

1) Culture Contents Research and Development

- Planning, production processes of culture contents distributed in various media
- Artistic experiments of culture contents, digital aesthetics, understandings of digital storytelling and communication theories.

2) Media Interaction Research

- Technological and artistic understandings of media interaction, design experiments on interface
- Developing Artistic expression skills utilizing media.

3) Culture Technology Management and Policy

- General understandings of culture technology industry and policy.
- Developing culture contents business strategies.