Descriptions of Courses (selected)

Refer to the descriptions of own department and Graduate School of Culture Technology.

List of Courses

Details			Category		
			GCT500	GCT600	GCT700
x0x	Mandatory	General Requirement	CC010:Special Lecture on Leadership		
			CC500 Scientific Writing CC510 Introduction to Computer Application CC511 Probability and Statistics CC513 Engineering Economy and Cost Analysis CC522 Introduction to Instruments CC530 Entrepreneurship and Business Strategies CC531 Patent Analysis and Invention Disclosure		
		Requirement in Major	GCT501: Theory of Culture Technology(required for all candidates) GCT503: Culture Technology Project I(required for Master candidates) GCT602: Culture Technology Project II(required for Ph.D. candidates)		
	Research		GCT960:M.S. Thesis GCT980:Ph.D. Thesis GCT965: M.S. Individual Research GCT985:Ph.D. Individual Research GCT966:Seminar (Master Candidate) GCT986:Seminar(Ph.D. Candidate)		
x1x	Elective	Art/ Humanities	GCT511:Media Aesthetics	GCT611 Digital Heritage	GCT711: Topics in Digital Socio-Humanities GCT712: Research Methodology for Culture Technology
x2x		CG/VR	GCT522:Computer Graphics and Virtual Reality	GCT621(CS580):Computer Graphics Technology GCT622: Digital Human	GCT721: Topics in Computer Graphics GCT722:Topics in Virtual Reality GCT724: Topics in Animation
x3x		Music/ Performance	GCT531:Theater Music and Design GCT532:Making and Evaluating Musical Instruments GCT533:Sound Design and Programming GCT534:Performance Planning and Management	GCT631:Music and Sound Technology GCT632:Digital Performance GCT633:20c Music and Culture	GCT731: Topics in Music Technology
x4x		HCI/Game	GCT541:Human Computer Interaction GCT542:Game Programming GCT543:Game Design	GCT641:Ludology GCT642:User Interface GCT644:Game Production	**GCT741:Topics in HCI** **GCT742:Topics in Infotainment**
x5x		Design/Image/ Architecture	GCT551:Digital Design GCT552:Information Design GCT553:Digital Contents Design GCT554:Digital Architecture	GCT651:Media Interaction Design GCT653:Virtual World GCT656:Digital Fashion	GCT751:Topics in Image Design GCT752:Topics in Digital Contents
x6x		Engineering/ Computing/ Robotics	GCT561:Scientific Concept and Thinking GCT562:Artificial Intelligence GCT563:Robotics	GCT661:Networked Media GCT662:Human-Robot Interaction	GCT763:Making Things
x7x		Language/ Literature/ Communication	GCT571:Linguistics and Culture Technology GCT572:Computer mediated Communication GCT574:Story Design	GCT673:Computational Creativity GCT672:Digital Storytelling GCT674:Text Analysis and Knowledge Mining	GCT772:Topics in Digital Storytelling
x8x		Economy/ Management/ Policy	GCT581:Cultural Economics GCT582:Theory of Culture Contents Industry GCT583:Theory in Culture Management and Organization GCT584:Culture Intellectual Property	GCT681:Media Marketing GCT682:Cultural Industry Policy GCT683:e-Business Strategy GCT684:Local Culture Industry GCT685:Venture Management in Culture Technology GCT686:Corporate Culture Strategy GCT687:Topics in Art Management GCT688:Global Culture Marketing	GCT781:Topics in Cultural Economics Policies GCT782:Topics in Culture Contents Marketing GCT783:Topics in Global Culture GCT784:Topics in Internet Industries