

Game Graphic & Software

GAME GRAPHICS & SOFTWARE



SCHOOL OF GAMES

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Software**

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Overview

School of Games of Hongik University, established in 2002, is an independent faculty with convergence of multiple disciplines comprising the 'Game Graphic Design Major' of art and design and the 'Game Software Major' of engineering. The excellence of both faculty and curriculum have been demonstrated with the School being selected as "The Most Outstanding Faculty in South Korea in the Games field in university evaluation from industry perspective" by the Ministry of Education in 2015.

Undergraduate Major

GAME GRAPHIC DESIGN MAJOR
GAME SOFTWARE MAJOR

Educational Objectives & Vision

World-class design education and cultivation of proficient talents in a multi-platform environment

School of Games aims to cultivate game-development experts who can demonstrate their prowess and competitiveness not only among major domestic game developers, but also among major internationally renowned game developers.

GAME GRAPHIC DESIGN MAJOR

"World-class design education tailored for the unique strengths of Hongik University"

We aim for multi-faceted design education centered on diversity, including digital illustration, graphic design, and animation. Furthermore, we aim at enabling more detailed design applications with a focus on advanced technology fields, such as special effects, interaction design, and computer animation.

GAME SOFTWARE MAJOR

"Cultivating talents with capabilities of practical implementation"

With the aim of cultivating talents with capabilities for practical implementation of game program production in areas such as game mobile platform, game client, and game server, the School provides basic academic education in computer science, mathematics, and physics. Based on this knowledge,

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Hongik University
School of Games



Strengths of the Curriculum

Establishment and operation of the curriculum for students to experience game production to the level of commercialization

Curriculum research and revision in response to changes in the game industry

Curriculum for convergence in game development between engineering and art colleges, the only one of its kind in Korea.

Reinforcing education in the fields of mobile games, virtual reality, and AI with high potential for future development.

Source : 2015 Industry Perspective University Evaluation Results, Korean Council for University Education, press release 2016 / 4 / 21.

Active support for domestic internship programs and game-production club activities within the department

Internship programs with major domestic game companies, such as EA, NCSOFT, and Webzen.

Active support for activities of large game clubs in the School, with over 40 members, e.g., O2Cube and Exdio. Track records with multiple awards in nation-wide game contests.

1:1 instruction by faculty members with industry experience for production of graduation works

Design, production, and presentation of individual graduation works for 1 year for senior students. Some excellent works of students are conducted under joint development with commercial game developers

Curriculum per Major

GAME GRAPHIC DESIGN MAJOR

AREA	SUB-AREA	CURRICULUM
3D Graphic Design	Character Modeling Background Modeling 3D Animation	3D Graphic Design (1) (2) Digital Character Animation 3D Character Design (1) (2) 3D Background Design 3D Graphic Project
2D Graphic Design	Character Design Background Design Game Interface Design 2D Animation	Concept Drawing Character Design Background Concept Design Game Concept Art Design Concept Drawing(1) (2)
Game Interaction Design (UI/UX)	UX Design Game Interaction Design AR Design	Digital Typography Digital Graphic Design (1) (2) Game Interface Design (1) (2) Game Interaction Design (1) (2)

GAME SOFTWARE MAJOR

AREA	SUB-AREA	CURRICULUM
CLIENT	Mobile Programming 2D Programming 3D Programming	Obeject-oriented Programming & Practice Windows Programming Practice Data structure and Programming Practice Computer Graphics Practice Game AI Serious Game Programming
SERVER	Server Programming	Game Server Practice Computer network & Security Database Practice System Programming Advanced Web Server Programming
PLANNING	Game System Planning Game Contents Level Design	Introduction to Game Studies Game Design Game Design Portfolio

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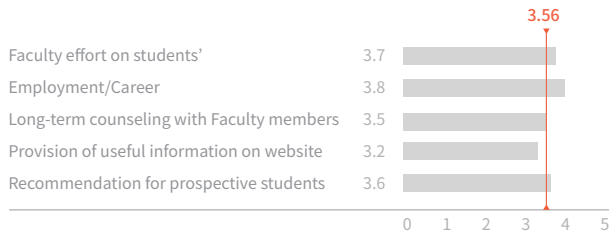
Level of satisfaction on the curriculum

