



School of Art and Design,  
University of Tsukuba

2023



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## Overview

The School of Art & Design of the University of Tsukuba is an educational institution specializing in the fields of art and design established as a part of a national university. The School develops experts with broad perspectives and rich creativity in art and design by leveraging our outstanding university environment providing diverse state-of-the-art education and smaller, more personalized class sizes (up to 100 students per cohort) in 14 areas of specialization.

To date, the School has produced many outstanding graduates including artists, designers, researchers, etc. who play a leading role in the areas of art and design.

### Human Resources Development

The School aims to develop experts in art and design who exhibit an international perspective, solid academic performance, flexible mindset, rich expressive potential and creative vitality.

### The School seeks students who are:

- Eager to pursue art;
- Willing to challenge creation based on social and international viewpoints; and;
- Dedicated to contributing to society through expressions using art and design based on multidisciplinary knowledge and methods.



# Curriculum

Through the curriculum, and leveraging the characteristics of a place for art education at a comprehensive university, the School of Art & Design aims to develop talented, creative individuals by integrating artistic sensitivity with a broad and multidisciplinary education and deep professional ability. Students are directed to build their professional foundation of art through basic specialized subjects that enable students to learn the cornerstones of a number of fields of art and design in a cross-disciplinary manner, as well as specialized subjects from 14 areas. Furthermore, other cross-disciplinary subjects that transcend the boundaries of grades and fields of specialization will facilitate students to develop sensitive communication skills.

In the first and second years, basic subjects that lead to diverse specialties are compulsory, and the foundation is established for flexibly mastering creative expression related to art and improving abilities relating to problem-solving and logical thinking. In addition to learning the basics of a specialized field, students also develop the ability to utilize specialized knowledge by selectively undertaking multidisciplinary, internationally-focused lectures, and exercises.

From the third year onwards, through lectures and exercises on more advanced specialized subjects in a range of fields and studio work, students will further develop logical thinking skills for diverse tasks and high quality expressions and persuasiveness that utilize cross-sectional knowledge, resulting in graduation research.

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Talented individuals self-sustaining and social,  
integrating multidisciplinary intelligence and artistic sensibility

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## Specialized Subjects

To lay the foundations of high quality expression.

## Cross-disciplinary subjects

Cultivate creative communication ability.

## Basic Specialized Subjects

Develop the foundations of abilities of creative expression, problem solving, and logical thinking.

## 14 Divisions (Courses)

Art History	Art and Design Science
Art Environment Support	Plastic Art and Mixed Media
Western-style Painting	Crafts
Japanese-style Painting	Visual Communication Design
Sculpture	Information/Product Design
Sho-calligraphy	Environmental Design
Printmaking	Architectural Design

Contents of curriculum, models on course selection depending on division, and others.

<https://www.geijutsu.tsukuba.ac.jp/school/curriculum/>



Faculty members of the School of Art and Design (as of April, 2022)

<https://www.geijutsu.tsukuba.ac.jp/school/faculty/>



2022 List of courses offered, "School of Art and Design"

<https://www.tsukuba.ac.jp/education/ug-courses-openclass/2022/pdf/8-11.pdf>





# Art History

Traditionally, theoretical research on art in Japanese universities had been conducted mainly within the art history and philosophy departments of the school of letters. Since the middle of the 20th century, in parallel with the spread of education and research that includes the creation of formative works, there has been an increased tendency to emphasize concreteness and positivism.

In Europe and the United States as well, theoretical research on art developed towards the direction of positivism. The stance of “art study” established early on advocates that “beauty” is most accurately and specifically expressed through “art”. Under these circumstances, the Art Department established in 1949 at Tokyo University of Education, the predecessor of the University of Tsukuba, adopted an “Art Study Course,” the earliest in Japan. The “Art History Laboratory” inherited this tradition directly.

The Division of “Art History” (School of Art and Design), where the Art History Laboratory provides educational programs, aims to direct students to learn about the arts of various eras and fields from ancient times down to the present,

and to develop the professional ability to empirically solve diverse questions including the fundamental one, “What is art?”.

Students in our Division deepen their understanding of art creation, while learning together with students in other courses specialized in the production of formative works and the practice of design. The Division has expert faculty members including TERAKADO Rintaro and HAYASHI Michiko who worked as curatorial staff of museums/art museums as well as OSADA Toshihiro, TAKEDA Kazufumi, MIZUNO Yuji who worked in the excavation and field surveys of cultural properties. They will facilitate students to learn about practical art history, supported by theoretical research, mainly targeting the arts in the form of “things”. Students can also appreciate paintings, sculptures, and art works at museums, Shinto shrines and Buddhist temples, and artists’ studios in Japan and overseas, research related literature, and reflect on their research results in their graduation thesis. After performing these tasks, they will go out into the world as specialists of art theories.

Students who have a desire to further pursue specialized research after completing their graduation research may go on to Graduate School. Furthermore, many graduates from our art history field of master’s/doctoral programs proceed on to become researchers and highly skilled professionals.

## Main Class Subjects

Special Topics on Art History, Art History Seminars, Seminars: Philology for Art History, Special Topics on Art Display, Workshops on Art and Text, and Excursion: Field Research

## Faculty Members

OSADA Toshihiro (Professor): Western Art History

TERAKADO Rintaro (Associate Professor): Western Art History

HAYASHI Michiko (Associate Professor): Fine Art, Museology

TAKEDA Kazufumi (Assistant Professor): Western Art History

MIZUNO Yuji (Assistant Professor): Japanese Art History

(As of April, 2022)



“Gei-so” Research Journal



Seminar in session



Museum field research

# Art Environment Support

The Art Environment Support is the division in which, through arts, students consider the relationship of the arts to human happiness/growth and contribute to society. The Division develops experts who, based upon the achievements of arts education/research undertaken at the University of Tsukuba, seek relationships between people and arts in a broad range of occasions, and pioneer a new area.

