

# Requests from customers, and our efforts and plans to the requests

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# Industries asked universities to foster talented persons having...

**Interdisciplinary knowledge**

**Communication skill (English)**

**Globalization and Networking**

**Customized education**

**Leadership**

**Adaptation to multi cultures**

**Practice and experience**

**Dedication and Enthusiasm**

**Creativity**

**Marked individuality**

**Morality and Responsibility**

# Value ?



Is our education system wrong?

# President Obama's address in Mar. 10, 2009



Microsoft Research Asia  
Faculty Summit 2010

*“Now, even as we foster innovation in where our children are learning, let’s also foster innovation in when our children are learning. We can no longer afford an academic calendar designed for when America was a nation of farmers who needed their children at home plowing the land at the end of each day. That calendar may have once made sense, but today it puts us at a competitive disadvantage. **Our children spend over a month less in school than children in South Korea every year.** That’s no way to prepare them for a 21<sup>st</sup> century economy. That’s why I’m calling for us not unly to expand effective after-school programs, but to rethink the school day to incorporate more time – whether during the summer or through expanded-day programs for children who need it. Now, I know longer school days and school years are not wildly popular ideas. Not with Malia and Sasha– not in my family, and probably not in yours. But the challenges of a new century demand more time in the classroom. **If they can do that in South Korea, we can do it right here in the United States of America.**”*

***Our children spend over a month less in school than children in South Korea every year.***

***If they can do that in South Korea, we can do it right here in the United States of America.***

**Is their education system wrong?**



# My understanding...

The grass is greener on the other side of the fence.

Can every student or one system satisfy all demands from industries?

In order to adapt to our environment and to accept our customers demands, we have to innovate our education system.

## How?

University provides multiple solutions.  
Every student takes most preferable one.



# Our examples

- Department of Electrical Engineering
  - Small innovation in a department
- Graduate School of Culture Technology
  - Interdisciplinary school
- Renaissance Ph.D. Program
  - Small innovation in a university
- KAIST Imagineering Institute (plan)
  - Large innovation in a university

# Ex.1 Small Innovation in A Department



# Academic Statistics

Faculty : As of Mar. 2010

Student : As of Oct. 2009

**KAIST**

KAIST

Electrical Engineering

553

Faculty

89 (16.1%)

9,661  
BS 4,390 / MS 2,541 /  
Ph.D 2,730

Enrollment

1,323(14%)  
BS 517 / MS 365 /  
Ph.D 441

37,263  
BS 9,807/MS 19,809/  
Ph.D 7,647

Graduates

6,166 (16.5%)  
BS 1,917 / MS 2,925 /  
Ph.D 1,324

KRW 245.5 billion

2009  
Research  
Fund

KRW 46 billion(18.7%)