Ranked 1st in Sejong Campus on average satisfaction level

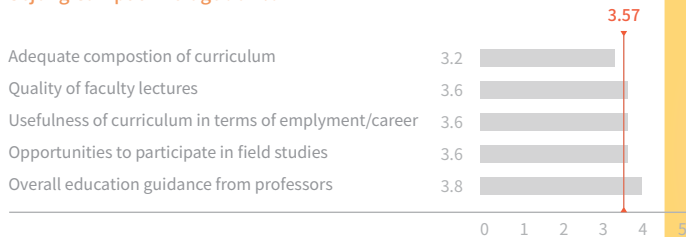
Per School and Department (major), overall satisfaction in department (major)



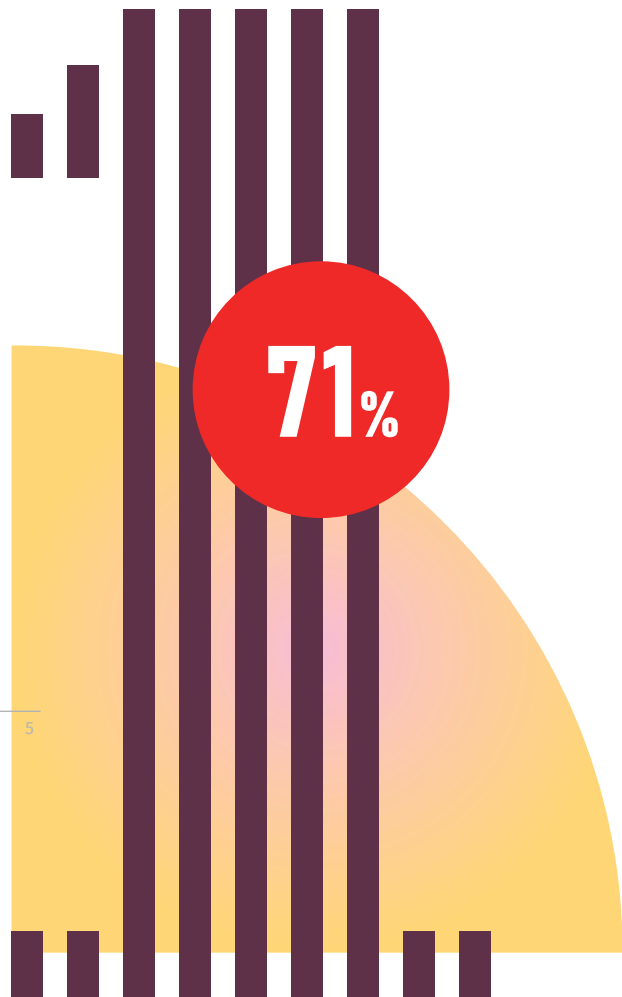
School of Games Average per departmental factor : 71 %
Sejong Campus Average per departmental factor : 66 %



School of Games Average per major-specific factor : 71 %
Sejong Campus Average : 67 %



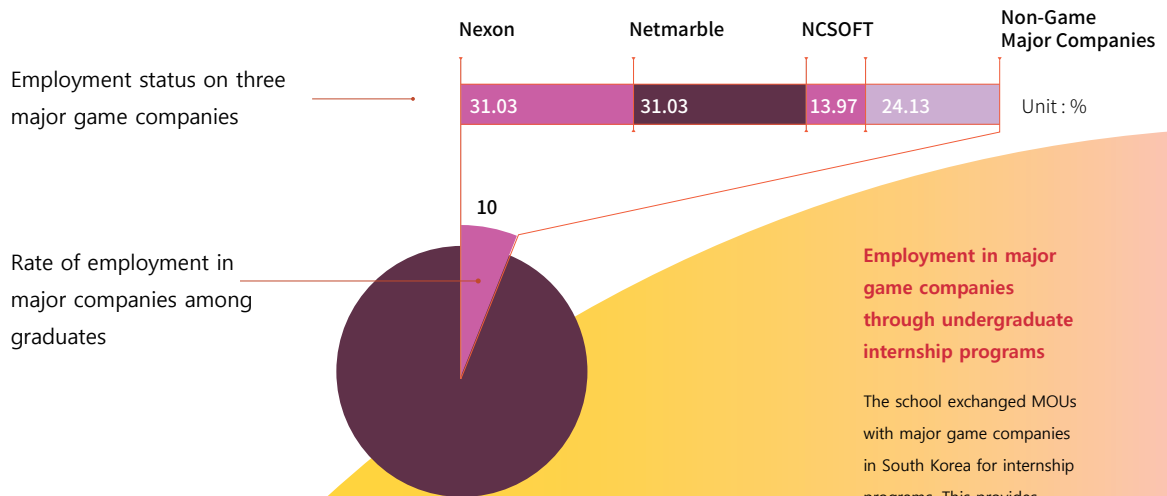
* As per university evaluation by Ministry of Education, 2015



