

KYOTO
SEIKA
UNIVERSITY
2021



**Message from Dr. Oussouby Sacko,
President of Kyoto Seika University**

Our university was established in 1968, based on the principles of "human respect" and "freedom and autonomy." It was founded as a place where people accept many different values and learn across different countries, regions, races, gender, and religions. I'm from West Africa, and I decided to teach at this institution because I identified with its philosophy. Our university seeks to utilize one's individuality to create something new and to develop people who can connect to society. Through this process, we can change the world we live in for the better. At any time, there are many issues around the world, but nonetheless I see a bright future ahead.

To achieve that future, we set out our university's objectives, "SEIKA VISION 2024", in 2018. Our concept is the three-dimensional fusion of following models: 1. Creative expression, 2. Liberal arts, and 3. Global.

Kyoto Seika University will continue to develop its students into people who can change the world through expression.



President, Kyoto Seika University
Oussouby Sacko

Born in the Republic of Mali, Oussouby Sacko came to Japan after studying at Beijing Language and Culture University and Southeast University (Nanjing) in China. He received a Ph.D. in engineering from Kyoto University. He became a Professor in the Faculty of Humanities, Kyoto Seika University in 2001 and has served as President since April, 2018. He is fluent in many languages including Bambara, English, French, Chinese, and Japanese. He specializes in studies of living space and architectural planning.



SEIKA VISION 2024

University Visions for the Future

Vision 01 —

Creative Expression

As a university that teaches culture/art, we strive to be a university of expression.

Vision 02 —

Liberal Arts

The liberal arts are a means of establishing oneself and developing and managing society through collaborations with others.

Vision 03 —

Global

Based in Kyoto, we are aiming towards becoming a global university.

Established in

1968

Seiichi Okamoto, Seika's first president, envisioned the creation of an entirely new kind of university education, passionately advocating the concept of a university based on the spirit of freedom and autonomy.

Number of Students

3,120

Undergraduate 2,989

Graduate 131

Number of Faculties/Graduate Schools

5

Faculties

29

Courses

4

Graduate Schools

Number of International Students

638

Undergraduate 548

Graduate 90

Number of Faculty and Staff Members

171

Faculty

81

Administrative Staff

Representation from Countries and Regions

20

Countries and Regions

China, Republic of Korea, Taiwan, Indonesia, Thailand, USA, Viet Nam, Brazil, Malaysia, Mexico, Norway, UK, Cyprus, Singapore, Laos, Madagascar, Australia, New Zealand, Venezuela, Myanmar

Overseas Partner Institutions

44

Overseas Partners

As of March 1, 2020

The First University to Introduce a MANGA Curriculum

Kyoto Seika University was the first university in Japan to introduce a manga curriculum into its art education program, in 1973. In 2000, Seika established the Department of Manga, and in 2006, the Faculty of Manga. Seika has always been the leader in manga education. Seika has the only Faculty of Manga in Japan, providing a comprehensive education in manga.

We promote a learning environment where students can develop global perspectives.

To be able to express yourself in ways that speak to the hearts of many people, it is essential to understand other cultures. Kyoto Seika University actively promotes international interaction on campus.



01. A vibrant, international campus

In the "Shukokan" international student dormitory, Japanese and international students share twin-occupancy rooms to deepen the understanding of different cultures through their shared daily lives. Students live in the dormitory for a year, and senior students provide support and advice. In the common space, programs and events are held so that students can learn more about each other's cultures.



02. iC-Cube [Inter-Cultural Communication Commons]

iC-Cube hosts international interaction events with the objective of promoting a community that understands diversity within the campus. Events contributing to cultural understanding and chances to interact with people from different cultures are held almost daily. We learn about different styles of living and cultures together.

Kyoto Seika University

At a Glance

As of May 1, 2019

GLOBAL CULTURE [NEW](#)

Taking in global and local perspectives, students aim to help move to a better society where people with many different values coexist. (Open in April 2021)

Department of Humanities

Students study literature, history, society and the culture of Japan to deal with the world as it continues to globalize. Through their courses, students personally experience and deepen their understanding of the culture of Japan.



