

## **1. Graduate Program**

### **Master's Degree Program**

The goal is to educate "originators" who will lead the global culture content business. The students perform the interdisciplinary research on fundamental and applied technology pertinent to CT. They plan culture contents and create content business model through projects and hands-on experiments.

### **Doctoral Degree Program**

The students perform in-dept research and projects on fundamental and applied technology pertinent to CT. The research and industry projects will be closely connected to supply Ph.D.'s to culture industry and education as professors and researchers upon completion of the program.

## **2. Research and Creation**

Graduate School of Culture Technology is divided by 3 research track to perform various interdisciplinary research.

Master and Ph.D. students select their major research area and conduct intensified research and education.

### **□ Digital Art & Entertainment**

The entertainment industry is expanding its domain into the digital realm due to the rapid development of various technologies. Old analog contents are now transformed into a digital form. These contents provide the public with new leisure experiences that can be enjoyed in theaters, on TV, or on mobile devices. The representative categories of digital entertainment include computer animation and visual effects for movies, online and console games, and virtual reality. In this field, state-of-the-art technologies are developed for the generation of realistic audio, video, performances based on high-speed network, and various genres of serious and movement-based games. In addition, new construction methods for entertainment systems are explored to maximize the user experiences and to evaluate and analyze the positive and negative effects of digital contents. Providing the audience with immersive experiences is the ultimate goal of the track.

### **□ Ambient Communication**

Internet technologies and social applications help people communicate and interact with one another easily and without limits. Ambient communication is a next-generation social service that will enable enriched user experiences by breaking the boundaries between online and offline worlds. In this track, students will learn to undertake interpretations of data on the basis of course reading and discussions and study the foundation of social computing, communication and media, business and economics, social aware spontaneous computing, as well as anthropology and psychology that will enable ambient communication in the future.

### **□ Interactive Media & Space**

The deployment of a variety of media (Telephone, Radio, TV, Smart phones, etc.) according to technological advances has changed human life and the human experience dramatically by relieving the constraints of physical distance and space. More recently, emerging new technologies extend human perception and experience by linking the physical space with its corresponding mirror space, augmenting space/place/objects with additional immersive media and information, and allowing bi-directional interaction in dual physical-mirror spaces. Such technologies have been changing social communication methods as well as personal experiences by providing ways to generate immersive and informative DigiLog content, to augment the context of interest, and to react to share them socially in dual spaces where they are aligned with each other with various sensors and actuators. In the 'Interactive Media and Space' track, we study the computational aesthetics and design of intelligent dual spaces, DigiLog media augmentation and reality-based interaction, human-centered experience design, DigiLog exhibitions and performances.