**Foster Global Leaders  
in the broad aspect of EE**

**with**

**Fundamental  
Knowledge**

**Creativity**

**Effective  
Communication**

**Social  
Responsibility**



## Educate EE Students

to have

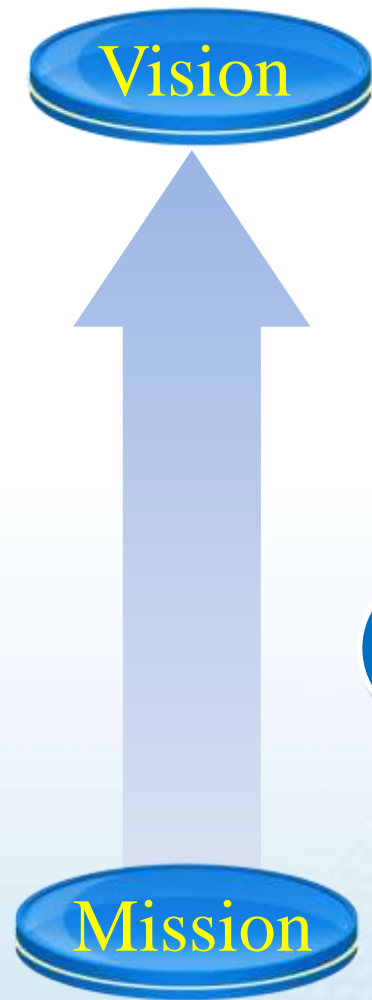
**Fundamental  
Knowledge**

**Social  
Responsibility**

**Foundations  
for A Diverse  
Career Path**

**Design and  
Analysis  
Capability**

**Effective  
Communication  
Skill**



## World-Leading EE Department

- fosters **global leaders**
- possesses **world-class faculty** and **outstanding students**
- provides **break-through technologies** for a better quality of life

- Foster Global Leaders in the broad aspect of EE
- Educate EE students for a diverse career path

# Goals in 2025

Strengthen the global competitiveness in our current area.

Energy

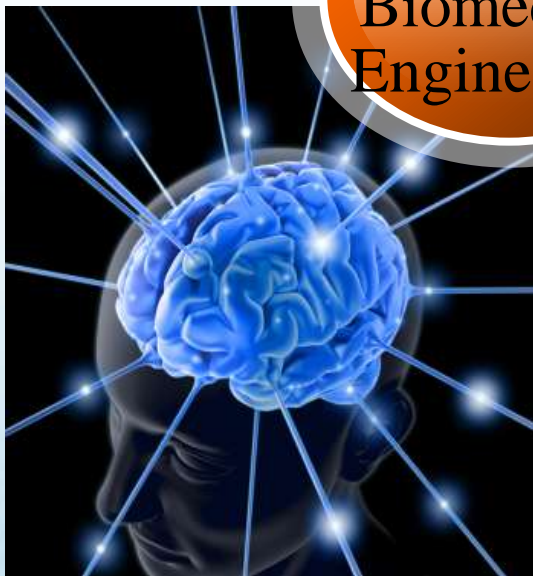
- Energy harvesting/transfer
- Green energy
- Smart grid network

