

Department of Digital Contents

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What is Digital Contents?

With the rapid advancement of the internet and digital technology, digital art and design have become increasingly accessible and popular, extending far beyond professional circles. In today's world, where society is shifting from text-based to visually oriented communication, the ability to effectively express ideas through digital media has become essential.

To meet this growing demand, Kyung Hee University established the Department of Digital Contents in 1999. Since its founding, the department has cultivated numerous outstanding graduates who have excelled in creative industries within a relatively short period of time.

The curriculum offers a comprehensive range of courses designed to equip students with both theoretical knowledge and practical expertise in digital media. Areas of study include animation, game design, film production, media design, and related disciplines that cover the entire creative process—from initial planning and storytelling to production, editing, and final presentation. Students also gain proficiency in emerging areas such as 3D animation, motion graphics (including movie titles and broadcast station IDs), and interactive media utilizing specialized digital systems.

Department of Digital Contents at Kyung Hee University

The Digital Contents major is guided by three core educational goals:

1. To train creative professionals capable of producing innovative content across diverse communication media.
2. To foster leaders who contribute responsibly and ethically to society.
3. To nurture pioneers who embrace new media and pursue advanced careers in computer-based creative fields.

To achieve these goals, the department provides rigorous coursework in multimedia technology while encouraging students to develop originality and artistic expression. Practical programs, industry-sponsored projects, and opportunities for collaboration with external partners allow students to apply their skills to real-world challenges, bridging the gap between academic learning and professional practice.

Through this well-structured program, the Department of Digital Contents continues to prepare students to become visionary creators, innovators, and leaders in the rapidly evolving field of digital media and design.

| Degree Requirements |

To earn the Bachelor of Fine Arts in Digital Contents, students must

- Complete a minimum of 120 credit hours.
- Satisfy all general requirements of the School for Professional Degrees.
- Submit a final work for the graduation exhibition.
- Successfully pass the senior project course related to their final work.

| Courses |

Year 1

Drawing, Digital Design, Understanding of Art and Design, History of Modern Art, 2D Design, 3D Design, Basic of Contents Design, Character Design

Year 2

Visual Design, Sound Design, Animation Study, 3D Modeling, Technique of Cinematography, Interactive Media Design, Storytelling, Visual Media Design, Sound & Graphic, Motion Study, 3D Animation, Digital Motion Picture, Interaction Design, Concept Art

Year 3

2.5D Animation, 3D Character Modeling, Visual Effects, Motion Graphics, Game Design, Webtoon, Virtual Reality Design, 3D Motion Graphics, 3D Character Animation, Special Effects, Branded Contents Design, Game Production, Practical Development of Virtual Reality Contents, New Media-Technique of Expression

Year 4

Animation Project, Media Design Project, Digital Film Project, Game Project, Capstone Design1(Digital Contents), Content Planning, Media Art Workshop, Video Aesthetics, Capstone Design2(Digital Contents)

| Careers and Graduate Destinations |

Graduates of the Department of Digital Contents are prepared to enter a wide range of specialized fields, including the animation industry(2D, 3D, and digital animation), web and interaction design, the gaming industry, and other major areas of communication media. They are also well qualified to play key roles in post-production for feature films, music videos, and commercial film projects.

As demand for creative digital talent continues to grow, our graduates will find expanding opportunities to apply their skills and contribute to the development of the new media industry. In addition, students are strongly encouraged to pursue advanced study in graduate programs related to digital media, design, and emerging technologies in order to further enhance their expertise and leadership potential.

| Faculty |

___ Hye-Kyung Kim, M.F.A. Pratt Institute, 1992, Professor, Interactive Design/Motion Graphics, hkkim@khu.ac.kr

___ Woo-Rin Chang, M.F.A. University of L. Pasteur France, 1998, Professor, Computer Animation and Character Design, rin@khu.ac.kr

___ Tae-Hoon Lee, M.F.A. Art Center College of Design, 2000, Professor, Special Effects, thlee1401@khu.ac.kr

___ Soong-Hyun Kim, Ph.D. in Fine Arts, Kyung Hee University, 2020, Professor, 3D Animation, soong@khu.ac.kr