

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.



International dormitory

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.

Kyoto

Seika

At a Glance

As of May 1, 2025

University



Faculties/Graduate Schools

5

Faculties

29

Courses

4

Graduate Schools

Faculty Members

177

Students

4,158

Undergraduate 4,040

Graduate 118

International Students

1,257

Undergraduate 1,173

Graduate 84

Overseas Partner Institutions

50



by Country / Region

21

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

Admissions

- Admission is in April each year.
- All the classes and entrance exams are conducted in Japanese.
- Japanese language proficiency is an application eligibility requirement.

For example: JLPT N2 pass or equivalent qualification for undergraduate 1st year admissions.

- Online presentation entrance exams are available for overseas applicants.
- Practical entrance exams (pencil drawing, color composition, manga expression) take place on campus.

For more details, check here.



Undergraduate Programs

HUMANITIES

The Faculty of Humanities offers a four-year curriculum to explore fundamental questions about humanity and the future across five specialized courses. The History, Literature, and Contemporary Society courses allow students to deeply explore their interests and challenges, discovering how these are intertwined with the evolution of Japanese society and its unique cultural values. In the Global Culture and Japanese Studies courses, students immerse themselves in various cultures and ways of life, gaining a deeper understanding of different worldviews and their own cultural backgrounds while developing language proficiency and a flexible outlook.

History



Literature



Contemporary Society



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



Department of Fine Arts

Japanese Painting



Printmaking



Sculpture



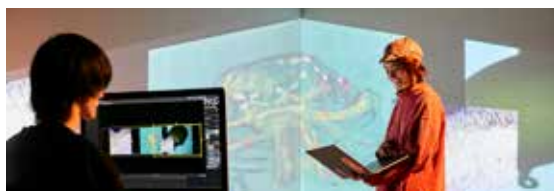
Ceramics



Textiles



Video & Media 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.



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.

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.



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 Manga

Department of Product Design

Department of Architecture

Department of Visual Design

Department of Illustration

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



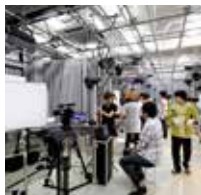
Wood Workshop



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 Japanese capital of Kyoto. This beautiful and historic city is known worldwide as a tourist destination and cultural hotspot. The city has many important architectural sites as well as arts and crafts and is recognized for its many World Heritage sites. It is a place where old and new coexist, where skilled artisans practice centuries-old crafts next door to cutting-edge industries that produce electronic components, precision instruments, and the latest cultural content, such as anime and video games. Kyoto Seika University is committed to providing

a diverse education that takes advantage of this rich cultural heritage, including "Kyoto Traditional Crafts Internship", in which students learn directly from masters of the Kyoto craft community and experience living tradition on-site at workshops and studios.



Contact

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