Brain and Biomedical Engineering

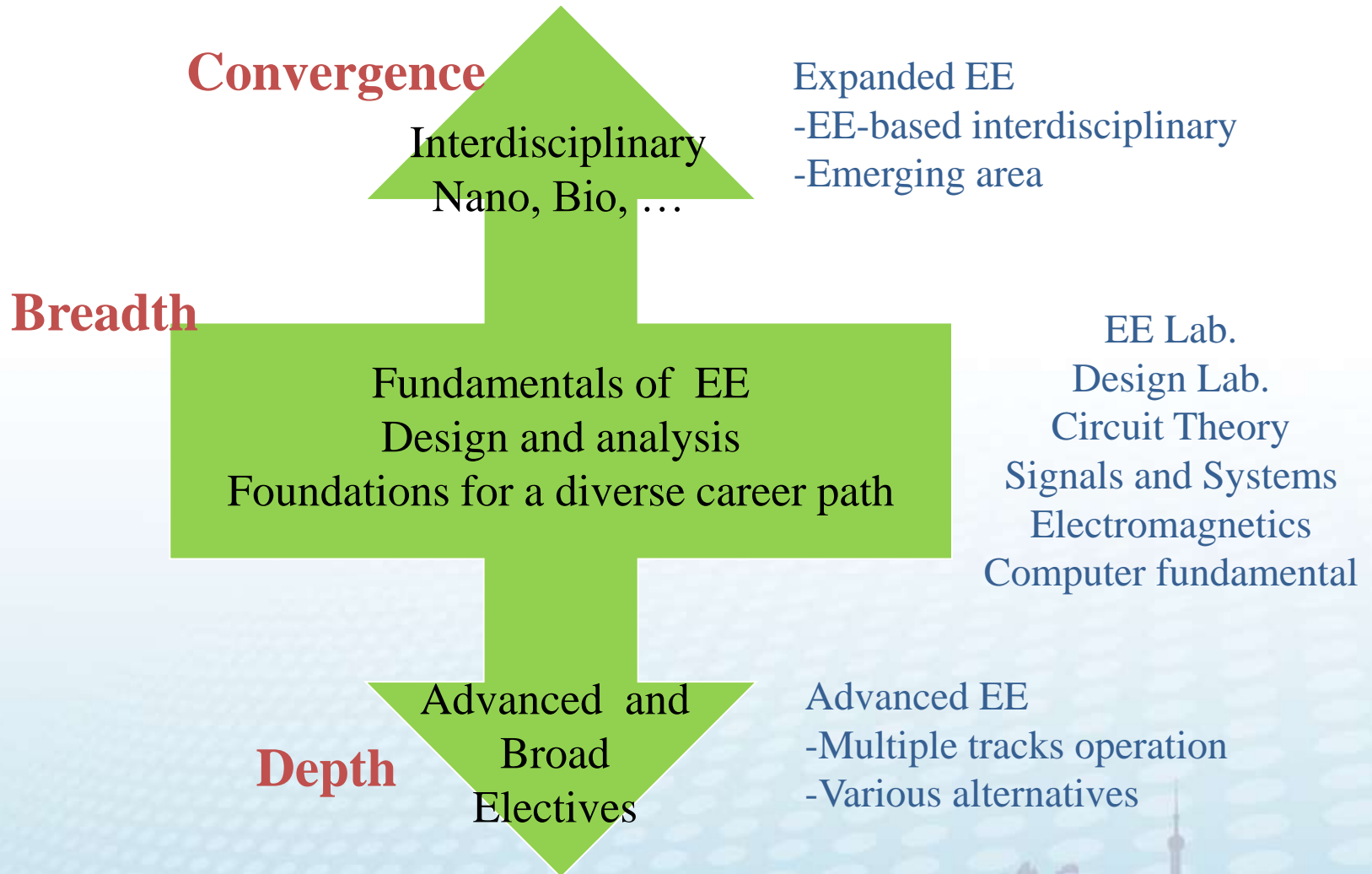
New Areas

Network Computing

Environment



## Curriculum (Undergrad.)



# Action Plan: Globalization

- Foreign faculty
  - 5% → 20%
  - Recruit world-class senior faculty and promising junior faculty
- Foreign students
  - 3%(undergrad.), 3.5%(grad.) → 10-20%
  - From worldwide
  - Recruit excellent students
- Student internship
  - MicroSoft, Qualcomm, ...
- Promotion of the international activity
  - Editorial, Committee, Invited talk, ...
- Dual degree program
- External advisory committee



# Customized MS and PhD Program



## Customized Education

Co-adviser  
from  
industry

Internship

Practical  
experience  
from  
experts

EE Curriculum

Customized  
classes

Financial  
support  
from  
Industries

Get a job  
in the  
company

This was an example of innovation  
within a current department system.

# Ex.2 Graduate School of Culture Technology



# Characteristics of Culture Industry

- Culture industry
  - Produce, distribute and consume the cultural goods
  - Similar characteristics to the knowledge-based industry
- Globalization
  - Everywhere
- Digitization
  - Protection of IPR ?
- Convergence
  - Between culture/art and science/tech
  - Virtualization
- Ubiquity
  - Anytime, anyplace

