**Living Products Design**

**(생활제품디자인학과)**

**Department Introduction**

■ **History**

The Department founded as the Art Department in 1975, and separated into the Painting Department and the Applied Arts Department in1981, and changed into the Industrial Design Department and the Visual Communication design department in 1999. As for the new pedagogical formation, the Department of Living Products Design has been currently renamed.

■ **Department of Living Products Design**

The Department of Living Products Design sets an objective to theoretical studies and practical achievement relevant to the specific concentrations: Textile, Ceramic, Furnature. Each course work harmoniously relates to the systematic studies and professional practices. Also, the aim of this Department is to cultivate experts as well as multi-players who can lead to those fields and expand the academic development in Living Products Design.

**List of Faculty Members(직명 수정, 교원 정보 삭제 및 추가)**

**정용주 교수님 정보는 국문 소개에 없으므로 삭제 요망**

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| --- | --- | --- | --- | --- |
| Position | Name | Last School Graduated | Degree | Major |
| (삭제)Professor | Chung, Yong Ju | Hongik University (1985. 6) | M.F.A. | Furniture Design |
| Professor | Ahn, Zean Ho | Ecole Nationale Supérieure des Arts Décoratifs de Paris, France (1995. 7) | M.F.A. | Textile Product  Design  Industrial Textile  Design |
| Philadelphia College of Textiles and Science, USA (1999. 5) | M.S |
| Professor | Oh, Won Seok | Tama Art University, Japan  (1996. 3) | M.F.A. | Industrial  Ceramic Design |
| Professor | Jung, Myung Taek | Rochester Institute of Technology,  USA (2007. 11) | M.F.A | Furniture Design |
| Assistant  Professor | Sun, Da hea | Hongik University (2017.2) | Ph.D. | Textile Material  Design |

**Academic programs**

The MFA program in Living Products Design emphasizes intensive personal investigation and the development of strong aesthetic and conceptual understanding. The program seeks to advance design sensibilities in a global context. Areas of study within the program are ceramics, furniture, and textiles. In the first year of the program graduate students have opportunities to enhance existing skills and knowledge by exposing you to a broad range of critical issues related to the conception and production of art. In your second year you will propose and fully engage in your thesis project.

**Course Description**

**■ 기초공통(Basic Major Courses)**

논문작성법 3학점

(THESIS RESEARCH )

By experimenting the systematic research area as well as topic, this subject aims for acquiring the method of preparing thesis in design field studies .

디자인매니지먼트 3학점

(DESIGN MANAGEMENT)

This course sets an objective to search for the corporate management in boosting competitiveness of the business by centralizing the design product development. Moreover, this also has the planned goal to seek the methodology of design management for the application of design.

디자인문화론 3학점

(THEORY OF DESIGN CULTURE)

Living Products Design relates to the improvement of the quality of life as a cultural level. This subject also explains how design influences contemporary human lives.

생활제품디자인기획론 3학점

(LIVING PRODUCTS DESIGN PLANNING)

With a wide range of design research, collective design data, and analytic method, this subject aims for the systematic study as much as the acquisition of knowledge about Living Products Design.

■ 전공

개별연구(1) 3학점

(INDEPENDENT STUDY (1))

가구디자인 기법 및 소재연구 3학점

(STUDY OF FURNITURE DESIGN TECHNIQUES & MATERIALS )

To give students an understanding of the properties of various materials and techniques in furniture design and construction process, and how they develop and relate to the furniture design study.

가구디자인 마케팅 3학점

(FURNITURE DESIGN MARKETING)

The objectives of this course are to demonstrate the role of marketing in furniture design field and to explore the relationship of marketing to other functions. Students will be expected to upgrade their qualities through analysis of effective marketing builds.

가구 스튜디오 1 3학점

(FURNITURE STUDIO Ⅰ)

To study and analyze the Furniture's historical background, trend and design and to improve the ability to produce and design new concept furniture that is coincided with residing space in present age.

가구 스튜디오 2 3학점

(FURNITURE STUDIO Ⅱ)

To invent new culture of furniture based on tradition by comparing and analyzing the specificities and production techniques of furniture through historical investigations about traditional furniture and contemporary furniture

가구 스튜디오 3 3학점

(FURNITURE STUDIO Ⅲ)

To establish special qualities in concept, type and area of contemporary furniture and to study interaction between space and human.

