



O

N

L

Y



O

N

E

O

N

L

Y



T

H



E

B

E


S

T

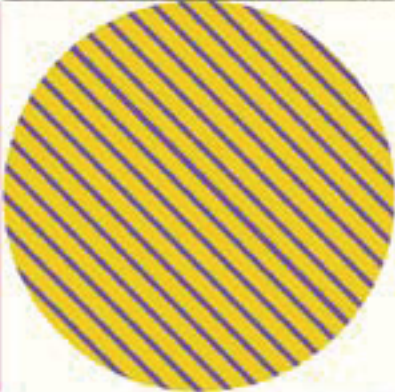


**We nurture students  
who can create  
many different answers,  
rather than students  
who only solve problems  
with fixed answers.**

## Chungkang College of Cultural Industries



Founded in 1996 as Korea's first college specializing in cultural industries, Chungkang College of Cultural Industries has cultivated creative talents through differentiated educational programs, including studio-centered education, project-based learning, overseas internships, and industry-academic collaboration.



The college consists of specialized schools in animation, game content, webtoon, video content, fashion beauty style, and content convergence. Through industry-oriented, specialized curricula, the college fosters professionals who will lead the future of cultural industries.

**Founded:** 1996

**Founder:** Yeon-ho Lee

**Vision:** Only One, Only the Best

**Enrollment:** 3,818 (as of June 4, 2026)

**Departments:** 6 schools, 12 Majors, 6 advanced Programs (BA)

**Program:** 3-year Associate degree, 4-year Bachelor's degree



Why we chose CK?

# Comprehensive Support for International Students

- ✓ Korea's first college specializing in cultural industries
- ✓ Flexible study pathways tailored to your goals, from a 3-year Associate Degree to a 4-year Bachelor's Degree
- ✓ Specialized support programs designed for international students to strengthen Korean language and major competencies
- ✓ Step-by-step support from admission to career development after graduation

## K-Contents-Based Majors

- Specialized content-focused majors including Animation, Webtoon, Game, Fashion, and Performing Arts
- Industry-connected education based on hands-on projects and practical training



## Korean Language & K-Contents Foundation Program

- Intensive Korean language education specialized for major studies and academic adaptation
- Improvement of understanding Korean cultural industries through various major-linked programs
- Opportunity to complete a micro-degree program alongside major studies



## Korea Settlement Support Program

- Dedicated international student support system covering visas, academics, and daily life
- Airport pickup and accompaniment service for visits to the immigration office
- Mentoring and student exchange program operation
- K-Culture experiences, Korean language classes, and career & employment seminars
- Scholarship and on-campus student work opportunities



## Bachelor's Degree Program

- Open to holders of an Associate Degree from Korea or abroad
- International applicants may apply through the same special admission process as associate degree programs
- Earn a Bachelor's Degree by completing an additional one-year advanced program after the associate degree





Chat

# All-in-One Support System for International Students

01

## Before Enrollment

- Admissions consultation and process guidance
- Tuition fee waiver Application writing and document preparation support /preliminary review service
- Visa (D-2) issuance guidance and step-by-step procedure support
- Airport pickup and immigration office assistance (foreigner registration)



02

## During Study

- Course registration and academic management support
- Korean language learning & major adaptation programs
- International student senior & Korean student mentoring
- On-campus student part-time work & scholarship support
- International student networking support
- Dormitory Priority Guaranteed



### Step-by-Step Integrated Support System

03

## Graduation Preparation

Special Admission Track for International Students

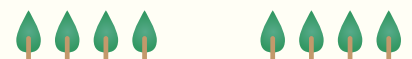
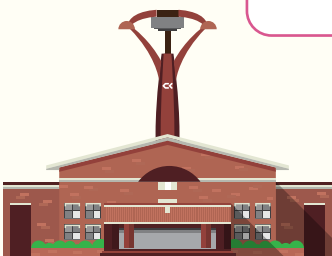


**[Track A]:** 3 Years of Intensive Training + Associate Degree → Career Ready!

- Career Preparation Support: Resume & Cover letter Consulting
- International Student Visa Seminar

**[Track B]** Study for 3 Years + 1 Additional Year → Earn a Bachelor's Degree!

- Bachelor's Degree Admission Guaranteed





# School of Animation

Animation Major

- Associate Degree Program (3 Years)
- Bachelor's Degree Completion Program (+1 Year)

The program educates students to become animation and video content professionals by developing project-based content creation skills grounded in specialized practical competencies across planning and directing, art and design, CG imagery, and animation-focused career tracks.