The Division also aims to facilitate students undertaking the courses below to improve comprehension about humanity and arts, enhance their practical communication ability, and to develop the qualities and abilities of use to their social contributions through arts.

Main Class Subjects: Introduction to Art Environment Support, Art Expression and Support Tools, Art Appreciation and Support Tools, Creative Art Writing, Support and Care for Learning Art, Art and Well-being, Seminars on Art Museum Education, Seminars on Art Environment

Support, Excursion: Field Research on Art Environment Support.

Fourth year students decide a research theme and write a graduation thesis. Graduates go out into society, and participate actively in various areas such as art promotion associations (Arts Council, Art Project, Administrative office of Art Festival, etc.), museums and galleries, as school teachers, and in private corporations. Some go on to graduate school to pursue the path to become a more advanced expert or researcher.

The latest information about past graduation-thesis themes and career paths of graduates are available on the website of the division of Art Environment Support.

## Faculty Members

ISHIZAKI Kazuhiro (Professor): Art Education

NAOE Toshio (Professor): Art Education

YOSHIDA Naoko (Assistant Professor): Art

Education

MINOWA Kanae (Specially Appointed Assistant Professor): Art Education

(As of April, 2022)

Website of the Art Environment Support



Excursion: Field Research (Student presentation of field research at the Art Festival)



Poster for the Art Writer Award for High School Students



"ART WRITING", booklet



Seminar on Art Museum Education



Student research lab



Interim presentation of graduation thesis



# Western-style Painting

The Division aims to produce experts of Western-style painting who have a deep sensitivity and creativity resulting from a broad education. Guided by the desire to learn beauty and form from nature, the Division also provides direction to students in order for each and every of them to realize the unique and diverse expressions in paintings by fostering an aesthetic sense of color and form through the development of skills such as ability in depiction and composition, and by acquiring knowledge and methods related

to techniques and raw materials used in Western-style painting.

Furthermore, the Division produces individuals capable of contributing to the wider society based on flexible imaginativeness and discernment as well as creative vitality.

Major career paths after graduation include becoming painters, designers, school teachers, curatorial staff of museums/art museums, civil-service officials, and other occupations in fields

such as art, planning, advertising, research and development, and education in a wide range of industries. In addition, many graduates go on to the master's program of graduate schools.

## Faculty Members

NAITO Sadatoshi (Professor)

HOTOKEYAMA Terumi (Professor)

FUKUMITSU Shoshiro (Associate Professor)

HOSHI Mika (Assistant Professor)

(As of April, 2022)



Practice: Oil Painting Techniques



Field Work: Open Air Landscape



Studio Work: Oil Painting



Student Work



Studio Work: Drawing



# Japanese-style Painting

Japanese-style Painting is a genre of art founded on distinctive materials as well as traditional techniques and methods of expression. Nevertheless, it is now developing and expanding as a richer method of artistic expression.

The Division of Japanese-style Painting aims to foster experts who work on production techniques and materials research of Japanese-style painting, deepen understanding of classic works, obtain fundamental knowledge, develop self-expression based on a deeper level of sensitivity and creativity, thereby contributing to society in a diverse range of ways in the future.

The curriculum consists of subjects such as “Workshop on drawing,” “Practices of Technique (Reproduction of classic paintings and classic techniques),” and “Field Work: Open Air Landscape,” as well as those such as “General Lectures” and “Introductions” to learn the basics, centered on “Studio Works: Japanese-style Painting”. During their fourth year, students will create a graduate work.

The graduate school is available above the School of Art and Design, so students can conduct more advanced production and research through master's and doctoral courses.

## Faculty Members

OTA Kei (Professor)

HODOZUKA Toshiaki (Associate Professor)

YAMAMOTO Hiroyuki (Associate Professor)

SUWA Tomomi (Assistant Professor)

(As of April, 2022)



Lecture on backing



Practice: Japanese-style Painting Techniques



Field Work: Open Air Landscape



Student Work (Assignment of Reproduction)



Student Work



Student Work



# Sculpture

The courses of Sculpture aim to provide professional education programs through theories, workshops, and studio work about sculpture, a fundamental and significant area of the fine arts as a three-dimensional modeling. The content of the programs is divided into two areas; modeling and carving. Faculty instructors who are specialists in each area will provide students with comprehensive classes in terms of fundamental and professional studies. In the “Modeling Practice Course”, students will attend gradual studio work focusing on human figure modeling that proceeds year by year from studies of the head to those of the whole body. In addition, students are provided with practice of formative techniques using plaster and water-based resins.

The “Carving Practice Course” has both wood-carving and stone-carving courses. Both courses provide a 2-3 year program proceeding from fundamental to professional studies. Furthermore, students engage in exercises to learn techniques of casting, dry lacquer, and terra-cotta,

as well as special studio work in Carvings and Modeling to learn and practice how to display work (exhibition installation). In this way, the curriculum of “Sculpture” has been carefully designed to facilitate students in developing a general understanding of both theory and practical skills.

The master’s and doctoral program courses at the Graduate School provide more advanced studies for those who have graduated from the School of Art and Design.

