

Humanities

Media Creation

Art

Design

Manga



Kyoto Seika University

京都精華大学

Your creative expression can change the world



京都精華大学

KYOTO SEIKA UNIVERSITY

Since 1968

Kyoto Seika University is a private four-year university in Japan founded in 1968. Our students discover the power of creative expression to change the world by studying art and culture at one of five undergraduate faculties—the Faculty of Global Culture, the Faculty of Media Creation, the Faculty of Art, the Faculty of Design, and the Faculty of Manga—or at one of our four graduate schools.

Mission

Kyoto Seika's founding mission is to train people who can make a contribution to the world through art and scholarship based on a philosophy committed to "the principles of respect for humanity" and "the spirit of freedom and autonomy." Our students, faculty, and staff are treated equally and are each individually responsible for their participation in building the university together.

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.



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.



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.

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.

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.

Number of Faculties/Graduate Schools

5

Faculties

29

Courses

4

Graduate Schools

Number of Faculty Members

178

Faculty

Representation from Countries and Regions

19

Countries and Regions

China, Korea, Taiwan, Hong Kong, Indonesia, Malaysia, USA, Thailand, Vietnam, Singapore, Russia, Myanmar, Norway, Philippines, Canada, New Zealand, Mexico, Spain, Argentina

Number of Students

4,235

Undergraduate 4,099
Graduate 136

Overseas Partner Institutions

49

Overseas Partners



Number of International Students

1,273

Undergraduate 1,169
Graduate 104

Admissions

- Admission is in April each year.
- An international student at Kyoto Seika is defined as a foreign national or dual national that does not include Japanese nationality and who is expected to have the status of residence of "Student" at the time of enrollment.
- Undergraduate faculties and master's programs determine Japanese language proficiency and other requirements at the time of entrance exam application.
- Students taking practical entrance exams (pencil drawing, color composition, and manga expression) must also take a Japanese language test administered by the university.
- Some entrance exams administered by the university are for both international and Japanese students, while other ones are specifically for international students.
- The interview portion of the entrance exam is available online for overseas applicants.
- Entrance examinations and classes at Kyoto Seika University are conducted in Japanese.

For more details, check here.



Kyoto Seika University

At a Glance

As of May 1, 2024



Undergraduate Programs

HUMANITIES

Taking in global and local perspectives, students aim to help transition to a better society where people with many different values coexist.

Department of Humanities

Students study history, literature and society to deal with the world as it continues to globalize. Through their courses, students gain a broad base of knowledge and education and develop the ability to look at themselves and see the world in a new light.

History



Literature



Society



Department of Liberal Arts

Students analyze globalization, with its significant impact on local cultures and living, from a variety of perspectives, and develop skills to understand the world.

The major feature is the ability to study a wide range of subjects, including the unique traditional cultures of countries or regions, along with their underlying history, religion, and society, from various diverse perspectives.

Global Culture



Japanese Studies



MEDIA CREATION

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.

Media Innovation



Media Design



Media Communication



Sound Creation



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



Japanese Painting



Printmaking



Sculpture



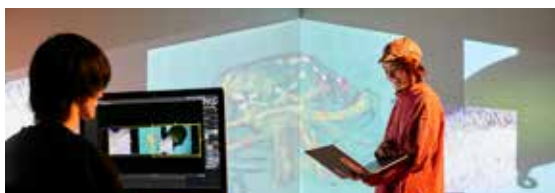
Ceramics



Textiles



Video & Media Arts



Department of Fine Arts

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.



Graphic Design

Students learn deeply about three core elements of design: iconography, lettering, 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.



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.



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. Students specialize in either Illustration or Motion Illustration starting from the second year.

Department of Visual Design



Product Design

The department nurtures designers with both specialized knowledge and technical skills in three majors, Industrial Design, Goods and Interior Design, and Fashion Design. After studying the fundamentals of three-dimensional design including drawing and design theory, students specialize in one of three majors starting from the second year to develop their skills and deepen their knowledge.

Students acquire the ability to deal with a wide range of three-dimensional design through classes across three majors, and collaborative projects with industry.



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.

Students specialize in either Architecture or Human Environment Design starting from the second year.

Department of Illustration

Department of Product Design

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.

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.



Department of Manga

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.



Department of Animation

Graduate Schools

Master / Doctor



Graduate School of Art

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.

Master



Graduate School of Design

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.

Master / Doctor



Graduate School of Manga

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.

Master



Graduate School of Humanities

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.

Deepen the learning experience

ENVIRONMENT

The Campus



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



Gallery Terra-S



Metal Workshop



Weaving Studio



Kiln Facilities



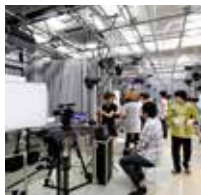
Wood Workshop



Photography Studio



Audio Effects Studio



Stop Motion Animation Studio



Papermaking Studio



Silk-screen Printing Studio



Library



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.

Off-campus Facilities

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 has many important architectural sites as well as arts and crafts and 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: kokusai@kyoto-seika.ac.jp
<https://www.kyoto-seika.ac.jp/eng/>