# GSCT Overview

Established in 2005

A graduate program

Fully supported by the Ministry of Culture

US \$3M ~ 7M per year, over 10 years

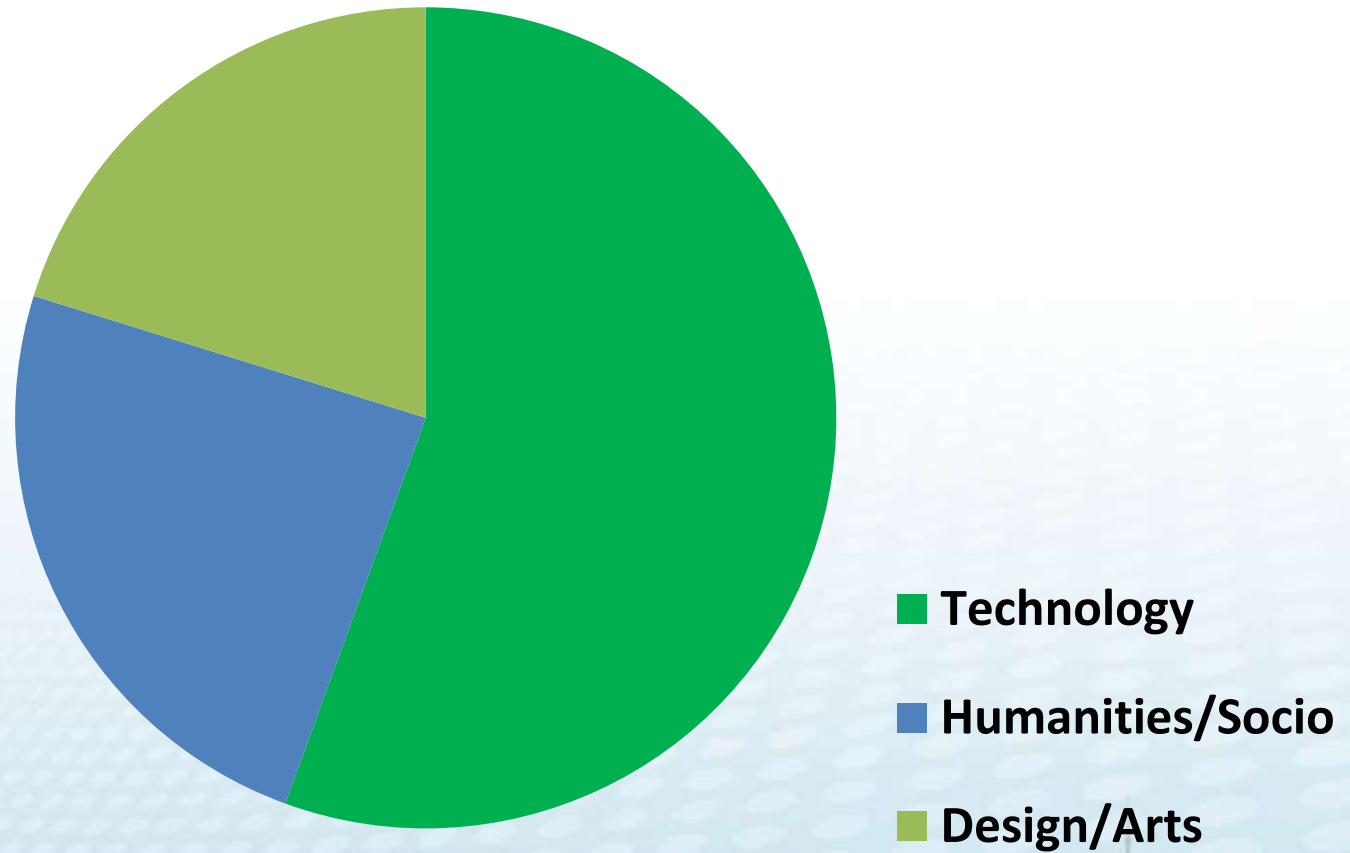


# Mission

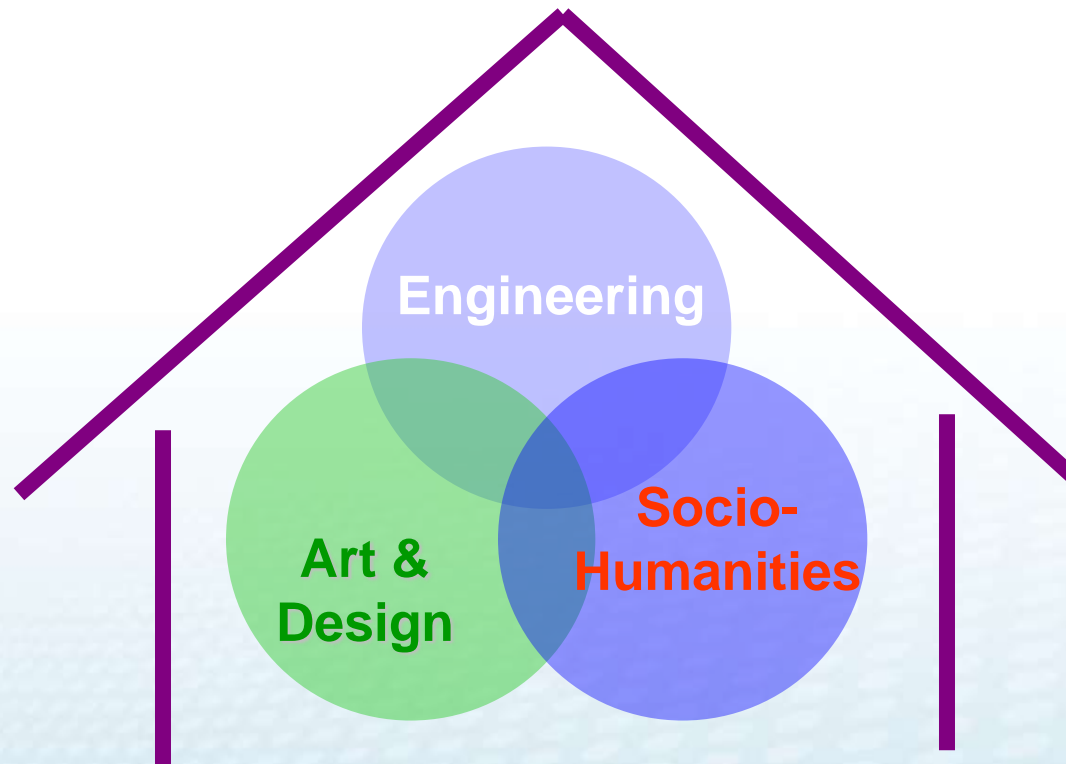
- Foster “Global leaders” for the culture industry
- Develop Technology for the culture industry
- A new kind of post-graduate education which fuses (digital) technology, socio-humanities, arts, and business



# Students Backgrounds



# Curriculum: Science, technology, and practice on 'culture' ...



# Curriculum: Electives

- Humanities and Social Sciences
  - Digital Aesthetics
  - Digital Heritage
- CG/VR
  - Computer Graphics
  - Advanced Computer Graphics
  - Digital Humans
- Music, Sound, and Performance
  - Theater music & design
  - Acoustic instrument design & evaluation
  - Planning & management for stage performances
  - Digital performance

# Research Areas

- Computer graphics
  - Movies, TV
- Sound, Music & Performances
  - Sonification, Digital music, Digital performance
- Internet & Social Computing
  - Social media, Data-driven sociology, Internet contents
- Interactive media
  - Games, ubiquitous services, VR
- Digital heritage
  - Acquisition, restoration, and exploitation of cultural/natural heritage
- Design
  - Computational Design, Digital Architecture, Digital Fashion
- Cultural management
  - Internet contents and services

This was an example of  
a new interdisciplinary program.

# Ex.3 Small Innovation in A University







# *Renaissance Program*



# Goal of the Program

The Renaissance Program should help to promote innovation in performing a system project whether the project is inter-disciplinary project or domain-specific project when the project deals with a system for design and/or realization, thus training the involved students to have integrated system engineering and design capability.

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## Rationale of the Program

- ◆ In the **age of fusion technologies** today, it has become difficult to provide effective solutions to **real-world complex problems** only with analytic thinking.
- ◆ It is now necessary to provide **education in systems thinking** that creatively leads to collaboration between various fields as viewing on the whole, besides analytic thinking to meet contemporary needs of our society.
- ◆ In order to educate a **leader with integral research ability** that is based on the collaboration of diverse fields, it becomes essential to have systematic education that encourages integral thinking as well as design ability through realization of creative collaboration and practical system design.

