# Table of Curriculum (for undergraduates admitted in 2017 and after)

| Classification | Course No. | Computer Code | Course Name | Lecture; Lab.; Credit(Assignment) | Semester | Note |
|---|---|---|---|---|---|---|
| Elective Basic Course | ID201 | 32.201 | Design and Living | 3:0:3(2) | Spring | |
| | ID202 | 32.202 | Idea & Expression | 3:1:3(3) | Fall | |
| Mandatory Major Course | ID212 | 32.212 | Basic Design | 3:1:3(4) | Spring | |
| | ID213 | 32.213 | Product Design | 3:1:3(4) | Fall | □ID211,□ID212 |
| | ID301 | 32.301 | Interactive Product Design | 3:1:3(4) | Spring | □ID213 |
| | ID304 | 32.304 | User Experience Design | 3:1:3(4) | Fall | □ID301 |
| | ID403 | 32.403 | System Design | 3:1:3(4) | Spring | ◎,□ID304 |
| Elective Major Course | ID211 | 32.211 | Graphic Design | 3:1:3(4) | Spring | |
| | ID215 | 32.215 | Introduction to Industrial Design | 3:0:3(3) | Spring | |
| | ID216 | 32.216 | Design Engineering | 3:0:3(3) | Fall | |
| | ID217 | 32.217 | Presentation Techniques | 3:1:3(3) | Fall | |
| | ID218 | 32.218 | Photo Techniques | 3:1:3(3) | Fall | |
| | ID219 | 32.219 | Computer-Aided Design | 3:1:3(3) | Spring | *ID309 |
| | ID220 | 32.220 | Interaction Prototyping | 3:1:3(4) | Fall | *ID308 |
| | ID221 | 32.221 | Information Design | 3:1:3(3) | Fall | *ID310, *ID214 |
| | ID302 | 32.302 | Space Design | 3:1:3(3) | Fall | |
| | ID303 | 32.303 | Design Methods | 3:0:3(3) | Spring | |
| | ID306 | 32.306 | Multimedia Design I | 3:1:3(3) | Fall | |
| | ID307 | 32.307 | Interface Design | 3:1:3(3) | Spring | |
| | ID311 | 32.311 | Software Prototyping | 3:1:3(4) | Fall | |
| | ID312 | 32.312 | Design Human Factors | 3:0:3(3) | Fall | |
| | ID314 | 32.314 | Moving Image Design | 3:1:3(3) | Fall | |
| | ID315 | 32.315 | Design Aesthetics | 3:1:3(3) | Fall | |
| | ID316 | 32.316 | Interactive Software Design | 3:1:3(3) | Fall | |
| | ID402 | 32.402 | Design Entrepreneurship | 3:0:3(3) | Fall | ◎ |
| | ID408 | 32.408 | Design Critique | 3:0:3(3) | Fall | ◎ |
| | ID409 | 32.409 | Graduation Design Studio I | 3:0:3(3) | Spring | □ID304 ● |
| | ID410 | 32.410 | Special Topics in Design | 1:0:1(1) | Spring | |
| | ID411 | 32.411 | Design Workshop | 3:0:3(3) | Summer, Winter | |
| | ID412 | 32.412 | Interactive Space | 3:1:3(4) | Fall | ◎ |
| | ID413 | 32.413 | Design Communication | 3:1:3(4) | Spring | |
| | ID414 | 32.414 | Graduation Design Studio II | 3:0:3(3) | Fall | □ID304 ● |
| | ID415 | 32.415 | Theory and Practice of Service Design | 3:0:3(3) | Spring | *ID313 |
| | ID416 | 32.416 | Portfolio and Exhibition Design | 3:1:3(3) | Spring | |
| | ID420 | 32.420 | Special Topics in Design II | 2:0:2(2) | | |
| | ID430 | 32.430 | Special Topics in Design V | 3:1:3(4) | Spring | ◎ |
| Research | ID490 | 32.490 | Undergraduate Thesis Project | 0:06:03 | | |
| | ID495 | 32.495 | Individual Study | 0:06:01 | | |
| | ID496 | 32.496 | Seminar | 1:00:01 | | |

※ Notes: 1) ◎: Course mutually recognized by undergraduate and graduate programs (ID430 Special Topics in Design V mutually recognized by undergraduate and graduate programs from Fall semester 2020)
2) □ stands for pre-requisite Courses
3) * substitute course
4) ● Intensive major (Mandatory Major Course)

※ Course classification, course title, and mutual recognition of credits may differ according to the effective year of the requirements.

