

Graduate School of Culture Technology

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Introduction

The Graduate School of Culture Technology was established in 2005 under the support of the Ministry of Culture, Sports and Tourism. It aims to foster top-quality professionals by providing an interdisciplinary education program and research environment encompassing cultural arts, sociology, and media technology.

- To foster global leaders for the culture and media industry
- To develop core technologies for the culture and media industry
- To provide interdisciplinary education that fuses technology, art, business, social and human sciences

"21 century culture leader" is a pioneer, planner, designer, and producer who explores new cultural genre, develop new technology, and provide new business model, and present new theory and paradigm through creativity and profound knowledge in culture, science, and technology. The leaders will be educated to have excellence, flexibility, global sense, leadership and vision.

The leaders will be deployed in the culture industry and in education. The masters of science will primarily pursue their careers in the industry and Ph.D's as professors and researchers. Especially, fostering of marketing professionals and entrepreneurs in culture industry will contribute to globalization of culture industry in Korea.

