

# FY2016 Inter-University Exchange Project Tokyo University of the Arts

Support for the Formation of Collaborative Programs with Universities in Asia

**[Name of project]** Japan-China-Korea International Animation Co-work Curriculum

**[Adopted year]** FY2016, (Type A-② CAMPUS Asia)

## **[Summary of Project]**

Three top universities of film and new media (including animation) from Japan, China and Korea - Tokyo University of the Arts, Communication University of China and Korea National University of Arts - will organize an international collaborative practicum of animation. Attending students from the three universities will form mixed groups to work together on the whole animation-making process from planning to production, culminating with a screening of the completed films.

## **[Summary of Exchange program]**



Tokyo University of the Arts



Communication University of China



Korea National University of Arts

## International collaborative practicum Animation-making process



- Draw up a plan for a short animation film in multinational student teams
- Make a pitch presentation of respective draft plans
- Attend lecture(s) on film and new media technologies, techniques and expressions of the three countries
- Attend lecture(s) on copyright laws and other legal rights, producing, etc.
- Attend special lecture(s) by guest speakers from the private sector
- Visit media companies and/or commercial animation production companies
- Online meetings using Skype
- Finalizing the script and storyboard
- Joint production of planned animation films
- Screening and review session of the completed animation films
- Online video-streaming of the completed animation films

## Short-term exchange courses 3 to 30 day session on various topics

- Lecture(s) on film and new media technologies, techniques and expressions of the three countries
- Internship programs at media companies and/or commercial animation production companies
- Short intensive workshops by guest lecturers from the private sector

## **[Global Human Resource on the project]**

- To develop human resources with a global perspective
- To develop human resources with knowledge and skills that can be applied to international collaborative projects
- To nurture leaders in the globalization of film, new media and animation

## **[Feature on the project]**

This is a globally unprecedented, extremely advanced and practical project that allows students from three different countries to work together in mixed groups on the whole animation-making process from planning to production. Significant educational effects and favorable social impacts can be expected since the students will be participating from and collaborating with three renowned international film and media institutions that represent three countries with acclaimed film, media and animation fields - Japan, China and South Korea. The experience of jointly producing a project with other future leaders from foreign countries will undoubtedly be beneficial to tripartite creations that are expected to increase in the coming years.

<b>[Exchange number]</b>	2016		2017		2018		2019		2020	
Accepted number in Japan	C	0	C	8	C	2	C	8	C	7
	K	0	K	7	K	3	K	7	K	8
Accepted number in China	J	0	J	3	J	7	J	8	J	2
	K	0	K	2	K	8	K	8	K	3
Accepted number in Korea	J	0	J	7	J	8	J	2	J	8
	C	0	C	8	C	7	C	3	C	7

# 1. FY2016 Progress

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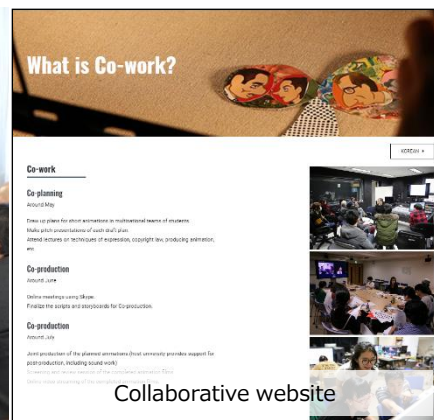
## Good Practices



Virtual Reality (VR) workshop



Meeting with representatives of K-Arts and Korean parliament members



Collaborative website

## Exchange Programs

### **[International collaborative practicum]**

TUA has confirmed the objectives, themes and schedule of the project for the academic year 2018, setting up its details, evaluation methods, and means of the presentation of the results, and proceeded with the preparation for the program's implementation.

### **[Short-term exchange courses]**

The programs planned to take place at respective universities in 2018 have been taken under consideration. In February 2017, a two-week workshop of virtual reality (VR) was held at K-Arts with the participation of 7 students from TUA, 5 from K-arts and another 5 from CUC.

Exchange number	FY2016	
	Plan	Results
Accepted number in Japan	C 0	C 0
	K 0	K 0
Accepted number in China	J 0	J 0
	K 0	K 0
Accepted number in Korea	J 0	J 7
	C 0	C 5

## Forming the University Network with Quality Assurance

- Participated in the Trilateral Rector's Forum and collected information about excellent case examples of Erasmus + and other universities.
- Held face-to-face meetings with the partner universities at K-Arts and CUC, respectively.
- Held Skype meetings on a regular basis with the three universities' faculty members in charge.
- Investigated into newest techniques, expertise and equipment relating to animation and film media by visiting educational institutions in other countries such as U.S. and Canada, as well as inviting various artists from overseas.
- Established tight-knit partnerships through collaborative projects with commercial production companies and local governments.
- Conducted self-monitoring of the project by the Global Support Center committee, which is a university-wide management organization.
- Conducted an evaluation review of the progress in the university's global strategies, including this project, by an external committee.
- Improved the educational environment to enhance the quality of the educational programs.

## Promotion of Student-Mobility Environment

- Employed faculty and supporting staff members for the project.
- Designed learning programs for making presentations in English.
- Utilized the Global Support Center and the tutoring system that were established as part of the Top Global University Project.

## Internationalization of the university, Information disclosure and Publication of outcome

- Opened a dedicated website run by the three universities and publicly shared the objectives and future visions of the project as well as other reports such as achievement of the VR workshop mentioned above.
- Published a report book on the international development of the Graduate School of Film and New Media, which included the project's activities, and widely shared across the university.
- Held a meeting with representatives of K-Arts and Korean parliament members.