# Role of Collaborative System Design

**Analysis**

Analysis is considered to be domain-specific!

**Collaborative  
Creativity  
Facilitation  
/Knowledge  
Creation**

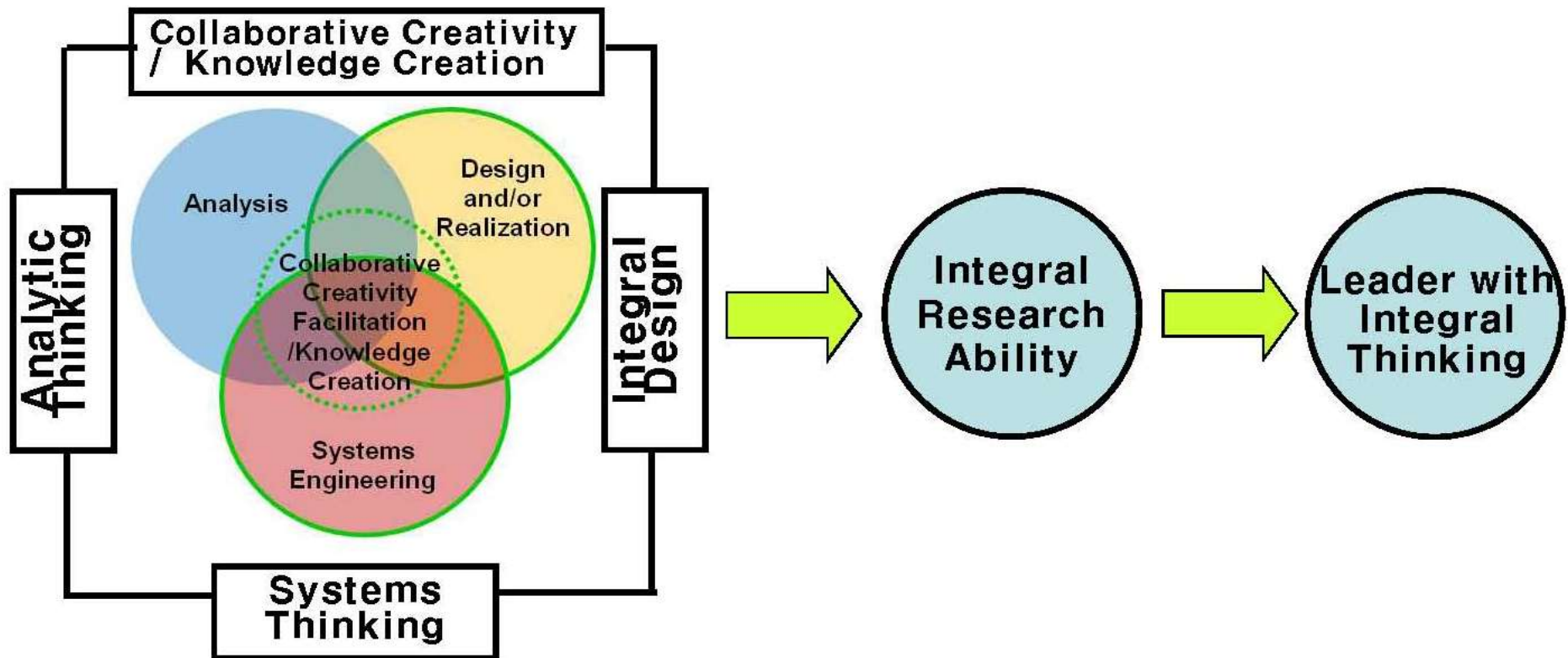
**Design  
and/or  
Realization**

**Systems  
Engineering**

How should complex engineering projects be designed and managed?