## Faculty Members

OHARA Hisaaki (Professor): Wood carving

KAWASHIMA Fumiya (Assistant Professor):

Bronze sculpture, Dry lacquer sculpture

MIYASAKA Shinji (Assistant Professor): Modeling

(As of April, 2022)



Student work



Student work



Student work



Modeling



Casting



Wood carving



Stone carving



# Sho-calligraphy

The Division of Sho-calligraphy is identified as the one and only educational institute specializing in calligraphy among the universities and faculties of art in Japan, aiming to foster human resources capable of becoming independent calligraphers and calligraphy researchers in the future. The curriculum is broadly divided into two areas: lecture subjects to acquire specialized knowledge, and studio work subjects to improve the caliber of practical skills. Lecture subjects include “Introduction to Sho-calligraphy,” “History of Japanese Sho-calligraphy,” “History of Chinese Sho-calligraphy,” “Special Topics on Sho-calligraphy Appreciation,” “Special Topics on Methodology of Sho-gaku,” etc. The studio work subjects include “Fundamental Workshop: Sho-calligraphy,” “Workshop: Kanji,” “Workshop: Kana,” etc. Due to the characteristics of the field of Sho-calligraphy, wherein historical masterpieces should be consulted when producing a work, acquisition of theoretical knowledge is indispensable even for using practical skills. Conversely,

a keen appreciation cultivated through practical skills contributes to the progress of theoretical research.

Emphasizing the synergistic effect of theory and practical skills, both production and thesis are required of students as “Graduation Thesis and Production”. This is a unique feature of the Division of calligraphy among the creative divisions. In addition, leveraging the characteristics of our School of Art and Design located in a university, students actively take class subjects of other courses of the School.

## Faculty Members

**KANNO Chiaki** (Professor): Calligraphic Art of East Asia

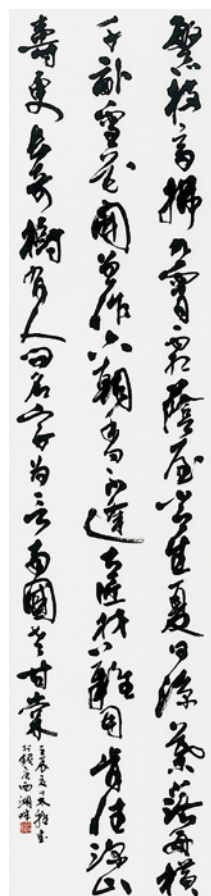
**OGAWA Akiho** (Associate Professor): Sho-calligraphy, History of Chinese Sho-calligraphy

**TAKAHASHI Yuta** (Associate Professor): Sho-calligraphy, History of Chinese Sho-calligraphy

(As of April, 2022)



Class in session



Student Work



Calligraphic Exhibition at Soho Sai (the university festival)



Class in session



Excursion: Field Research



Exhibition of “Koya-gire” Reproduction

# Printmaking

The Division of Printmaking aims to foster individuals capable of contributing to the wider society in the future by using expressions with deep sensitivity and creativity, after acquiring basic knowledge and techniques through actual production of work.

Printmaking generally uses negative plates that can be divided into four types: letterpress, intaglio, lithograph, and stencil, exemplifying woodblock printing, copperplate printing, lithography, and screen printing. However, modern print-

making, including photography and computer graphics, is not limited to this but continues to expand its category range.

The Division provides education and equipment that enable production based on the four types of negative plates, looking ahead at such trends of modern printmaking. To choose printmaking as a unique method of self-expression and to produce work, students are required to learn related techniques and how to use the equipment.

Students are provided with specialized subjects

including Introduction and Basic Studio Work in their first and second years, and Workshops in their third and fourth years that enable students to learn about printmaking in depth. Furthermore, students can receive more advanced education at the Graduate School.

## Faculty Member

**TAJIMA Naoki** (Professor): Copperplate printing  
(As of April, 2022)



On exhibit



Class in session



Student work



Student work





# Art and Design Science

The Division of Art and Design Science provides specialized education of basic and important themes broadly common to form through theories and practical skills.

As studies have advanced, many areas of specialization have been progressively subdivided. Various forms of design have developed in the field of formation too, and have come to be recognized as independent genres, including painting and sculpture that have long traditions. Such developed designs have been produced to meet social demand; however, in our modern age the need exists for deeper research on basic studies common to design.

No art or design is complete without shape and color. Therefore, how to determine shape and color is a basic requirement common to all forms. Learning concerning this theme should not be limited to the “elementary” stage for beginners, but should necessarily also be pursued on the “professional” stage. Accordingly, the Division of

Art and Design Science does not allow students to slacken their pursuit through various methods, directing them, for example in handling a “form/shape”, to research it from a two-dimensional viewpoint (2D Composition) and three-dimensional viewpoint (3D Construction), and even by using technologies including computer and other equipment (Electronic Construction).

The understanding that students have acquired as a result of the wide range of specialized pursuits will certainly be useful for their professional careers after graduation.

In addition to “form/shape”, there are many important tasks basic and common to the other forms such as “color”, “texture”, “composition”, “imaginative approach”, “sophistication of aesthetic sense”, and “Pursuit to the formative potential of electronic devices and materials”, etc.

Whichever tasks students choose, deep learning is indispensable for contemporary formation. In the same way that the various types of engineer-

ing develop in the field of natural science as the underlying mathematics and physics of it become more important, the field of art and design science will become increasingly important along with the development of the formations.

After graduation, students can find employment in fields such as design, printing, editing, and crafts, as well as becoming a formative artist. In addition, those who completed graduate school have become faculty members of universities, junior colleges, vocational schools, high schools, etc., highlighting the wide range of career paths.

## Faculty Members

**YAMAMOTO Sari** (Professor): Color Design and Color Science

**OTOMO Kuniko** (Associate Professor): Graphical stylization, Print design

**KAMIURA Yuta** (Assistant Professor): 2D Composition, 3D Construction

(As of April, 2022)



Student works and scenes in progress



# Plastic Art and Mixed Media

The Division of Plastic Art and Mixed Media focuses on the modern age, and cultivates an eye that can respond to the times through art, described as “the mirror of society”. To that end, the Division emphasizes 20th century art as a subject of study so that students can learn about the relationship between art and society through theory and practice.

