

Session 6

대학원의 멀티미디어 교육현황과 미래

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COMPAQ

DigiCom system

대학원의 멀티미디어 교육 현황과 미래

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멀티미디어 관련 대학원 프로그램

1. 학문 위주의 프로그램

- 전통적으로 컴퓨터 관련 학과 내에 설치
- 강의 과목
 - Multimedia System
 - Multimedia Database
 - Computer Graphics
 - Virtual Reality
 - Human Computer Interface
 - Image Processing

멀티미디어 관련 대학원 프로그램(계속)

2. 디자인 및 예술 위주의 프로그램

- 디지털 기술을 예술적, 디자인 측면에서 접목시켜 교육
- 전통적으로 디자인 스쿨로 시작하였으나 최근 미국, 유럽, 호주를 중심으로 컴퓨터 멀티미디어 등을 적극적으로 활용

3. 미디어 기술의 미래지향적, 실험적 관점의 프로그램

- MIT Media Lab

4. 멀티미디어 프로젝트 관리자 및 프로듀서 양성 프로그램

- New York University : Interactive Telecommunication Program
- Georgia Institute of Technology : Information Design and Technology

멀티미디어 관련 프로그램의 예 (미국)

MIT	<ul style="list-style-type: none"> ▪ Program in Media Arts and Sciences : <ul style="list-style-type: none"> - Information & Entertainment - Learning & Common Sense - Perceptual Computing 	- 뉴 미디어 기술을 미래 지향적이고 실험적인 관점에서 교육 및 연구
Georgia Institute of Technology	<ul style="list-style-type: none"> ▪ Program in Information Design & Technology 	- 멀티미디어 응용분야의 디자이너나 프로젝트 관리자 양성
New York University	<ul style="list-style-type: none"> ▪ Interactive Telecommunication Program ▪ Animation Program ▪ Graphic Communications Management & Technology 	- 컴퓨터 그래픽 산업분야의 프로젝트 관리자를 양성
Syracuse University	<ul style="list-style-type: none"> ▪ Dept of Visual Communications (School of Art & Design) 	

멀티미디어 관련 프로그램의 예 (미국)

San Francisco State University	<ul style="list-style-type: none"> ▪ Multimedia Studies Program 	- 기본적인 미디어 교육과 병행하여 실제적인 tool 사용 교육 강조
U.C. Berkeley	<ul style="list-style-type: none"> ▪ School of Information Management & Systems (SIMS) 	
Art & Design School	<ul style="list-style-type: none"> ▪ Art Center College of Design : - Product Design - Advertising, Environment Design, Illustration, Graphic Design ▪ California Institute of Arts ▪ Rhode Island School of Design ▪ Pratt Institute ▪ Academy of Art College 	- 전통적인 디자인 스쿨로 시작하였으나 최근 컴퓨터 그래픽 소프트웨어를 적극적으로 활용

멀티미디어 관련 프로그램의 예 (일본)

큐슈 예술공과대학 (Kyushu Institute of Design)	<ul style="list-style-type: none"> ▪ 산업설계학과 ▪ 화상설계학과 ▪ 환경/도시계획/건축 ▪ 음향설계학과 	- 디자인분야에서 컴퓨터 그래픽 및 멀티미디어 기술과 예술의 접목
고베 예술공과대학 동북 예술공과대학	<ul style="list-style-type: none"> ▪ 최근에 설립됨 	
지바대학	<ul style="list-style-type: none"> ▪ 이론위주, 규모가 가장 큼 	
츠클바 대학	<ul style="list-style-type: none"> ▪ 인지과학, User Interface, Engineering-oriented 	
TCA (Tokyo Communication Art)	<ul style="list-style-type: none"> ▪ Computer Graphics 	
동경조형대		

◆ 연세대학교 대학원 (컴퓨터 과학과)

- 멀티미디어
- 컴퓨터 그래픽스
- 가상현실과 VRML
- 하이퍼미디어 시스템
- 사용자 인터페이스 설계
- 인터넷 응용
- CAI (Computer Aided Instruction)
- 멀티미디어 특강

◆ MIT (Program in Media Arts and Science)

- 교육 목표 :
 - the study, invention, and creative use of enabling technologies for understanding and expression by people and machines
 - joined program with modern communication, computer and human sciences
- 교육 과정 :
 - Information and Entertainment
 - Digital Image Processing for Hard Copy
 - Issues of Color in Media Technology
 - Musical Aesthetics and Media Technology
 - Projects in Media and Music
 - Tangible Interfaces
 - Graphic Imaging Media Projects

◆ MIT (Program in Media Arts and Science)

