Curriculum

❏ Minor Program

| Classification | CTP Classification | Subject No. | Subject Name | Lecture:Lab: Credit (Homework) | Semester |
|---|---|---|---|---|---|
| Major Mandatory Courses | Major Mandatory Courses | CTP201 | Introduction to Culture Technology | 3:0:3(6) | Fall |
| Elective Minor Courses | Elective Common | CTP403<br>CTP404 | Art and Science Interaction<br>Make Things | 3:0:3(6)<br>1:6:3(6) | Spring<br>Fall |
| | Content | CTP321<br>HSS324<br>CTP371<br>CTP441 | Introduction to Visual Content Technology<br>Science Fiction Cinema<br>Contents Planning and Storytelling<br>Game Design | 3:0:3(6)<br>3:0:3(6)<br>3:0:3(6)<br>3:0:3(6) | Fall<br>Fall<br>Spring<br>Spring |
| | Media | HSS337<br>CTP471<br>CTP472 | New Media and Communication<br>Social Networks Analysis<br>Social Media and Culture | 3:0:3(6)<br>3:0:3(6)<br>3:0:3(6) | Fall<br>Spring<br>Spring |
| | Interaction | CTP442<br>CTP452<br>CS472 | Visual Information Processing<br>Digital Performance Planning and Design<br>Human-Computer Interaction | 3:0:3(6)<br>3:0:3(6)<br>3:1:3(0) | Spring<br>Fall<br>Spring |

Interim Measures
  A. Previous curriculum can be interchangeably applied to students who entered before 2014 Spring
  B. Class Code and Title Changes
    HSS420 Science Storytelling → HSS324 Science Fiction Cinema
    CTP302 Understanding of Cultural Contents → Elective Common or CTP371 Contents Planning and Storytelling(The same course)
    CTP351 Performance Planning and Design → CTP452 Digital Performance Planning and Design(The same course)
    CTP451 Product-Service System Design → CTP404 Make Things

## Curriculum and Track Assignment(Before 2014 Spring)

| Course Classification and Track Assignment (To apply revised requirements) | Subject No. | Subject Name | Lecture:Lab: Credit (Homework) | Semester | Remark |
|---|---|---|---|---|---|
| Major Mandatory Courses | CTP301 | Introduction to Culture Technology | 3:0:3(6) | Fall | |
| Elective Common | CTP302 | Understanding of Cultural Contents | 3:0:3(6) | - | |
| Elective Common | CTP403 | Art and Science Interaction | 3:0:3(6) | Spring | |
| Content | CTP441 | Game Design | 3:0:3(6) | Spring | |
| | HSS324 | Science Fiction Cinema | 3:0:3(6) | Fall | |
| | CS482 | Interactive Computer Graphics | 3:2:3(0) | Spring/Fall | |
| Media | MAS250 | Probability and Statistics | 3:0:3(6) | Spring/Fall | |
| | HSS337 | New Media and Communication | 3:0:3(6) | Fall | |
| | CTP471 | Introduction to social networks | 3:0:3(6) | Spring | |
| Interaction | HSS134 | Introduction to Cognitive Science | 3:0:3(6) | Fall | |
| | CTP351 | Performance Planning and Design | 3:0:3(6) | Fall | |
| | CTP451 | Product-Service System Design | 3:0:3(6) | Fall | |
| Elective Common | GCT502 | Aesthetics in the Digital Age | 3:0:3(6) | Fall | |
| | GCT504 | Cyberpsychology | 3:0:3(6) | Fall | |
| | GCT505 | Human-Computer Interaction | 3:0:3(6) | Spring | |

※ Students who entered before 2014 Spring and wish to apply revised requirements should refer to the Curriculum and Track Assignment above.