The curriculum of the Plastic Art and Mixed Media course consists of the following:

1) The curriculum is made depending on modeling production.

Although nowadays people are surrounded by new materials and products, the Division aims for unprecedented formative expressions by also using materials traditionally used for modeling, based on new ideas and techniques.

2) There are now many occasions to encounter work in the form of video, print, and audio reproduction provided via computer and mobile devices as well as via communication media.

Through the production of works using this new media and computers, students pursue the potential of media and art.

3) Students will learn that the meaning and “facial expression” of a work change depending on how it is displayed. Further extending this theory, it becomes possible to conclude that a formative work is a sort of device within an environment. Students learn how the work develops.

An additional specialty of the Division is that these points are connected to each other and developed with organic connections with adjacent fields. The Plastic Art and Mixed Media course aims to foster new types of artists, as well as

well-educated adults based on contemporary formative arts with a wide range of perspectives and experiences.

After graduation, students are open to career fields such as formative artists, media artists, school teachers, curatorial staff of museums/art museums, as well as in advertising planning, exhibitions, web design, editorial design, video production, etc.

## Faculty Members

**KUNIYASU Takamasa** (Professor): Contemporary Fine Art

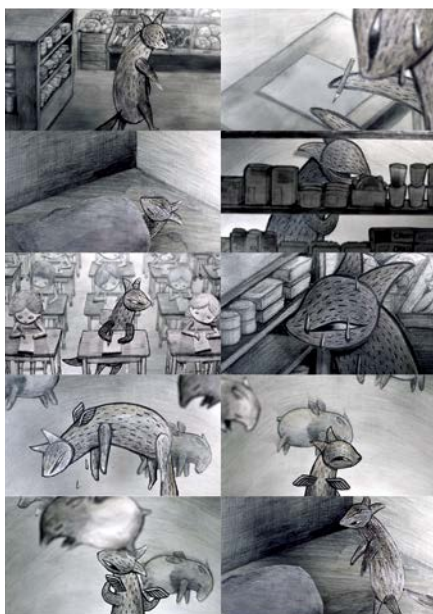
**ONO Yuko** (Assistant Professor): Modern Art

**MURAKAMI Fumiaki** (Assistant Professor): Media Art, Interactive Art, Video

(As of April, 2022)



Student work (Two-dimensional painting)



Student work (Animation)



Student work (Light art)



# Crafts

The Division of Crafts consists of three fields; woodwork (lacquerware), glass, and ceramics. The educational objectives of the Division are to encourage students to acquire specialized knowledge, techniques, and formative abilities, and to understand manufacturing traditions through workshops and studio work related to each material.

Since prehistoric times, human beings have creatively produced tools and living utensils, making use of them in their lives.

Based on this long history and traditions, craft has already established itself as a unique field. There are movements in Japan such as the establishment of workshops, the revival of local industries centered on younger generations aware of the importance of hand-made manufacturing and the joy of making things, seeking the spiritual richness obtained by utilizing these things for daily life. On the other hand, the flood of cheap and standardized “things” that prioritize

mass production and efficiency spoils people’s daily life, degrading consumer’s sensibilities. In other words, true nature of manufacturing itself that uses one’s own hands and the five senses has become too expedient; the act of manufacturing has been subdivided, some of which are becoming something like a simple pastime. Under these circumstances, education is required to clarify “what, for what, with what materials, and how we make”, and directs students to molding, not to simple manufacturing.

The Division fosters individuals who pursue the cultural background of manufacturing and acquire creativity and skills through workshops and studio work related to a broad range of the basis/materials of molding. Specifically, students will produce utensils for living, including furniture (chairs, storage boxes), tableware, lighting fixtures, etc., as well as three-dimensional modeling work, acquiring related techniques and

knowledge. How can we make the best use of the techniques that have been handed down from generation to generation to suit modern living spaces? How should we utilize new materials? To answer these questions, students will be required to possess knowledge and skills about materials and the ability to manipulate them.

For students who wish to conduct deeper research, courses are available in the first semester of the doctoral programs (Master’s Programs) of the Graduate School, and of the degree programs in art of the Division of Crafts, Graduate School of Comprehensive Human Sciences.

## Faculty Members

**SAITO Toshiju** (Associate Professor): Ceramics  
**JEONG yeonkyung** (Associate Professor): Grass

**MIYAHARA Katsuto** (Associate Professor): Woodwork/lacquerware

(As of April, 2022)



Student work: Ceramics



Student work: Grass



Student work: Woodwork



Student work: Ceramics



Student work: Woodwork



Student work: Grass

# Visual Communication Design

At the Division of Visual Communication Design, students will learn and research comprehensively about the field of visual communication design. Visual communication design attempts to convey content beautifully and effectively through visual appeal. Although it is related to other fields such as graphic design and information design, the Division adopted the name on purpose to express its intent to focus on visual formative aspects. Specific subjects of study include illustration, typography, photo media, book design, picture books, manga, editorial design, advertising design, packaging design, branding design, printing and bookbinding design, science visualization, etc.

As a basic policy, the Division aims at organically combining theory and practice. Accordingly, the classes are designed so that students can not only absorb knowledge, but think and create while being connected with the real world. Furthermore, the Division encourages students not to

confine themselves in a narrow area of specialized division, but to explore their tasks from a wide range of perspectives. Since the Division of Visual Communication Design attaches importance to the relationship with the adjacent divisions, students are directed to conduct their studies from a multidisciplinary perspective. Specifically, students can, in classes of the “Division of Art and Design Science” and those of the “Plastic Art and Mixed Media,” acquire a sense of color and form, and learn about the utilization of contemporary molding and new media. In addition, in classes of the “Division of Crafts,” students can learn manufacturing while actually working with a range of materials. Students are required to utilize their achievements for research and production of work within the Visual Communication Design course. Students may also create an unprecedented idea and expression by contacting different cultures or studies at various organizations/associations on campus.