Literature



Society



History



Japanese Culture

Department of Global Studies

Students analyze globalization, with its significant impact on local cultures and living, from a variety of perspectives, and develop skills to understand the world. Students learn about cultures and society focusing on Africa and Asia, which are currently studied widely around the world.



Global Relations



Global Society



African and Asian Culture

Undergraduates

MEDIA CREATION [NEW](#)

Making innovation through pop culture and technology.

The courses develop students into creators who can generate new ideas and values through developing extensive knowledges of media and content as well as business skills. Another feature of the course is that students can acquire skills in programming and technology that are essential for making the latest expressions. (Open in April 2021)

Media Technologies



Image Creation



Sound Creation



Human Environment Design Program

[NEW](#)

Cross-disciplinary degree program

Based in the department of architecture, students learn from specializations in five faculties. The aim is to develop creators who can generate human living and lifestyles as well as urban/social environments. (Open in April 2021)



ART

Students build their imaginative skills to develop an original means of expression. First-year students all take the same introductory program, designed to build the observational, analytical and imaginative skills that form the foundation for creating artworks. They concentrate on various specializations from the second year.

Oil Painting



Department of Fine Arts

Japanese Painting



Sculpture



Ceramics



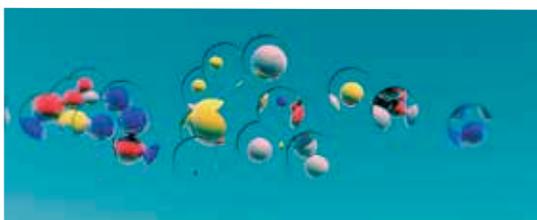
Textiles



Printmaking



Video & Media Art

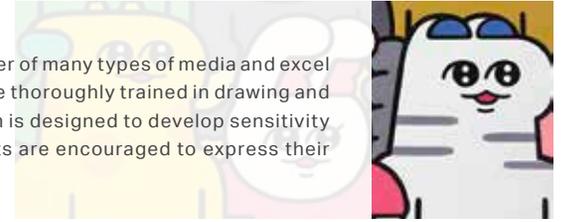


DESIGN

Students are trained to solve social issues through design. Actively collaborating with companies and municipalities, students are able to gain real world experience in their field.

Illustration

To be able to match the character of many types of media and excel in numerous areas, students are thoroughly trained in drawing and communication. The curriculum is designed to develop sensitivity and artistic sense, and students are encouraged to express their individuality in these areas.



Department of Illustration

Graphic Design

Students learn deeply about three core elements of design: iconography, letters, and communication. At the same time as developing descriptive skills, screen composition skills, imagination, and the ability to express their ideas, students become proficient in digital technology and strive to affect the hearts of people as well as society.



Department of Visual Design

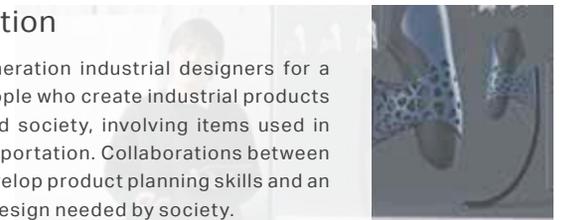
Digital Creation

Students create digital content in which art and entertainment coexist, including movies, games, and digital arts. Students seek to acquire the necessary skills in design as well as the digital skills to generate ideas that involve others and make people feel empathy.



Product Communication

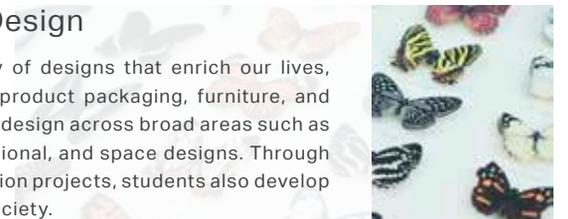
The course develops next-generation industrial designers for a brighter future – the kind of people who create industrial products that support people's lives and society, involving items used in daily life, electronics, and transportation. Collaborations between corporations and academia develop product planning skills and an understanding of the kinds of design needed by society.



