

■ 기초 스튜디오 (Basic Studio) / 4 hours, 3 credits

This course aims to acquire theoretical knowledge on the basic system and norms of form and space composition, which form the basis of architectural design. Through practical assignments, students learn to creatively express their theoretical knowledge in various forms and develop their ability to explain them. In addition, students learn the technical methods of graphic communication and cultivate their knowledge of the major through basic design work.

■ 드로잉 스튜디오 (Drawing Studio) / 4 hours, 3 credits

This course aims to teach the basics of drawing architectural drawings to first-year students who are new to architecture, before they begin the full-fledged studio courses in their second year. The course covers basic drawing techniques (plan, section, elevation, diagram, etc.) and software tools such as CAD 2D.

■ 스튜디오1(Architectural Design Studio 1) / 10 hours, 6 credits

This is a second-year required major course in architectural design and planning, which allows students to experience the meaning of plan, elevation, section, and detail through two-dimensional drawing, axonometric drawing, and architectural model-making. Furthermore, based on these exercises, students are encouraged to propose alternatives based on their own analysis and ideas for a given site and program (in this case, a house).

■ 스튜디오2 (Architectural Design Studio 2) / 10 hours, 6 credits

This course is an elective course that focuses on the architectural concepts, programs, site analysis, and other necessary elements required for designing a small-scale art museum. Students will thoroughly examine each condition and integrate them into one final product through the design process.

■ 스튜디오3 (Architectural Design Studio 3) / 10 hours, 6 credits

The design studio focuses on remodeling architecture. It involves interpreting and creatively utilizing the physical constraints of existing buildings to incorporate new programmatic needs and design a new structure. The course trains students to translate analysis of the historical, cultural, and other humanistic factors related to the existing building into architectural concepts and develop expressive capabilities for architectural communication.

■ 스튜디오4 (Architectural Design Studio 4) / 10 hours, 6 credits

This is a design studio focused on site planning and environmentally-friendly architectural design. It is composed of a program that emphasizes learning about the relationship between buildings and their site, particularly on complex and sloping terrains. Students also learn about the impact of architecture on the environment and are trained to design environmentally-friendly buildings that meet program requirements.

■ 스튜디오5 (Architectural Design Studio 5) / 10 hours, 6 credits

This is a fourth-year major required course in architectural design and planning and an advanced studio that is part of a new integrated design curriculum. Students must first learn about the entire process of practical design through related courses before completing a comprehensive design that considers various elements such as structure, facilities, environment, landscape, and materials. Ultimately, they develop the ability to complete a practical design proposal and produce a design book.

■ 스튜디오6 (Architectural Design Studio 6) / 10 hours, 6 credits

The course is a mandatory 4th-year subject on architectural planning and design, aimed at enhancing students' planning and design abilities for both buildings and public spaces in the city. The studio focuses on understanding the architectural significance of the urban context and educating students on the methodologies of architecture, urban planning, landscape design, and urban design necessary to create desirable cityscapes. It is a total design studio course for students to learn the language of the urban context and the methods for creating desirable cityscapes. It is offered in the second semester of the 4th year.

■ 스튜디오7 (Architectural Design Studio 7) / 10 hours, 6 credits

This is a course where students integrate and combine the design skills and theoretical knowledge they have learned over the past four years to develop their own graduation projects. Students are free to choose their own projects and can participate in various design competitions to realize their practical graduation designs.

- 건축구조개론 (Building Structures) / 3 hours, 3 credits

The course objective is to cultivate a fundamental understanding of architectural structures. Students will learn about the various types of architectural structures and their mechanical characteristics, as well as the basic principles and calculations of structural mechanics.
- 건축구조역학 (Structural Engineering) / 3 hours, 3 credits

The course objective is to learn the basic principles of architectural structural mechanics. Students will understand the basics of structural mechanics such as force and moment, and learn the principles of structural analysis such as tension, compression, and beam analysis. They will also study the interpretation of members and beams that are subject to axial loads.
- 건축디지털디자인1 (Architectural Digital Design 1) / 3 hours, 3 credits