- Information and Entertainment (계속)
 - Special Topics in Cinematic Storytelling
 - Special Topics in Multimedia Production
 - Special Projects in Information and Entertainment
- Learning and Common Sense
 - Technological Tools for Learning
 - Learning Environment
 - The Society of Mind
- Perceptual Computing
 - Pattern Recognition and Analysis
 - High-Level Computer Vision : Methods and Models
 - Conversational Computer Systems
 - Audio Processing by People and Machines
 - Writing for Computer Performance

◆ New York University (Interactive Telecommunication Program, Tisch school of the Arts)

- 교육 목표 :
 - study and design of new communications media forms and applications
 - challenges students to combine ideas and the tools of computers, video, sound, graphics, animation, and text in new and imaginative ways
 - emphasizes the user's creativity rather than the capability of the machine
- 교육 과정 :
 - Tier One - Core Courses
 - Applications of Interactive Telecommunications Systems
 - Communications Laboratory
 - Interactive Telecommunications Technology
 - Introduction to Computational Media
 - Elements of Visual Language
 - Telecommunications in Transition

◆ New York University
(Interactive Telecommunication Program,
Tisch school of the Arts)

- Tier Two - Elective Studies

• SYSTEMS AND APPLICATIONS

- Databases and Data Modeling
- Designing Experience
Digital Networks
- Domestic Telecommunications Policy
- Integrated Broadband Networks
- International Telecommunications Policy
- Managing Information and Knowledge
- Telecommunications Seminar

• MEDIA AND SOCIETY

- Constitution in Cyberspace
- Copyright, Intellectual Property, and the New Technologies
- E/Merging Media
- Entrepreneurship and New Media
- Future of the Infrastructure

◆ New York University
(Interactive Telecommunication Program,
Tisch school of the Arts)

• MEDIA AND SOCIETY (계속)

- Impact and Implications of the Electric Age
- Information Contours
- Media and Perception
- Media and Society
New Media and Interpersonal Behavior
Project Management
The Self and the Other
- Semiotics in the Marketplace

• PRODUCTION

- Advanced Computational Media
- CGI Programming with Perl
- Creating World Wide Web Sites
- Designing for Convergence
- Designing Experience
- Digital Sound Lab

◆ New York University
(Interactive Telecommunication Program,
Tisch school of the Arts)

• PRODUCTION (계속)

- Digital Sound Workshop
- Digital Spaces
- Dynamic Design
- Electronic Publishing
- Exploring Electronic Networks: Virtual Culture
- Fundamentals of Storytelling
- Future of the Infrastructure
- Game Design
- Information Contours
- Interactivity and Narrative
- Interaction Design
- Introduction to 3D
- Issues in Interactive Media: The Role of the Producer
- Multimedia Workshop
- Physical Computing

◆ New York University
(Interactive Telecommunication Program,
Tisch school of the Arts)

• PRODUCTION (계속)

- Project Management and System Implementation
- Psychology of Creativity
- Programming for Nonprogrammers
- Simulations and Presentations
- Sound Design for Information Environments
- Video Production
- Video Postproduction
- Visualizing Concepts: Designing for New Narrative Structures
- VR System Design
- Virtual Spaces
- Independent Study
- Internship
- Tier Three - Final Project
 - Project Concept Development
 - Final Project

◆ Georgia Institute of Technology
(Information Design and Technology)

- 교육 목표 :
 - educates new media specialists in the design and analysis of electronically mediated communication
 - teaches students to use tools in electronic and digital communication through production classes in video and digital editing, graphics design, and multimedia
 - Job : designers and project managers of multimedia applications
multimedia design, web publish, project management

◆ Georgia Institute of Technology
(Information Design and Technology)

- 교육 과정 :
 - Computer Software Workshop
 - Graphic Design
 - Multimedia Design
 - Video Production
 - Collaboration and Groupware
 - Interviewing and Information Gathering
 - Project Proposals and Reports
 - Documentation
 - International Communication
 - The Rhetoric of Electronic Environments
 - Electronic Communication from a Social and Organizational Perspective

◆ Georgia Institute of Technology
(Information Design and Technology)

- 교육 과정 (계속) :
 - Cognitive Perspectives on Electronic Communication
 - Studies in Communication and Culture
 - Electronic Communication from a Historical Perspective
 - The Technology and Culture of the Internet
 - Hypertextual Design and Presentation on the Internet
 - Advanced Video Production
 - Presenting Electronic Projects
 - Virtual Environments and Symbolic Communication
 - Digital Aesthetics
 - The Visual Genealogy of Multimedia
 - Electronic Media and Education
 - International Controversies involving Electronic Communication