Department of Product Design

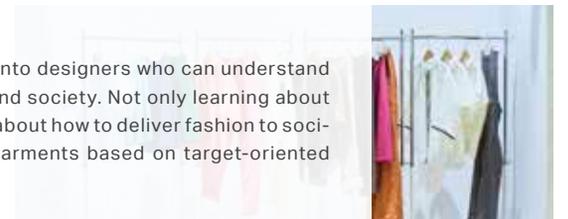
Interior and Goods Design

Students learn about a variety of designs that enrich our lives, including general daily items, product packaging, furniture, and interior design. Students study design across broad areas such as two-dimensional, three-dimensional, and space designs. Through corporate-academic collaboration projects, students also develop the skills to propose ideas to society.



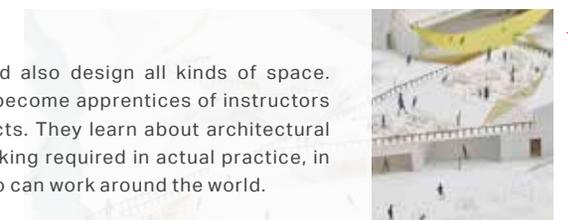
Fashion

The course develops students into designers who can understand the fashion wanted by people and society. Not only learning about making clothes, they also learn about how to deliver fashion to society at large through creating garments based on target-oriented research and analysis.



Architecture

Students design buildings, and also design all kinds of space. During the program, students become apprentices of instructors who are also active as architects. They learn about architectural philosophy and the way of thinking required in actual practice, in order to become architects who can work around the world.



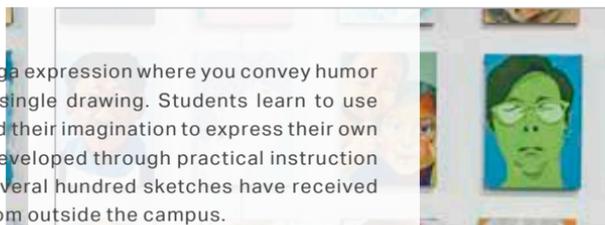
Department of Architecture

MANGA

Our university was the first in Japan to introduce manga as an academic discipline and has an unparalleled track record and experience in manga education/research. It is the only faculty in Japan that offers a comprehensive education in manga and animation.

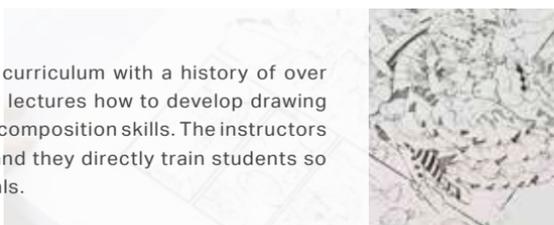
Cartoon Art

Cartoon art is a field of manga expression where you convey humor and a message through a single drawing. Students learn to use high-level drawing skills and their imagination to express their own worldview. Drawing skills developed through practical instruction involving the drawing of several hundred sketches have received highly positive feedback from outside the campus.



Comic Art

Based on a carefully composed curriculum with a history of over 20 years, students learn through lectures how to develop drawing expression techniques and story composition skills. The instructors are professional manga artists, and they directly train students so they too can become professionals.



New Generation MANGA

Students learn manga comprehensively, focusing on manga published online and via social media rather than manga published in magazines and paperbacks. Students acquire self-marketing skills by learning digital technology and business strategies, and realizing the needs of next-generation manga.



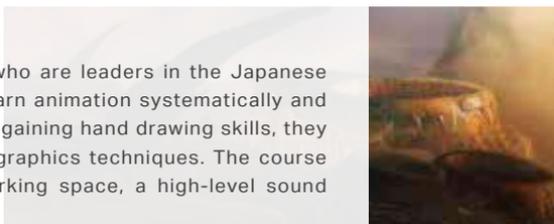
Character Design

Students learn how to create appealing characters and gain the know-how to send out their characters to the world. Students develop communication skills through group work and build on their ability to grasp opportunities in the character business.



Animation

From professional instructors who are leaders in the Japanese animation industry, students learn animation systematically and comprehensively. In addition to gaining hand drawing skills, they acquire expertise in computer graphics techniques. The course facilities include dedicated working space, a high-level sound studio, and digital drawing tools.





