

# FY2018 Inter-University Exchange Project Tokyo University of the Arts

Support for the Formation of Collaborative Programs with U.S. Universities using COIL-style Education

## 【Name of Project】

Japan-US Educational Initiative on Creating Games as a Comprehensive Artistic Practice  
(Adopted year: FY2018, (Type A))

## 【Summary of Inter-University Exchange Project】

The role and function of games in society have evolved with the advancement of communication and digital technologies. These progresses have also brought to light the need in the cinematic art genre artists who can work with a multiplicity of forms. Tokyo University of the Arts views games as a comprehensive art and is developing an educational program which will encompass the entirety of games and bring forth innovation in the field.

University of Southern California



×



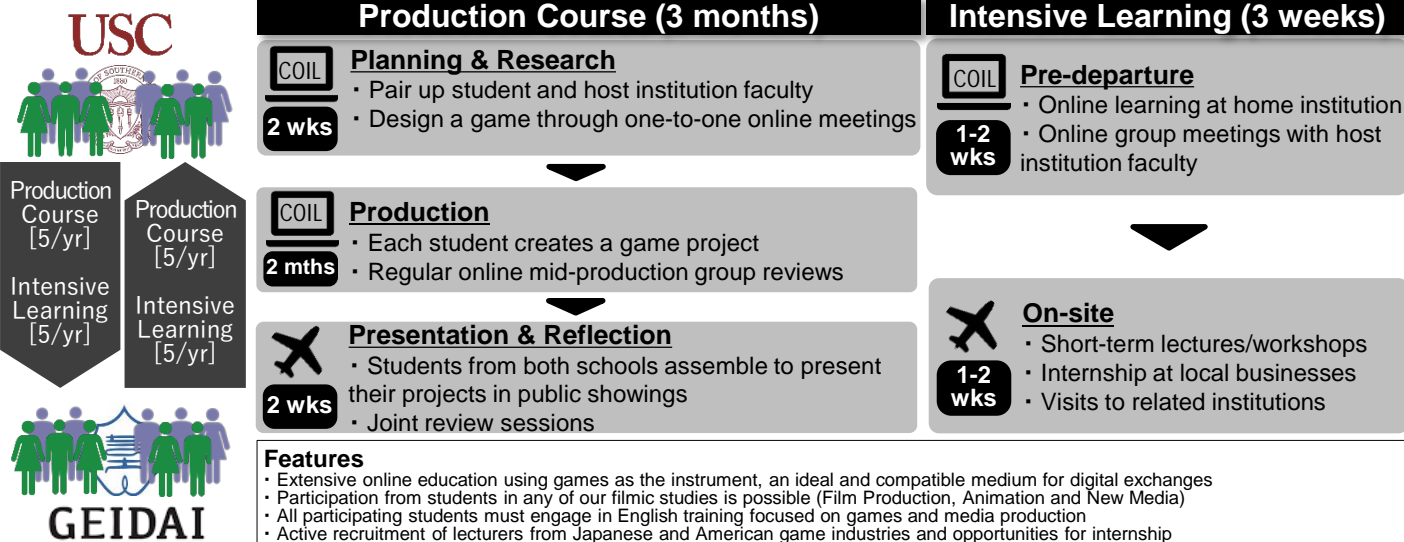
Tokyo University of the Arts

- Leading institution in North America in games and interactive media education
- Located in Los Angeles at the heart of cinematic expression with strong ties to the film industry
- An international environment with more than 10,000 international students on campus

Collaboration between 2 pioneering countries and universities

- The only national art university in Japan to be selected as a MEXT Top Global University
- An in-house network of a multitude of artistic expression including film, fine arts and music
- Highly acclaimed worldwide for its animation and film works produced with unique Japanese styles

## 【Outline of Exchange Programs】



## 【Our Ideal Global Human Resource】

<b>Broad &amp; Inclusive Worldview</b> <ul style="list-style-type: none"> <li>• Understanding of game culture and history in both countries</li> <li>• Possesses internationally valid expression techniques</li> </ul>	<b>Digitally Advanced</b> <ul style="list-style-type: none"> <li>• Familiarity with software and tools and their operation</li> <li>• Wide knowledge of technical adaptations</li> </ul>	<b>Foresighted Resolver</b> <ul style="list-style-type: none"> <li>• Educated in the social problems of our times</li> <li>• Willingness to objectively find solutions</li> </ul>	<b>Aesthetically-minded</b> <ul style="list-style-type: none"> <li>• Application of diverse artistic expression methods</li> <li>• Flexibility in combining art and technology</li> </ul>
---	--	---	---

## 【Objectives】

To nurture global talent with both **artistic and engineering skills** who can find **innovative and appealing solutions for social issues** employing **games technology and creativity**

Construct an international flagship model of modernized cinematic education

Launch a games department at our Graduate School of Film and New Media

## 【Student Exchanges】

	2018	2019	2020	2021	2022
COIL participants (Japanese students)	6	10	10	10	10
COIL participants (International students)	3	10	10	10	10
Outbound	6	10	10	10	10
Inbound	3	10	10	10	10