Architecture Digital Design 1 is a class that teaches the technique of designing buildings in 3D using computers. To achieve this, students will learn how to use and apply programs such as Google SketchUp and Rhino, and acquire the method of rendering with the 3D models created.
- 건축디지털디자인2 (Architectural Digital Design 2) / 3 hours, 3 credits

Architecture Digital Design 2 is a course that can be taken by students who have completed Architecture Digital Design 1 (or have equivalent skills). In this course, students will learn advanced techniques of SketchUp and Rhino that they learned in Digital Design 1, and acquire methods for automatically generating drawings from 3D modeling using Revit program.
- 표현과 매체(Drawing and Media) / 3 hours, 3 credits

This course teaches students the basic skills necessary for visual communication in architectural design. It covers techniques and media for more accurate and effective expression of architects' ideas and information, including freehand sketching, graphic program-based image creation and adjustment, panel composition, and model making.
- 서양건축사 (History of Western Architecture) / 3 hours, 3 credits

This course examines major architectural works that reflect the historical and cultural spirits of each era, starting from the prehistoric era, which is considered the beginning of human civilization, to present-day Western architectural history. By analytically identifying the relationship between the humanistic environment of each era and the corresponding architecture, the course aims to explore the impact and relationship between history, culture, and architecture.
- 현대건축사 (History of Contemporary Architecture) / 3 hours, 3 credits

This course examines the thoughts and social impact of master architects who led modernism, as well as the influence on contemporary architecture that followed. It is a course that studies the architectural theories and the zeitgeist of the 19th and 20th centuries through analytical discussions of modern and contemporary architecture.
- 동양건축사 (History of Asian Architecture) / 3 hours, 3 credits

This course compares the development of Korean architectural history and Asian architecture. Students will understand the characteristics of traditional Korean architecture, such as its terminology, structure, construction, costume, spatial planning, city planning, and garden planning. Additionally, it covers various Korean traditional architectures, such as palaces, temples, schools, and houses.
- 공간과사회 (Space and Society) / 3 hours, 3 credits

It is natural for architecture to pursue the beauty of form. The architect's intuition and subjective judgment are important in pursuing aesthetic beauty. However, architecture must also perform a social function. To plan and design space, one must understand the spatial structure and behavior of users. In this course, students will learn how to apply spatial structure and user behavior to actual buildings and urban spaces.
- 주거론 (Principles in Housing Design) / 3 hours, 3 credits

This course is designed to study the relationship between humans, society, architecture, and housing, focusing on the subject of housing. It covers not only the essence of housing but also how the elements of planning and composition of a complex are utilized by actual users. Through this process, students can develop the ability to design a complex.

- 디지털 패브리케이션 (Digital Fabrication) / 3 hours, 3 credits

This course aims to provide students with a basic understanding of digital design technology that enables virtual and actual construction to complement and interact with each other in modern architectural design practices. It also aims to help students transition from traditional architectural design methods to new design approaches by providing comprehensive knowledge and exploration of the reasons and possibilities behind this shift. Students will design architectural spaces in a virtual digital environment, taking into account the fabrication process of actual construction, including the materials, structures, methods, and construction techniques that must be considered for the design and production of architectural spaces. Through this course, students will experience a new concept and approach to the entire process of architectural space creation and production, from design to construction, where architecture is created and produced simultaneously and holistically.
- 인테리어 (Interior Design) / 3 hours, 3 credits

This course focuses on the theory and design of interior architecture, which is closely related to architectural design. Students learn about design techniques, materials, color, details, drawing methods, furniture, lighting, and other elements, and study the relationship between interior architecture and architecture through projects.
- 재료와디테일 (Material and Fabrication) / 3 hours, 3 credits

Materials and details are studied in relation to architecture, including the characteristics of materials and the details of how they are used in construction. Through a variety of practical examples, students learn about the properties and architectural meanings of materials, as well as the principles of their application. By undertaking projects that involve the application of materials, students develop the ability to choose and use their own materials, and gain an understanding of the creative possibilities of new materials and the meanings they can convey.
- 도시계획 (Urban Study) / 3 hours, 3 credits

