

Table of Curriculum

Course Classification	Subject No.	Subject Code	Subject Name	Lecture:Lab: Credit (Homework)	Semester	Remark
Major Mandatory Courses	CTP201	52.201	Introduction to Culture Technology	3:0:3(6)	Fall	Before 2016
Elective Minor Courses						After 2017
Elective Minor Courses	CTP303	52.303	Scientific Principles of Culture	3:0:3(6)	Fall	
	CTP311	52.311	Human Visual Cognition	3:0:3(6)	Spring	
	CTP321	52.321	Introduction to Computer Game Technology	3:0:3(6)	Fall	
	CTP371	52.371	Contents Planning and Storytelling	3:0:3(6)	Spring	
	CTP372	52.372	Media, Culture & Art	3:0:3(6)	Fall	
	CTP403	52.403	Art and Science Interaction	3:0:3(6)	Fall	◎
	CTP404	52.404	Making Things	1:6:3(6)	Spring	◎
	CTP405	52.405	Topics in Digital Heritage	3:0:3(6)	Fall	◎
	CTP431	52.431	Music and Audio Computing	3:0:3(6)	Fall	◎
	CTP441	52.441	Games, Society and Culture	3:0:3(6)	Spring	◎
	CTP443	52.443	Human-Computer Interaction for Culture Technology	3:0:3(6)	Fall	◎
	CTP445	52.445	Augmented Reality	3:0:3(6)	Spring	◎
	CTP452	52.452	Digital Performance Planning and Design	3:0:3(6)	Fall	◎
	CTP471	52.471	Social Networks Analysis	3:0:3(6)	Spring	◎
	CTP472	52.472	Social Media and Culture	3:0:3(6)	Spring	◎
	HSS322	13.322	Understanding Music and the Brain	3:0:3(6)	Fall	
	HSS324	10.324	Science Fiction Cinema	3:0:3(6)	Fall	
	HSS337	10.337	New Media and Communication	3:0:3(6)	Fall	

◎: Courses counted as both Undergraduate and Graduate Courses

Curriculum Assignment (For students who entered in 2016 or before)

Classification (To apply revised requirements)	Subject No.	Subject Name	Lecture:Lab: Credit (Homework)	Remark
Elective Minor Courses	CTP201	Introduction to Culture Technology	3:0:3(6)	originally major requirement
	CTP301			
	CTP302	Understanding of Cultural Contents	3:0:3(6)	originally major requirement
	CTP321	Introduction to Visual Content Technology	3:0:3(6)	
	CTP351	Performance Planning and Design	3:0:3(6)	
	CTP441	Game Design	3:0:3(6)	
	CTP451	Product-Service System Design	3:0:3(6)	
	CTP471	Social Networks Theory	3:0:3(6)	
	CS472	Human-Computer Interaction	3:1:3(0)	completed in 2015 or before
	CS482	Computer Animation	3:2:3(0)	
	CS482	Interactive Computer Graphics		
	HSS134	Introduction to Cognitive Science	3:0:3(6)	
	HSS420	Science Storytelling	3:0:3(0)	
	*MAS250	Probability and Statistics	3:0:3(6)	Approved only for students who entered in 2015 or before
	GCT502	Aesthetics in the Digital Age	3:0:3(6)	
	GCT504	Cyber psychology	3:0:3(6)	
	GCT505	Human-Computer Interaction	3:0:3(6)	

※ *MAS250 Probability and statistics : Cannot be accepted as undergraduate basic elective and CTP requirement repetitively. Only major courses can be accepted for both. Thus, it can be only accepted either as basic elective or CTP requirement.

Table of Alternative subject

Alternative subject					
Classification	Operating Subject		Non-operating subject		
	Subject No.	Subject Name	subject no.	Subject Name	Remark
undergraduate courses	CTP201	Introduction to Culture Technology	CTP301	Introduction to Culture Technology	Change of number
undergraduate courses	CTP311	Human Visual Cognition	CTP442	Visual Information Processing	Discontinuance of class
undergraduate courses	CTP321	Introduction to Computer Game Technology	CTP321	Introduction to Visual Content Technology	Change of name
undergraduate courses	CTP371	Contents Planning and Storytelling	CTP302	Understanding of Cultural Contents	Discontinuance of class
undergraduate courses	CTP404	Making Things	CTP451	Product-Service System Design	Discontinuance of class
undergraduate courses	CTP441	Games, Society and Culture	CTP441	Game Design	Change of name
undergraduate courses	CTP452	Digital Performance Planning and Design	CTP351	Performance Planning and Design	Change of name and number
undergraduate courses	CTP471	Social Networks Analysis	CTP471	Social Networks Analysis	Change of name
undergraduate courses	CS482	Interactive Computer Graphics	CS482	Computer Animation	Change of name
undergraduate courses	HSS324	Science Fiction Cinema	HSS420	Science Storytelling	Discontinuance of class