The Division aims to encourage students to cultivate a sophisticated visual sensibility, and requires them to actively work on the challenges of contemporary design. The Division also hopes that students will, in the future, be creative and autonomous creators/researchers who can learn theory and practice in a well-balanced manner, and collaborate with other people in various fields.

## Faculty Members

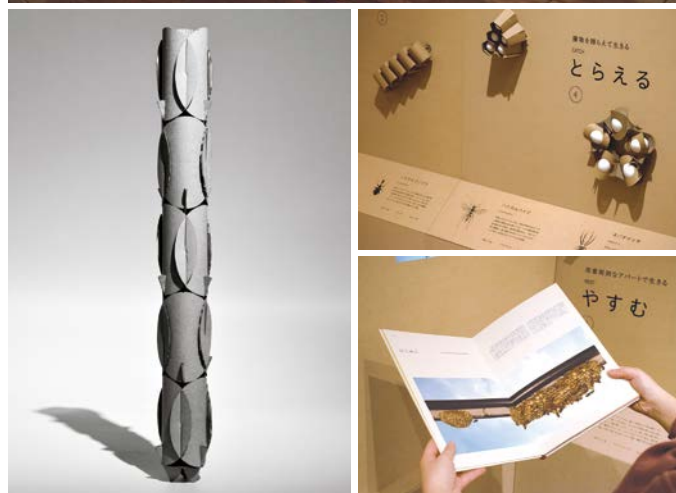
**TANAKA Sayoko** (Professor): Graphic design, Science visualization

**HARA Tadanobu** (Associate Professor): Brand building, Packaging design, Activities to develop resilience, Designing for cycle traffic

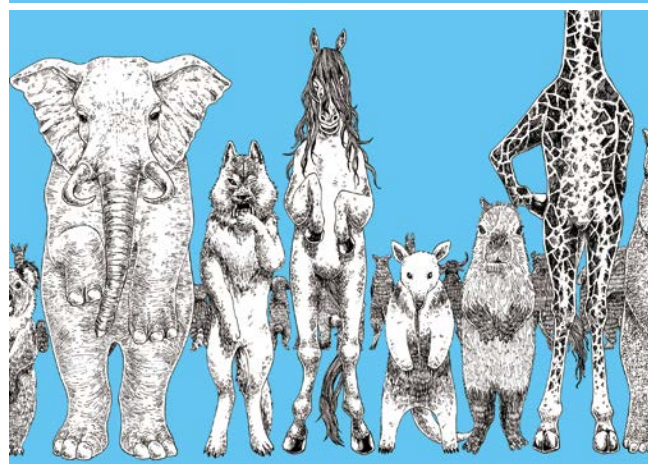
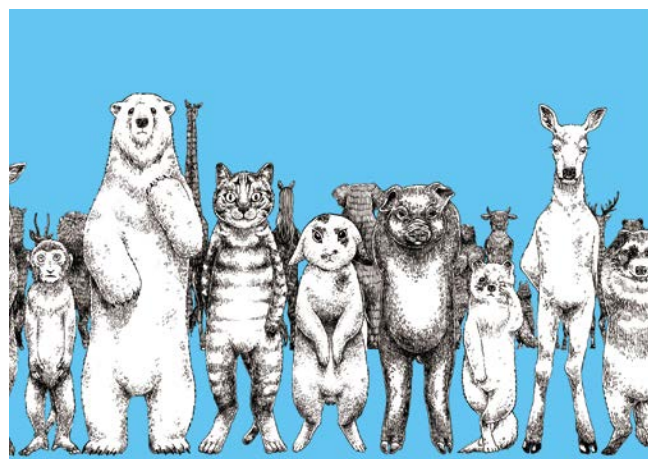
**YAMAMOTO Miki** (Associate Professor): Manga, Picture book, Illustration, Visual narrative

**McLeod Gary** (Assistant Professor): Photo media, Visual literacy

(As of April, 2022)



Student work



Student work



# Information/Product Design

The world has developed due to the rapid introduction of technologies as well as advanced design capabilities. Currently, the product design field and methods have reached a stage of further expansion and development. The division of Information/Product Design aims to direct students to, as a basic theory, learn the concept of design that targets “How the relationship should be” between humans and the “things” manufactured by humans including tools, equipment, facilities, etc. as well as science, and to acquire professional skills required as an expert in design that includes both information and products through practices and workshops.

Humans are animals that utilize not only words, but also tools. From Gem clips to space stations, every artifact around us is the object of design. Design plays an active role everywhere as: (i) an easy-to-use design for everyone from children to the elderly; (ii) Web design; (iii) an easy-to-understand design of information devices including digital cameras and mobiles; (iv) game design; (v) digital contents design; (vi) device services (e.g.

repair, rental, lease, etc.) according to the situation; and (vii) environment-friendly design.

At the division of Information/product design, students can learn design by the following methods:

(i) “Design Thinking” and “Design Innovation” to consider the relationship between humans and things, and “Human Factors” to study human-machine suitability; (ii) “Theory of Kansei Design” as the Science of Thinking that decides what to design; (iii) “Theory of Design Materials and Technology”; (iv) basic theories such as “Design Analysis” and “Design Evaluation” for objective evaluation of products; and (v) workshops on information and product design to learn design methodology, product concept design, creation of forms, system design, etc. through the designs of specific things and interfaces.

Furthermore, the Division encourage students to explore theories about “what we should design as a product”, taking advantage of being a comprehensive university that facilitates students to

thoroughly utilize methods including cultural science, natural science, social science, and information science, to bring the relationship between things and humans into intellectual perspectives, and to also study Kansei science as one of the bases of study.