# Table of Curriculum (Graduate Program)

| Classification | Course No. | | Computer Code | Course Name | Lecture; Lab.; Credit (Assignment) | Semester | Note |
|---|---|---|---|---|---|---|---|
| Mandatory General Course | Subject No. | CC010<br>CC020 | 11.010<br>11.020 | Special Lecture on Leadership<br>Ethics and Safety I | 3:0:3(4)<br>2:3:3:(10) | Spring.Fall<br>Spring.Fall | |
| | Choose 1 | CC500<br>CC510<br>CC511<br>CC513<br>CC531<br>CC532 | 11.500<br>11.510<br>11.511<br>11.513<br>11.531<br>11.532 | Scientific Writing<br>Introduction to Applied Computer Science<br>Probability and Statistics<br>Engineering Economy and Cost Analysis<br>Patent Analysis and Invention Disclosure<br>Collaborative System Design and Engineering | 3:0:3(4)<br>2:3:3:3(10)<br>2:3:3:(6)<br>3:0:3(6)<br>3:0:3(6)<br>4:0:4 | Spring.Fall<br>Spring.Fall<br>Spring.Fall<br>Fall<br>Spring.Fall<br>Spring | |
| Mandatory Major Course (MS) | ID502 | | 32.502 | Research Methodology | 3:0:3(3) | Fall | |
| | ID503 | | 32.503 | Design Project I | 3:1:3(4) | Spring | |
| Elective Course | ID501 | | 32.501 | Design Issues | 3:0:3(3) | Spring | |
| | ID504 | | 32.504 | Design Project II | 3:1:3(4) | Fall | |
| | ID505 | | 32.505 | Usability Analysis | 3:0:3(3) | Spring | ◎ |
| | ID506 | | 32.506 | Media Interaction Design | 3:0:3(3) | Fall | ◎ |
| | ID508 | | 32.508 | User Centered Design Methodology | 3:0:3(3) | Fall | ◎ |
| | ID509 | | 32.509 | Design Project for Industry | 3:1:3(4) | Spring | ◎ |
| | ID510 | | 32.510 | Corporate Strategy and Design Process | 3:0:3(3) | Fall | ◎ |
| | ID601 | | 32.601 | Design Project III | 3:1:3(4) | Spring | |
| | ID602 | | 32.502 | Design Project IV | 3:1:3(4) | Fall | |
| | ID603 | | 32.603 | Theory of Media Design | 3:0:3(3) | Spring | |
| | ID605 | | 32.605 | Design Marketing | 3:0:3(3) | Spring | |
| | ID606 | | 32.606 | Theory of Emotional Design | 3:0:3(3) | Fall | |
| | ID607 | | 32.607 | Design Management | 3:0:3(3) | Spring | |
| | ID609 | | 32.609 | Digital Design Fabrication | 3:0:3(3) | Fall | |
| | ID701 | | 32.701 | Design Research Issues | 3:1:3(4) | Spring | |
| | ID702 | | 32.702 | Design StduioII | 3:1:3(4) | Fall | |
| | ID705 | | 32.705 | Theory of Public Design | 3:0:3(3) | Spring | |
| | ID706 | | 32.706 | Theory of Interface Design | 3:0:3(3) | Fall | |
| | ID708 | | 32.708 | Design Strategy | 3:0:3(3) | Fall | |
| | ID711 | | 32.711 | Advanced Topics on Human Centered Design | 3:0:3(3) | Spring | |
| | ID712 | | 32.712 | Advanced Topics on New Technology Convergence Design | 3:0:3(3) | Fall | |
| | ID713 | | 32.713 | Advanced Topics on Business Innovation Design | 3:0:3(3) | Spring | |
| | ID810 | | 32.810 | Special Lecture on DesignIII[2] | 1:00:01 | Spring, Fall | |
| | ID820 | | 32.820 | Special Lecture on DesignIV[3] | 2:00:02 | Spring, Fall | |
| | ID830 | | 33.830 | Special Lecture on Design VI | 3:00:03 | Spring, Fall | |
| Research | ID960 | | 32.960 | MS Thesis | | | |
| | ID966 | | 32.966 | MS Seminar | 1:00:01 | | |
| | ID980 | | 32.980 | Ph.D. Thesis | | | |
| | ID986 | | 32.986 | Ph.D. Seminar | 1:00:01 | | |

◎: Course mutually recognized by undergraduate and graduate programs
※Course classification, course title, and mutual recognition of credits may differ according to the effective year of the requirements.

# Form for Substitute Courses (If Applicable)

| Program | Course Offered | | Course Not Available | | |
| --- | --- | --- | --- | --- | --- |
| | Course Code | Course Title | Course Code | Course Title | Note |
| Undergrad | ID220 | Interaction Prototyping | ID308 | Interaction Design | Abolished |
| Undergrad | ID221 | Information Design | ID310 | Information Design | Abolished |
| Undergrad | ID221 | Information Design | ID214 | Digital Design Graphics | Abolished |
| Undergrad | ID219 | Computer Aided Design | ID309 | CAD & 3D Modeling | Abolished |
| Undergrad | ID415 | Theory and Practice of Service Design | ID313 | Theory of New Product Design | Abolished |

*Substitute Courses Within the Department*