Graduate Schools



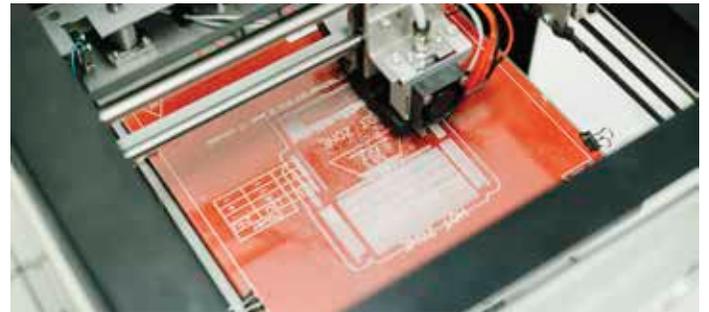
Graduate School of Art

Master / Doctor

Fields: Oil Painting, Japanese Painting, Sculpture, Printmaking, Ceramics, Textiles, Video & Media Arts, Art Theory.

Fostering creative people
in true pursuit of the essence of art.

Genuine creativity starts from dialog with yourself. Why am I creating this? Why does this move me? What is art? Immersing yourself in the creative process and asking these questions allows you to see new things: Seika's Graduate School of Art offers abundant time and stimulating surroundings for this purpose. From here we will foster artists and researchers pursuing the essence of art.



Graduate School of Design

Master

Fields: Visual Design, Product Design, Design Theory, Architecture.

Fostering professionals opening up unlimited possibilities.

Design exists in all areas of our lives and its possibilities are limitless in terms of materials, form, color, scale, construction, arrangement and, above all, the concepts that these elements embody. Design that is aware of humanity and the present can change the future. Seika's Graduate School of Design fosters true professionals who can bring innovation to society.



Graduate School of Manga

Master / Doctor

Fields: Manga Practice, Manga Theory

Gathering the leaders of
the next generation of Japan's world-class manga.

Japanese manga has spread all over the globe and attracted intense attention. Its means of expression diversify every minute, evolving new media and broadening its market. Manga artists do not confine themselves to current forms but work to open up new kinds of creative expression. Researchers meanwhile support them, sometimes as critics, sometimes as producers. Seika's Graduate School of Manga fosters the new generation of manga culture leaders.



Graduate School of Humanities

Master

Fields: Humanities

Comprehensive inquiry into humanity and society

Irrespective of segmented academic disciplines, this program vigorously explores humanity and society from new, free perspectives.

The results are then fed back into society: This is the discipline of the humanities. Seika's Graduate School of Humanities thus digs deep into the diverse issues affecting people and society today, opening up new horizons and new answers to essential questions. It is a site for cultivating a comprehensive intellect.

The Campus

The campus offers many facilities to support a student experience, including the following: specialized workshops, facilities/studios with the latest equipment, galleries and library resources. All these deepen the learning experience and help the students with their output.



Off-campus Facilities

Kyoto International Manga Museum

Kyoto Seika University operates the museum as a joint project with Kyoto City. The collection comprises about 300,000 items. This is a world-famous museum and research facility that collects, keeps, and exhibits manga materials. Every year, it attracts several hundred thousand visitors from Japan and other countries.



kara-S

An off-campus satellite space at the heart of Kyoto. It's a shop and gallery where the works of students and graduates are exhibited and sold.



Study in Kyoto

Kyoto Seika University is located in the ancient capital of Japan, Kyoto. Until Tokyo became the capital that it is today, Kyoto was the capital and center of Japan for over 1,000 years. The city that has many important architectural sites as well as arts and crafts is recognized for its many World Heritage sites.

Kyoto Seika University offers many programs that make use of this unique location. Our education program, "Traditional Industry of Kyoto Workshop," includes an internship where students spend time in traditional craft/industry workshops, and the program has about 40 years of history. Using these collaborations over many years, we seek to develop new partnerships across borders through studies, education, and social collaborations. To do this, we established the Center for Innovation in Traditional Industries in 2017.



Contact

Kyoto Seika University
137 Kino-cho, Iwakura, Sakyo-ku, Kyoto 606-8588 JAPAN
Tel: [+81] 75 702 5199 Email: ksuinted@kyoto-seika.ac.jp
<https://www.kyoto-seika.ac.jp/eng>



* The Faculty of Global Culture and the Faculty of Media Creation are planned to be opened in April 2021. (Applications for governmental authorization are in progress. Course details may be subject to change.)
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