Graduates' Career

The School of Games employment rate was 71.2% according to the data in 2015.

Ministry of Education's university evaluation survey, which means mid-upper level among nation-wide employment rate in game-related departments. In addition to this rate of employment, the percentage of full-time employees was approximately 80%.



Employment in major game companies through undergraduate internship programs

The school exchanged MOUs with major game companies in South Korea for internship programs. This provides practical training and employment. In 2014, the Junior Internship Program with NCSOFT was held, and NCSOFT's development team awarded scholarships to excellent students in the internship program. The selected students were formally employed through the company's open recruitment.

Commercial game development while in school

The excellent outputs obtained through project classes aimed at game development often lead to receiving awards in competitions. For example, with the support of the Hongik University Industry-Academy Collaboration Contest Program, a team that won a gold prize in the Program through 1-year project team work succeeded in entering the global market with the development of Steam Greenlight, which accounts for more than 70% of the PC game download market.

Start-up success based on convergence course and subjects

Undergraduate students can participate in a number of projects with the aim of commercialization in convergence courses. Based on their experiences through game-production club activities, they aspire to launching and developing their own stable start-ups

Practice-oriented graduation works and individual student guidance

One-on-one counseling for junior students, career education, and training related to specialized fields are provided. For senior students, the School focuses on in-depth research on the development and production process of outstanding works in related fields during the course of graduation works. The supervisors provide continuous individual instruction and guidance. After graduation, they recommend relevant fields in game companies to students for employment connection.

Participation in a game project with global release while in school

The School conducts a project for joint development of video games through an MOU agreement between Hongik University and Sony Computer Entertainment Korea. In the process of participating in global projects, outstanding students have opportunities for employment in the company.

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Hongik University
School of Games



Faculty

GAME SOFTWARE MAJOR

Name

Major

H.Y. KIM	PhD, Computer Science, Korea University
S.J. KANG	PhD, Computer Science, Korea University
B.J.SEO	PhD, Computer Science, University of Southern California, US
B.C.BAE	PhD, Computer Science, North Carolina State University, US
Y.J.KIM	PhD, Computer Science, University of California, US

GAME GRAPHIC DESIGN MAJOR

C.H.PAIK	PhD, Culture Technology, KAIST
N.Y.KIM	M.E.T, Entertainment Technology, US
G.Y.SEO	PhD, Animation, Sejong University
D.K.AHN	PhD, Contents Design, Dongguk University
H.J.KIM	D.O.D, Design Study, Seoul National University
G.H.KIM	M.F.A, Computer Art, School of Visual Arts, US

History of student awards and promotional matters

The School of Games provides multi-perspective support through the programs run by the School, i.e., internship programs and industry-academy collaboration/contest collaboration programs.



Programs run by School of Games



Graduation works

Evaluation and exhibition of annual graduation works for junior and senior students.

Intensive development program during vacation

Supporting Indie game development for club students

G-Star participation

Supporting participation in the largest game festival in South Korea in November

G-Festival

Hosting November Festival, the largest event in the School

Internship Program

Internship during vacation period & Junior Internship Program with NCSOFT

Contest

Game development and prototyping in support of excellent student works every February.



Industry-Academy Collaboration/Contest Collaboration Programs

NCSOFT MXM CBT Contest

Participation in MXM CBT for large-scale gameplay feedback.

An eight-million-won scale of gameplay internal contest, with awards for thirty participants.
Approx. one hundred students participated

NCSOFT Junior Internship

Full-time employment in NCSOFT for one semester, with nine academic points in credits. Six students participated.

