

## Curriculum

### □ Graduate Course

Classification	Subject No.	Subject Name	Lecture:Lab: Credit (Homework)	Semester	Remark
Mandatory General Courses	CC010	Special Lecture on Leadership	1:0:0		
	CC020	Ethics and Safety I	1AU		
	CC500	Scientific Writing	3:0:3(4)		
	CC510	Introduction to Computer Application	2:3:3(10)		
	CC511	Probability and Statistics	2:3:3(6)		
	CC512	Introduction to Materials and Engineering	3:0:3(6)		
	CC513	Engineering Economy and Cost Analysis	3:0:3(6)		
	CC522	Introduction to Instruments	2:3:3(8)		
	CC530	Entrepreneurship and Business Strategies	3:0:3(6)		
	CC531	Patent Analysis and Invention Disclosure	3:0:3(6)		
CC532	Collaborative System Design and Engineering	4:0:4			
Mandatory Major Courses	GCT501	Introduction to Culture Technology	3:2:3(6)		
Elective Course (Interdisciplinary Basic Courses)	GCT502	Aesthetics in the Digital Age	3:0:3(6)		
	GCT504	Cyberpsychology	3:0:3(6)		
	GCT505	Human-Computer Interaction(HCI)	3:0:3(6)		
	GCT508	Corporate Strategic New Product Development	3:0:3(6)		
	GCT604	Cultural Archetype & Contents	3:0:3(6)		
	GCT606	Digital Performance	3:0:3(6)		
Elective Courses (Digital Entertainment Track)	GCT522	Computer Graphics Theory and Application	3:0:3(6)		
	GCT525	Motion Graphics	3:0:3(6)		
	GCT533	Sound Design and Programming	3:0:3(6)		
	GCT544	Game Studies (Ludology)	3:0:3(6)		
	GCT574	Story Design	3:0:3(6)		
	GCT653	Virtual Reality and Virtual Worlds	3:0:3(6)		
	GCT721	Topics in Computer Graphics	3:0:3(6)		
	GCT722	Topics in Virtual Reality	3:0:3(6)		
Elective Courses (Ambient Communication Track)	GCT572	Computer-mediated Communication	3:0:3(6)		
	GCT576	Social Computing	3:0:3(6)		
	GCT582	Culture Content Industry	3:0:3(6)		
	GCT671	Social-aware Ubiquitous Computing	3:0:3(6)		
	GCT675	Theory and Applications in Culturoinformatics	3:0:3(6)		
	GCT688	Global Cultural Marketing	3:0:3(6)		
	GCT689	Managerial and Cultural Economics	3:0:3(6)		
	GCT711	Topics in Digital Socio-Humanities	3:0:3(6)		
	GCT771	Topics in Social Media Analysis	3:0:3(6)		
Elective Courses (Interactive Media & Space Track)	GCT535	Sound Technology for Multimedia	3:0:3(6)		
	GCT545	Visual Computing	3:0:3(6)		
	GCT554	Digital Architecture	3:0:3(6)		
Elective Courses (Interactive)	GCT555	3D Interaction Design	3:0:3(6)		
	GCT556	Digital Fashion	3:0:3(6)		

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Media & Space Track)	GCT573	Computational and Emotion	3:0:3(6)		
	GCT583	Museum Technology in Digital Era	3:0:3(6)		
	GCT633	Audio and Multimedia Programming	3:0:3(6)		
	GCT687	New Media and Heritage	3:0:3(6)		
	GCT753	Topics in Computational Design	3:0:3(6)		
Elective Course (Interdisciplinary Advanced Courses)	GCT700	Topics in Culture Technology project planning	3:0:3(6)		
	GCT742	Topics in Game	3:0:3(6)		
Other Elective Courses	GCT523	Computing for CT	3:0:3(6)		
	GCT524	Animation	3:0:3(6)		
	GCT531	Theater Music and Design	3:0:3(6)		
	GCT532	Acoustical Instrument Design and Evaluation	3:0:3(6)		
	GCT534	Performance Planning and Management	3:0:3(6)		
	GCT542	Game Technology	3:0:3(6)		
	GCT543	Game Design	3:0:3(6)		
	GCT551	Digital Design	3:0:3(6)		
	GCT553	Digital Contents Design	3:0:3(6)		
	GCT559	Computational Design	3:0:3(6)		
	GCT561	Scientific Concepts and Thinking	3:0:3(6)		
	GCT581	Cultural Economics	3:0:3(6)		
	GCT584	Cultural Intellectual Property	3:0:3(6)		
	GCT585	Research Methodology for Culture Management	3:0:3(6)		
	GCT611	Digital Heritage	3:0:3(6)		
	GCT622	Digital Creatures	3:0:3(6)		
	GCT631	Computer Music	3:0:3(6)		
	GCT651	Media Interaction Design	3:0:3(6)		
	GCT662	Human-Robot Interaction	3:0:3(6)		
	GCT672	Digital Storytelling	3:0:3(6)		
	GCT674	Knowledge-based System Design & Modeling	3:0:3(6)		
	GCT681	Media Marketing	3:0:3(6)		
	GCT682	Cultural Industry Policy	3:0:3(6)		
	GCT683	Strategic Management of Innovation in Cultural Industry	3:0:3(6)		
	GCT684	Regional Culture Industry Studies	3:0:3(6)		
	GCT685	Venture Management in Culture Industry	3:0:3(6)		
	GCT686	Exhibition Content Design	3:0:3(6)		
	GCT702	Research Methodology for Culture Technology	3:0:3(6)		
	GCT703	Topics in Culture Technology	1:0:1(1)		
	Other Elective Courses	GCT704	Topics in Culture Technology	2:0:2(2)	
GCT724		Topics in Animation	3:0:3(6)		
GCT731		Topics in Music Technology	3:0:3(6)		
GCT741		Topics in Human-Computer Interaction	3:0:3(6)		
GCT752		Topics in Digital Contents	3:0:3(6)		
GCT763		Making Things	3:0:3(6)		

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	GCT772	Topics in Digital Storytelling	3:0:3(6)		
	GCT782	Topics in Cultural Content Marketing	3:0:3(6)		
	GCT783	Topics in Global Culture	3:0:3(6)		
	GCT787	Topics in Cultural Planning	3:0:3(6)		
Research	GCT960	Master's Thesis			
	GCT966	Seminar, Master's	1:0:1		
	GCT967	Individual Study, Master's			
	GCT980	Doctoral Dissertation			
	GCT986	Seminar, Ph.D.'s	1:0:1		

※ Notes: 1) 500 level courses open to both undergraduate and graduate students

2) \* stands for substitutable course