



ABOUT

Chung-Ang University's Graduate School of Advanced Imaging Science, Multimedia & Film was established in 1999 through the Brain Korea 21 (BK21) Special Graduate School Support Project, with the goal of integrating imaging engineering and visual arts.

As the only professional graduate school in Korea that has continuously carried out all four stages of the BK21 project including the most recent fourth stage in 2022 it has successfully led advanced visual content initiatives to this day.

Over the past two decades, the school has achieved remarkable progress, producing 328 doctoral graduates and 1,334 master's and professional master's graduates.

**Over 100 Faculty Members Produced,
Including Cannes and Berlin International Film Festival Participants**

Students of the graduate school have been invited to international film festivals such as the Busan and Jeonju International Film Festivals, received awards at the Berlin International Film Festival, and have been selected for the Cannes Film Festival.

They have also won at the Annecy International Animation Film Festival.

Collaborations have included feature film projects with CJ E&M and KM Culture, as well as attracting a 12-billion-won investment for the Seoul Future-Oriented Content Convergence Cluster.

The school also secured an annual 1-billion-won funding as part of the OTT Content Specialization Graduate School Support Program, 3 billion won through the Cultural Technology Leading Graduate School Project, and has led developments in Korean-style digital cinema compression technology and various AI technologies.

These achievements have positioned the school at the forefront of advanced visual content research and education.

As a result, it was selected as an "Excellent Leading Educational Institution" in both 2022 and 2023.

**Intensive Research and Education
by 20 Full-Time Professors**

Unlike general graduate schools that operate with a minimum number of faculty, this professional graduate school has 20 full-time professors. They offer a wide range of majors and sub-majors, including AI imaging, AI content, arts engineering, film production, film theory, OTT content planning/policy/business, immersive media/animation content, entertainment technology, creative masters, and digital scientific photography. This comprehensive curriculum is designed to meet the demands of an ever-evolving media landscape.

CONTACT

We invite you to a place where technology and creativity meet.

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Mission & Vision

▪ Educational Philosophy

**Creative Media
Grounded in
Human Values**

To produce creative videos based on human dignity and freedom in accordance with the founding philosophy of 'Live In Truth Live for Justice' of Chung-Ang University

**Innovation-Driven
Creative Education**

To cultivate human resources needed in the 21st century through various and specialized educational contents and methods that develop individual creativity

**Global Education
through English
Instruction**

To provide tailored education for international students through English-mediated instruction of Korea's curriculum

▪ Educational Goals

*Nurturing global talent who can impact
the Global Content Industry*

*Fostering creative talents who can understand art sensibility and
engineering technology at the same time*

*Organizing goal-oriented and
organic research projects and groups*

■ **Visual Arts & Content Production** *Master of Fine Arts in Imaging Science and Arts*



Creative Development & Content Producing

This program trains future leaders in film and OTT content. Students build creative and technical skills through courses in writing, directing, and cinematography, along with hands-on production workshops. They also study global media trends and cinema history to understand today's content market. Graduates are ready to work as directors, producers, writers, and content strategists across theaters and streaming platforms worldwide.



Media Art

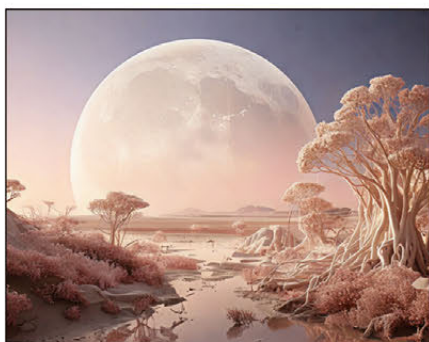
This program combines technology and art to develop students' skills in creating experimental and immersive works. Students explore digital art, projection mapping, and interactive installations, while critically examining topics like AI and art, immersive storytelling, and digital visual culture. Graduates are prepared to work as media artists, experience designers, and creative directors.



Game/VFX & Animation

This program develops creative and technical experts in gaming, VFX, and animation. Students build production skills through courses in character animation, 3D modeling, and game engine design, alongside studies in visual aesthetics and interactive storytelling. Hands-on workshops cover the full pipeline from concept to post-production. Graduates are ready to work as game developers, VFX specialists, animation directors, and creative producers.

■ **Creative Content & Media Technologies** *Master of Imaging Science and Arts*



AI Content Technology

This program trains future leaders in AI and metaverse technologies, building expertise in machine learning, computer vision, and AI-based content creation. Through practical projects, students develop immersive digital platforms and applications. Graduates are prepared to work as AI engineers, metaverse platform developers, immersive content creators, and technology consultants.



Film & OTT Series

This program develops scholars and analysts who critically examine media, film, and content in contemporary society. Students explore media storytelling, film language, AI's influence on media, and how algorithms shape viewer behavior across platforms like YouTube and Netflix. The program also addresses critical perspectives on gender, geopolitics, and cultural representation in global media. Graduates pursue careers in academia, media consulting, and journalism.



Entertainment Management

This program prepares future producers and content strategists in both creative and business aspects of the content industry. Students explore the full production pipeline alongside specialized courses in entertainment business, IP management, and OTT trends. Graduates are equipped to work as executive producers, content planners, investment consultants, and business development professionals.

Application Schedule

Online Application Period: June 15–26, 2026
Document Submission Deadline: June 15–26, 2026
Interview (if required): July 4, 2026
Admission Results Announcement: July 10, 2026
Enrollment & Registration: To be announced

Who Should Apply

- Individuals who have obtained, or are expected to obtain, a bachelor's degree or an equivalent or higher level of education recognized by law.
- Applicants from any academic background or major are welcome to apply.
- Applicants who are expected to graduate must submit an official certificate of graduation (or degree) by the first week of the semester.

※ Exact dates may vary each year. Please refer to the official admissions notice for the current application cycle.
 ※ For further details, please visit the Contact Us page.