산업직물기획연구

(STUDIES ON INDUSTRIAL FABRIC PLANNING) 3학점

By targeting the worldwide upholstery market based on residential fabrics, this course aims for the various areas of textiles including wall paper, floor & ceiling design, vehicle seat design, etc. In addition, it helps students to improve their capabilities in relation to creative print and woven patterns in order to execute the diverse fabric planning.

섬유스튜디오 1 3학점

(FIBER AND TEXTILE STUDIO Ⅰ)

The main goal of this class is to study various methods of accessing weaving design, dyeing design and textile design through a figurative sense training about materials and different medium in textile design and to develop and improve the ability which can express fiber art and textile design work efficiently.

섬유스튜디오 2 3학점

(FIBER AND TEXTILE STUDIO Ⅱ)

This class is focusing to produce a work that can exercise individual's affluent imagination through a research of the method of various expression and material study in contemporary textile art. In this process, the students can focus in design work that can apply to the real life.

섬유스튜디오 3 3학점

(FIBER AND TEXTILE STUDIO Ⅲ)

This course does in goal to review what students have achieved through the prerequisites, and to instruct how they enhance coherently their creative works in fiber arts and textile design for Final Graduate Project relevant to personal work, thesis, portfolio, etc.

세라믹기법연구 3학점

(STUDIES ON CERAMIC DESIGN TECHNIQUES)

To understand application of the primary methods and miscellaneous technologies that required in ceramic design industry, students study on all levels of knowledge with ceramics and develop new creative ceramic methods.

세라믹디자인특론 3학점

(Special Theory of Ceramic Design)

The course is designed to help the student cover the essential theoretical input about the ceramic design. This course also Improve students' ability to solve problems in construction process and expand the ability to study for creative functional ceramics.

세라믹소재연구 3학점

(STUDIES ON CERAMIC MATERIALS)

This course will be deepen the study of the physical properties of ceramic materials. Meanwhile students develop new eco-friendly materials and understand comprehensive knowledges according to material analysis.

세라믹 스튜디오 1 3학점

(CERAMIC STUDIO Ⅰ)

To understand the concept of ceramic product's special quality and to study about ceramic work from the theoretical study to comprehend different materials through experimentation and practice of design, material and tool.

세라믹 스튜디오 2 3학점

(CERAMIC STUDIO Ⅱ)

In this class, the students will develop individual capability through improving an ability of researching in the field of industrial ceramic products and solving technological problems of designing modelling and manufacturing process by researching the specialty of glaze, materials and firing.

세라믹 스튜디오 3 3학점

(CERAMIC STUDIO Ⅲ)

To study the specificities of design, materials and manufacturing methods of industrial ceramic products, and to improve the work ability in professional level for making the art work within it's subject through practical experimentation and practice.

컴퓨터응용디자인연구 3학점

(ADVANCED COMPUTER AIDED DESIGN)

Based on comprehension of the computer system and program, the students will learn and study to express concept creatively and professionally using computer techniques which is applied in the area of living product design to use in each design process.

텍스타일 소재 및 기법연구

(FIBER MATERIALS AND TECHNIQUES) 3학점

This course sets an objective to experiment on diverse fiber materials with personally manipulated specific techniques related to Weaving, Printing, Dyeing, Embroidery, Felt, and so on, which are steadily maintained for Textile and Fashion Industry.

패브릭공간프로젝트

(FABRIC INNER SPACE PROJECT) 3학점

This subject does in goal to approach the fabric inner space project focused on aesthetic and structural textile concerns in terms of concept, idea, content, area, etc, and to improve the thorough comprehension in Textile Industry through creative design activities.

현대가구디자인사 특론 3학점

(ADVANCED STUDY OF MODERN FURNITURE DESIGN HISTORY)

Through studying the origins of modern design and philosophies of 20th Century furniture design, students discover directions of new furniture design for further exploration. This course range from the 19th century roots of the Industrial Revolution, the Arts and Crafts movement through to contemporary studio art furniture.