For those with excellent results in the internship program, special employment opportunities are provided

Webzen Internship Program

Full-time employment in Webzen during winter vacation. Thirteen students participated

International collaboration with HKU in Holland and Drexel University in USA

Hosting International GameJam, MOU on exchange program for graduate students.

Lectures by invited speakers.

Active participation from Intel, Webzen, Nexon, Korea Creative Content Agency, NCSOFT, and many other companies

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History of student awards and promotional matters

Internship Program

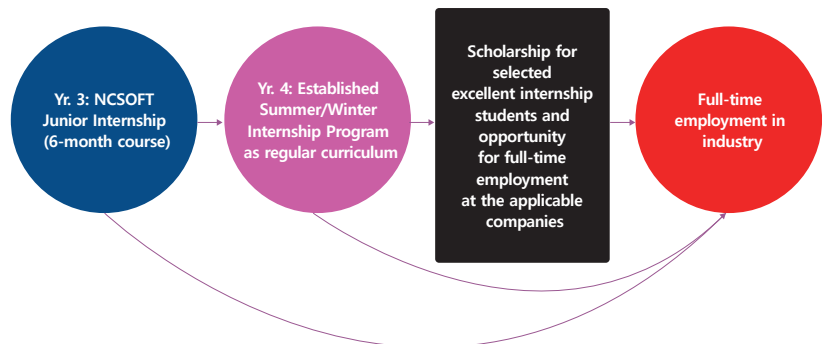
Since September 2014, School of Games has been running the Junior Internship Program and Game Art Junior Internship Program through a memorandum of understanding with NCSOFT.



NCSOFT Junior Internship Program



Category	2013		2014			2015		
	Summer	Winter	Summer	Winter	NCSOFT Junior Internship	Summer	Winter	NCSOFT Junior Internship
Number of participating students	15	2	17	22	4	9	18	2
Total	17		43			29		



* Participation status in Internship Program for students at School of Games (2013-2015 data)

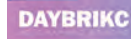
Student Activities

Club/Group

There are seven student clubs in the school where students can develop personal competencies and carry out research through activities and active guidance from their supervisors.



O2CUBE
Indie Game
Development



DAYBRIKC
3D Graphic



ANGORA
Group on
Concept art



Kkorybyul
Game resource,
Concept art



INDIANS
Unreal engine



EXDIO
Game planning,
Development



Mongguls
Animation

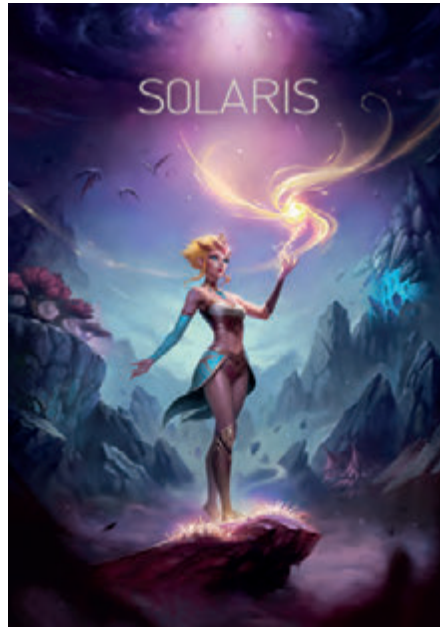
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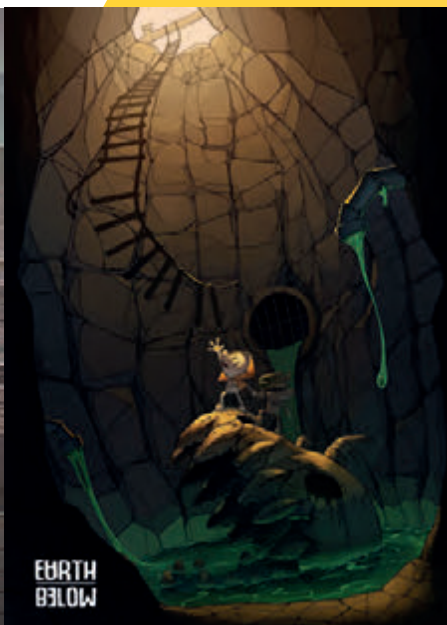


Educational Environment



School of Games,
Office B406-2





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