## Faculty Members

ITO Setsu (Professor): Product Design

YAMANAKA Toshimasa (Professor): Kansei Informatics, Design Analysis

KOYAMA Shin-ichi (Professor): Experimental psychology, Basic/Social Brain Sciences, Design Studies

LEE Seung Hee (Associate Professor): Information media, Kansei design, Kansei interaction

UCHIYAMA Toshiaki (Associate Professor): Interaction design, Physical computing

YAMADA Hiroyuki (Associate Professor): Communication tool design, Mobility design

BAO Suomiya (Assistant Professor): Kansei informatics, Product design

(As of April, 2022)



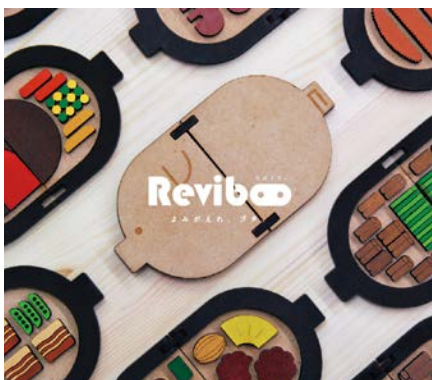
Printer that converts sound impressions to salads



Device that allows you to enjoy contactless input



Presentation at graduation exhibition



Food-education toys teaching sacrifice of animals' lives



Cooking table that helps you enjoy the sounds of cutting food



Proposal of the sleeves that make use of the effects of paper texture on taste

# Environmental Design

The Division of Environmental Design designs and studies people's "environments" from a broad perspective. Humans are the "product" of environments, and environments are also the "product" of humans. The Division aims to clarify this interdependent relationship between humans and environments, and to comprehend the "design" and "planning" of the environments corresponding to the relationship.

It was inevitable based on a certain historical background that the name "Environmental Design" was created, and it has been regarded as the objective of practices and study of design. The places around us or where we live are all "environments", albeit at different scales. In the past, however, design practice and academic thinking were established by subdividing them, exemplifying interior design, architectural design, urban

design, landscape design, and so on.

In the current society, however, rapid and major changes are occurring, due to the development of science and technology, advanced information technology, fluctuations in the industrial structure, etc. If the field of design remains fragmented in this way, we may lose the perspective of the complexity and diversity of our "place of life". Consequently, the "environmental design" field has been reimagined as one that seeks anew the big picture of the field of design. To incarnate it, the Division also covers "spaces" of all scales/sizes as study objectives, including indoor spaces (interiors), streets, squares, parks, districts (blocks), cities, and regional areas including natural features such as mountains, lakes, and rivers. By working on such objectives in a comprehensive and coordinated manner, the division aims

to create spaces in which humans can live more comfortably. In other words, environmental design is a field to fully comprehend that "Environments/space creations = Designing for the revitalization of humanity in our time".

## Faculty Members

**NONAKA Katsutoshi** (Professor): Urban Design

**HASHIMOTO Tsuyoshi** (Professor): Architectural/urban environmental designs

**FUJITA Naoko** (Professor): Landscape design

**WATARI Kazuyoshi** (Associate Professor): Environmental design

**SUGANO Keisuke** (Assistant Professor): Urban/regional designs

(As of April, 2022)



Student Work



Student Work



Field Work



Field survey at a workshop of Environmental Design



Workshop in session



# Architectural Design

The Division of Architectural Design aims to foster people who mainly engage in architectural design (planning, design, etc.).

Humans, through different eras and in various lands, have been engaged in a quest to create a suitable space to house their diverse lifestyles. In creating such spaces, they have been able to develop a range of stages for the particular dramas of life.

Fundamentally, architecture is nothing but a human activity to secure one's own living space "through different eras and in various lands". Although in earlier periods humans themselves have been the creators of such spaces, in due time, specialists working in that endeavor have emerged. The present-day work of architectural planning/design is but one job categorized in the professional discipline of these specialists or professionals.

Accordingly, an architect or architectural designer who is to create a living space including buildings must continually ask themselves what kind of space for what purpose will be necessary on a tract of land, and created in what manner. In other words, in doing so, they must always ask the questions when, where, who, what, why, and how, in order to continually question the reasons for existence of the living space to be built. If any of the interrogative words above is dropped, it can be a catastrophic error, because, even a living space built with tenuous reasons for existence will, once built, inevitably continue to be a part of the living space. In this way, the work involved in architectural planning and design carries a heavy social responsibility. However, the Japanese architectural education that started in the Meiji period when modernization was excessively advanced has a tendency to depreciate such basic questions. The Division of Architectural Design, judging the results of architectural education in

the past, endeavors not only to offer the acquisition of mere knowledge and techniques, but to cultivate future professionals who can see a work object with a deep concern for the above-mentioned interrogative words. Therefore, this Division is waiting eagerly for students who possess sharp sensitivities, wide perspectives, a sense of flexibility, a capacity to think deeply, and above all, deep concern for human beings.