Urban planning is a course that teaches the development and composition of urban spaces, the interrelationships between buildings, and the balance between the needs of users and the common good. Students learn about the methods of investigation and planning, land use regulations, urban planning and redevelopment techniques based on their understanding of the harmony that must be achieved in urban spaces. This course provides both theoretical and practical perspectives on urban development processes.
- 도시설계 (Urban Design) / 3 hours, 3 credits

This course recognizes the inseparable relationship between architecture and urbanism. Designing a city is not simply designing individual buildings. Architects must consider both fields holistically. In this course, we examine urban theory and explore the process of finding appropriate solutions to major urban issues
- 건축법제도 (Building Code and Regulation) / 3 hours, 3 credits

This course aims to provide an overall understanding of the system and content of building regulations, such as Building Law, Urban Planning Law, Parking Lot Law, and Architectural Law. Additionally, students will learn about the practical application of each part of the regulations related to safety, evacuation, and hygiene through training. This course is designed to help students understand the mechanism of building regulations and cultivate practical experience in the field.
- 건축설비 (Introduction to Building Environment System) / 3 hours, 3 credits

This course aims to understand the methods of environmental control in buildings, which are divided into architectural and engineering methods, and to understand the basic principles, system configuration, and operating processes of each environmental control method. To achieve this, students will learn the components of building facility systems and the basic concepts of each component. They will also learn the basic knowledge of building facility systems that must be acquired by architectural majors, as well as an understanding of energy-saving building facilities in eco-friendly buildings.
- 건축시공 및 관리 (Construction Engineering and Management) / 3 hours, 3 credits

The purpose of this course is to learn and acquire theoretical and practical knowledge of the construction process of buildings by studying each construction process by profession. After completing this course, students will be able to understand the flow and key technical and managerial elements of building construction.

- 건축환경개론 (Architectural Environment) / 3 hours, 3 credits

This course aims to explore and understand the environmental significance of architecture and the role of architectural space as a place of refuge. Based on this understanding, the course will cover various physical environmental factors such as heat, air, light, sound, and energy that are essential for the occupants' well-being and how these factors can be addressed through design in building construction.
- 건설경영 (Construction Management) / 3 hours, 3 credits

The educational goal of this course is to provide an opportunity to acquire comprehensive knowledge and understanding of the construction industry, construction market, and construction/architectural design companies, and to cultivate architecture students with a multi-player perspective and capacity.
- 건축경제학 (Building Economics) / 3 hours, 3 credits

The purpose of this course is to explore and acquire theoretical and practical knowledge through lectures and projects centered around key topics related to the production process, economic principles, and cost management of building projects. Upon completion of this course, students will be able to understand the production process and key economic principles of building projects.
- 프로젝트 관리론 (Construction Project Management) / 3 hours, 3 credits

This course combines lectures and projects to explore theoretical and practical knowledge related to Construction Project Management. Upon completion of this course, students will be able to understand the flow of construction project management and its major tasks/functions in accordance with the life cycle of a construction project.
- 건축실무 (Practical Practice in Architecture) / 3 hours, 3 credits

The course on Architectural Practice aims to provide students with general knowledge and practical skills necessary for a professional career in architecture. It covers various practical procedures in architecture such as planning, design, permitting, construction, completion, maintenance, and dispute resolution, as well as a wide range of examples that may arise in the field. Students will also learn about setting up and managing an architecture office, including the necessary procedures, company management, and marketing strategies. In addition, students will explore and understand various digital technologies used in architectural design. Through learning about the legal responsibilities and social roles of architects, the course aims to prepare students to adapt well to social activities as professionals in the field of architecture.
- 개별연구 (Individual Study)/ 3 hours, 3 credits

In individual research, students select topics and conduct research individually in order to understand the relationship between the physical environment and human behavior that architects must understand. They observe and study the physical and psychological relationship between the built environment and residence, and explore principles and methods to apply to architectural design and spatial planning.
- 포트폴리오 연구 (Portfolio Study) / 3 hours, 3 credits

This course is for students in their last semester who are creating a portfolio. It covers design techniques and practices necessary for creating a portfolio, such as storytelling and layout.