# Renaissance Program as a System and its Goal

## Renaissance Program



## Course Structure of Renaissance Program

1<sup>st</sup> Semester: Core course : Collaborative System Design

2<sup>nd</sup> Semester: Departmental system design course : Eg.  
Design of Complex Mechanical Systems in  
Mechanical Engineering

3<sup>rd</sup> Semester: Departmental Design Project 1

4<sup>th</sup> Semester: Departmental Design Project 2

The other courses are same as normal Integrated MS-PhD Program in his/her department.

This was an example of innovation  
within a university system.



# Ex.4 Large Innovation



# KAIST

# Imagineering

# Institute

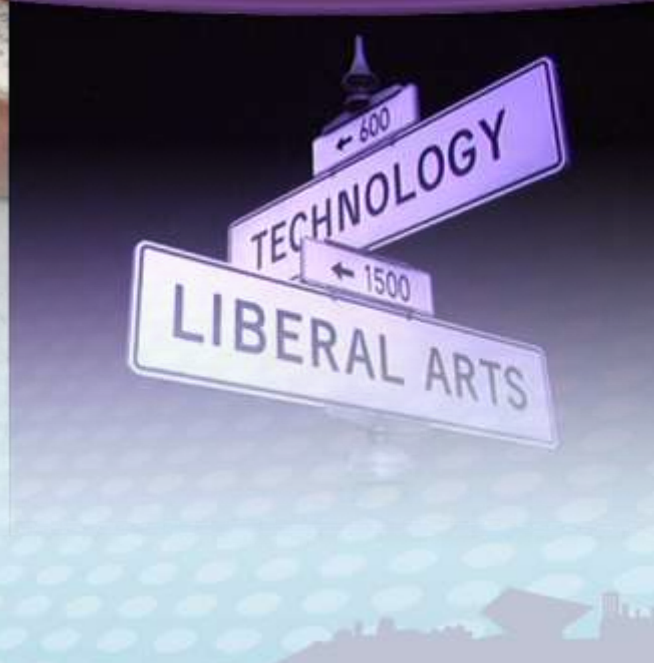
Letting your **Imagination** soar,  
and then **Engineering** it down to earth. by Alcoa in 1942

# “Imagineering!!!”

**Makes students design  
by themselves**



**Combines IT  
and other fields**



**Stimulates  
imagination**



# Whom do we foster?



“Through convergence of IT  
and other fields”

**1**

**Talented to have abilities to develop core technology becoming a base of new growth engines in the future.**

**2**

**Talented to have abilities to be an architect in global IT companies.**

**3**

**Talented to pioneer a new field and to generate global network as a leader.**

# Special Features

**Based on a broad field**

Ready to Convergence

Knowledge  
in major area

Creative  
thinking

**Depth of specialty  
capable of developing  
new or core technologies**

**Entrepreneur spirit  
and flexibility**

# KI<sup>2</sup> Curriculum

KI<sup>2</sup>

Research Asia  
MIT 2010

## Advanced Course

Problem-oriented  
interdisciplinary research activity

## Concentration Course

Principle-oriented discipline  
Interdisciplinary knowledge for convergence

## Foundation Course

Landscape expedition  
Flexible thinking and planning for learning

## Pre-undergrad course

Basic knowledge in IT  
Rapid training of basic studies

Graduate  
(4 years)

Undergrad.  
(2~3 years)

Freshman without major

Gifted high schooler



# KI<sup>2</sup> Curriculum

## Elective Courses

- Freely take other department classes
- Internship, volunteer activities

## Teamwork Program

- Cultivating a flexible way of thinking
- Communication skills

**“Define problems, and fine the solutions to it”**

## Peer Teaching

- Self learning
- Mentoring

## Undergrad. Research Program

- Participate in research activities



This was an example of  
a new education system.

How can we harmonize these multi-functional programs and various innovations in a department or an institute?

The most important skill to acquire is learning how to learn. by John Naisbitt

# Acknowledgement



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Imagineering