## Faculty Members

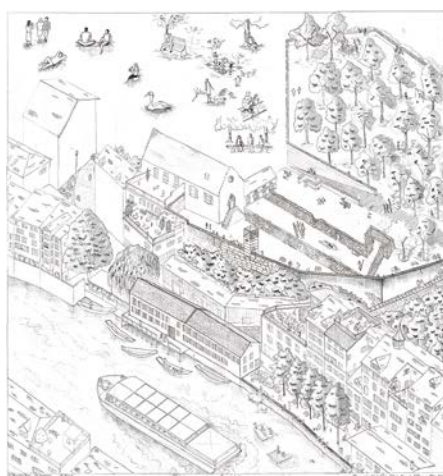
**HANAZATO Toshihiro** (Professor): Architecture Planning, Environmental Action

**YAMADA Kyota** (Associate Professor): Architectural Design, Area Study

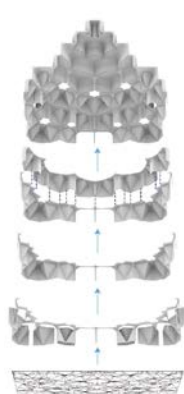
**KATO Osamu** (Assistant Professor): Architectural Design, Building Construction

**TSUJI Yasutaka** (Assistant Professor): Architectural History, Art History

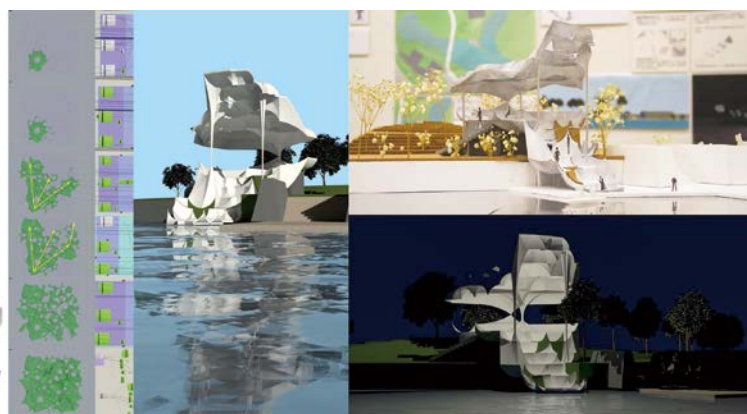
(As of April, 2022)



Assigned work for overseas workshop (Switzerland)



Student Work



Overseas workshop (Taiwan)



Student Work



Student Work



Extensive meeting for architectural review



# School Facilities and Equipment



Western-style Painting Practical Room



Japanese-style Painting Practical Room



Large Plaster Figures Room



Stone-carving Court



Ceramics Practical Room



Printmaking Practical Room



Woodwork Practical Room



Grass Practical Room



Printing Room



Comprehensive Processing Room



Photo Studio



Media Room



Design Practical Room



Art Gallery T+



University of Tsukuba Art Space



# Entrance Exam

2023 Entrance Exam (To be conducted in 2022)  
Exam subjects for selecting admission to the School of Art and Design

## For entrance exam by recommendation, first round exam (selection for the School of Art and Design), etc.

Applicants for admission are required to select one each of subject from the Group-A and Group-P in advance.

The entrance exam by recommendation includes interview.

Make sure to check the application guidelines that may change.

## Second round exam

Interview/Oral exam

For further details of the 2023 admission selection of the School of Art and Design (to be conducted in 2022) such as exam subjects, allotment of marks, etc. as well as the comprehensive selection exam, please refer to the websites below:

To prospective examinees for the School of Art and Design

<https://www.geijutsu.tsukuba.ac.jp/school/6045/>



University of Tsukuba Admission Information

<https://www.tsukuba.ac.jp/admission/index.html>



Digital Pamphlet

"2023 University of Tsukuba Admission Guide"

<https://web-pamphlet.jp/tsukuba/2022e5/#page=1>



Contact to:

University of Tsukuba Admission Center (2nd Fl, Administration Bldg.)

1-1-1 Tennodai, Tsukuba city, Ibaraki prefecture, 305-8577 Japan

Reception hours: 9:00-12:00, 13:15-17:00 (excluding Saturdays, Sundays, and holidays)

Phone: 029-853-7385 E-mail: [ac-img@ml.cc.tsukuba.ac.jp](mailto:ac-img@ml.cc.tsukuba.ac.jp)

## Admissions Degree Students Japan-Expert (bachelor's degree) Program

Japan-Expert (bachelor's degree) Program (<https://jp-ex.tsukuba.ac.jp/en/>)

The University of Tsukuba has established the Japan-Expert (bachelor's degree) Program to train international students who possess a Japanese outlook to further Japan's culture and society, and hope to seek employment at relevant companies in Japan or in their own countries.

Four courses of studies have been established—Agricultural Science, Healthcare, Japanese Art and Design, and Japanese Language Teacher Training.

In this program, by easing the Japanese language proficiency requirement, it has expanded opportunities for more applicants to take the university entrance examinations. After enrollment in the program, Japanese-language training will be provided for half a year for students to acquire the necessary language skills to take the specialized courses.

For details, please refer to the Japan-Expert (bachelor's degree) Programs website (<https://jp-ex.tsukuba.ac.jp/en/>).



# Alumni/ae Career Paths

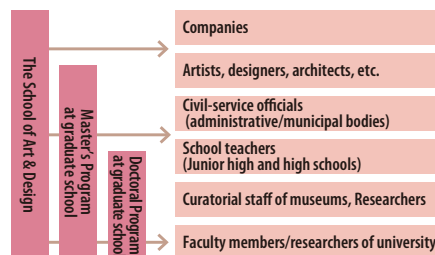
Graduates achieve self-actualization in various fields, such as entering further education at graduate school, finding employment at a company, or becoming independent artists or designers.

