collaboration between many different areas is a prerequisite. Well-balanced contribution from various disciplines is such an important factor in the field. Ideas from various fields have infinite potential to trigger innovative thinking for current and future game media. This course will provide innovative ideas and insights from various disciplines for future game media. During this course, various types of game design will be assigned.

HSS420 Science Storytelling

This course aims to teach students how to cultivate various forms of cultural contents through storytelling technique with scientific knowledge. Students will learn some basic principles of storytelling, read and watch famous science fictions books and movies, and produce their own products.

CS482 Computer Animation

This course is designed to cover both the theory and practice of the 3D computer graphics techniques focusing on modeling and rendering. We will also touch on animation, dynamics and simulation. Students will learn the technical background in lecture time and practice the subjects in lab sessions under Maya environment. As a term project, all students are expected to create a 3D CG scene and generate an animation.

MAS250 Probability and Statistics

This is an introduction to probability theory. Topics include independence of events and random variables, various probability distributions, expectation, conditional expectation, the law of large numbers, the central limit theorem, tests of hypothesis, the analysis of variance, and regression.

HSS337 New Media and Communication

This course provides guidance on introduction to new media and communication in the context of the complex interactions of culture and technology. This course offers both theoretical approaches and case studies of these interactions from diverse domains, including new media, linguistics, information technology etc. This course will help students to understand relationship between new media and communication effectively.

CTP471 Introduction to social networks

In this course, we are going to discuss researches of social network services, along with sociological studies of human action. Sociological action theories will help social-computing researchers figure out the substantive meaning of their data analysis. Students will learn how to design a sociological data analysis framework on their own. Students will learn how to make theoretical interpretations from data on the basis of course reading and discussions.

HSS134 Introduction to Cognitive Science

We will unite research from philosophy, psychology, linguistics, neuroscience, and computer science on the nature of Mind, Brain, and Computer. We will attempt to find a feasible way of applying basic principles of the knowledge acquisition processes in humans to implement an Intelligent Machine.

CTP351 Performance Planning and Design

This course aims to provide a comprehensive understanding of performance planning and design as well as diverse methods and practical knowledge of performance making while exploring the interconnections between planning and design. Through the writing-up of an actual performance plan and field visits, this course enables students to develop capabilities as performance planners. Furthermore, from the viewpoint of digital scenography, this course attempts to build a systemic understanding of the design of stage, moving image, costume, sound, and lighting as well as choreography and movement composition.

CTP451 Product-Service System Design

The aim of the course is to foster a hybrid-qualified designer who is able to design integrated environment for products, spaces, services and economic concerns with their communication skills and strategies to promote themselves in an versatile one in front of their new customers generation C.

GCT502 Aesthetics in the Digital Age

This course deals with major aesthetical and technical issues to understand the art and culture in the 21st century. We cover the history and traditional concepts of aesthetics, review the latest trends in digital technology, and analyze the reaction to (or re-action on) the “desire” of current culture through multidisciplinary discussions including philosophy, psychoanalysis, arts, and digital technology.

GCT504 Cyberpsychology

Cyberpsychology is the study of the human mind and behavior in the context of human-technology interaction. It encompasses all psychological and social phenomena that are associated with or affected by emerging technologies, including the internet, mobile phones, online game, virtual world, digital media and any other technology, which has demonstrated an ability to alter human behaviors, lifestyles, and social changes. This course aims to provide with an in-depth understanding of how humans experience and interact with culture technology based on user's psychological and social experience centered perspective.

GCT505 Human-Coputer Interaction

The overall process of analysis, design, and implementation of human-computer interaction is covered. Topics include reflecting cultural context and user needs, analyzing tasks, designing user interface, evaluating performances, and the recent research trends.