Major places of employment and further education in the past three years

## Company

IRIS OHYAMA Inc. Asahi Kasei Amidas Corporation e.m.design Co., Ltd. IKEA JAPAN K.K. Isaka art press Inc. Inaba International Inc. MBC Kaihatsu Inc. ORION MACHINERY Co., Ltd. ja-gp-kagoshima KAWASHIMA PRINTING Co., Ltd. Artworks Corporation avanza Co., Ltd. Atlas 21, Inc. Appirits Inc. Itsumo. Inc. NTT DATA BUSINESS BRAINS CORPORATION KATOJI CO., LTD. CAPCOM CO., LTD. KAYAC Inc. CAREER DESIGN CENTER Co., Ltd. GAME FREAK Inc. Confidence, Inc. SHIMOJIMA CO., Ltd. SQUARE ENIX CO., LTD. STAFFSERVICE HOLDINGS CO., LTD. THREE LIGHT CO., LTD. SEGA CORPORATION SEGA Interactive Co., Ltd. SEGA TOYS CO., LTD. SEPTINI CO., LTD. TAKI CORPORATION TUGBOAT INC. TANOSHINAL Inc. DEXS Co., Ltd. TOPPAN GRAPHIC COMMUNICATIONS CO., LTD. DRETEC CO., LTD. nicottoLab, Inc. Nojima Corporation Bank of Innovation, Inc. BIC CAMERA INC. Members Co., Ltd. Mobile Factory, Inc. JAPAN POST BANK Co., Ltd. Right-on Co., Ltd. Recruit Kitakanto Marketing Co., Ltd. Ricoh Co., Ltd. NX WANBISHI ARCHIVES CO., LTD. Itoken Corporation EISHIN Co., Ltd. NIWAKA Corporation MARUI GROUP CO., LTD. Koubo Guide sha Co., Ltd. KOWA DESIGN Inc. KOBI co., Ltd. Kagoshima Bank jutakukouei Co., Ltd. Seika Tsu no Tomo Co. Daiso Industries Co., Ltd. Tansei

## Major career paths of graduates



Display Co., Ltd. Tanaka Foods Co., Ltd. DENTSU LIVE INC. TOKYO interior corporation NITTEN CO., LTD. HAKUTEN Corporation Riso Co., Ltd. Cygames, Inc. Dirbato Co., Ltd. Helixes Inc. HiP Inc. ICS Co., Ltd. LDS, Inc. LIFULL Co., Ltd. PIVOT Inc. TANK INC. The Kyoritsu Co., Ltd. Kinmei Printing Co., Ltd. KDDI CORPORATION Health Insurance Claims Review & Reimbursement Services Supership Inc. Sumitomo Life Information Systems Co., Ltd. SEKISUI HOUSE, LTD. DAIGAKU Co., Ltd. TAKAHASHI CURTAIN WALL CORPORATION D-eight CO., LTD. CHUOH PUBLISHING CO., LTD. TOEI ANIMATION CO., LTD. TOYOTA MOTOR CORPORATION Fujita Engineering Co., Ltd. NIPPON EXPRESS CO., LTD. Japan Pension Service JAPAN POST Co., Ltd. Hitachi Construction Machinery Co., Ltd. Nintendo Co., Ltd. Bunshodo Printing Co., Ltd. studioeaster, ltd. Ricoh Japan Co., Ltd. wonderPlanet Inc.

## School teachers

Public junior high schools in Aichi prefecture, public high schools in Iwate prefecture, public junior high schools

## Career paths of graduates in the past three years

	2019	2020	2021
Number of graduates	109	104	105
Number of employed graduates	49	50	47
Companies	44	40	42
School teachers	1	5	1
Civil-service officials	4	5	4
Number of graduates who went on to graduate school	41	29	32
Others (Artists, designers, etc.)	19	25	26

in Gunma prefecture, public schools in Tokyo, Ritsumeikan-keisho Junior High/High Schools, Hamamatsu Gakugei Junior High/High Schools

## Civil-service Officials

Aichi Prefectural Office, Iwate Prefectural Office, Gunma Prefectural Office, Mie Prefectural Office, the University of Tsukuba (staff members), Ashikaga City Office (Tochigi prefecture), Shihoro Town Office (Hokkaido), Sango Town Office (Saitama prefecture), Himeji City Museum of Art (Hyogo prefecture), Kagoshima Prefectural Police Headquarters, Imperial Guard Headquarters, Japan Ground Self-Defense Force

## Higher Education

The University of Tsukuba Graduate School, Tokyo University of the Arts Graduate School, Yokohama National University Graduate School, Kyoto City University of Arts Graduate School, Kyoto University Graduate School, Kyoto University of the Arts Graduate School, Kyushu University Graduate School

# Study abroad

(Tuition exemption may be granted under certain conditions.)

## Partner universities/institutions of School of Art and Design

National Taiwan University of Science & Technology	Taiwan
National Taiwan University of Arts	Taiwan
China Academy of Art	China
Central Academy of Fine Arts	China
Ho Chi Minh University of Fine Arts	Vietnam
Accademia di Belle Arti di Firenze	Italy
Eindhoven University of Technology	The Netherlands
Delft University of Technology	The Netherlands
The Royal Swedish Academy of Fine Arts	Sweden
University of Barcelona	Spain
University of Art and Design Helsinki, Academy of Fine Arts	Finland
Strate School Of Design	France
Polytechnic Institute of Paris	France

## Partner universities/institutions of University of Tsukuba (Excerpt)

Tsinghua University	China
KAIST (Korea Advanced Institute of Science and Technology)	Korea
Hongik University	Korea
Gadjah Mada University	Indonesia
Deakin University	Australia
Samarkand State Institute of Foreign Languages	Uzbekistan
Politecnico di Milano	Italy
Brandenburgische Technische Universität, BTU Cottbus –Senftenberg	Germany
Bordeaux Montaigne University	France
University of Paris-Saclay	France
Paris 8 University	France
University of Salamanca	Spain
Utah State University	United States
Pontifical Catholic University of Peru	Peru
University of Guadalajara	Mexico

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The "Wén Xīn Diào Lóng" Words (Excerpt)  
2021 University of Tsukuba Art Prize work  
Creator: KUSANO Tsuyoshi (Sho-calligraphy)