## Career Paths

Animator / Video Designer / Motion Graphic Designer / Character Designer / Storyboard Artist / Art Director / CG Artist / Media Artist / VFX Artist / 3D Modeler / 3D Texture Artist / 3D Animator / Rendering Artist / FX Artist / Virtual Production Specialist / Lighting Artist / Composition Artist / Motion Designer, etc.

## Major Curriculum

**1st Year** Foundation of Animation, Introduction to Media Arts, Basic Visual Storytelling, Basic Animation Drawing, Introduction to Animation Directing, Introduction to Visual Arts, Understanding Digital Media, Basic Character Design, Introduction to Digital Content, Basic 3D Modeling, Basic Digital Editing, Basic Motion Graphics, Understanding Animation Production, Basic 3D Animation, Storyboarding, Digital Drawing, Creative Thinking & Expression, etc.


**2nd Year** Character Animation, Visual Effects Design, Content Production & Directing, Motion Graphics, Video Editing & Compositing, 2D Animation Production, Experimental Animation, Visual Storytelling Design, 3D Animation Production, 3D Character Animation, Digital Compositing, FX Design, Rendering & Lighting, Animation Sound Design, Media Installation, Advanced Character Design, Digital Portfolio, etc.


**3rd Year** Project-Based Animation Production, Advanced Motion Graphics, Visual Development, Portfolio Production, Industry Collaboration Project, AI-Based Content Design, 3D Character Rigging, 3D Animation Production, 3D Environment Design, VFX Practice, Advanced Motion Graphics, Storyboarding Practice, Advanced Animation Production, 3D FX, Demo Reel Production, etc.

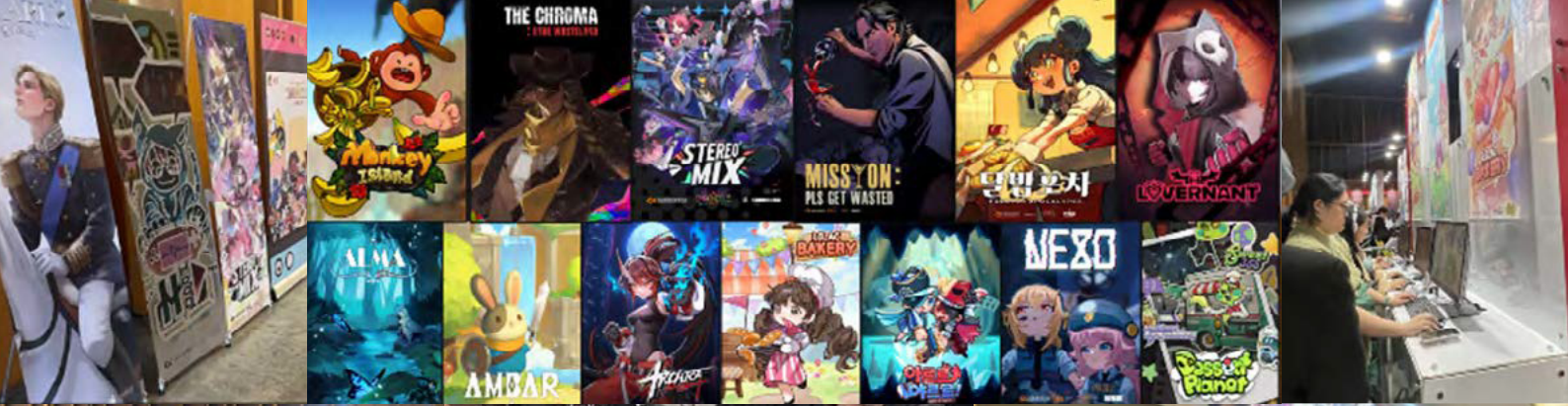
## Educational Goals

To cultivate creative professionals in the field of video content creation by fostering practical skills and artistic creativity required in the rapidly evolving cultural industries. Students develop integrated production capabilities through hands-on project-based education across animation, VFX, media art, and digital content, while strengthening their creative problem-solving skills and industry adaptability through collaboration and interdisciplinary learning.

 [youtube.com/@CKAnimationSchoolCK](https://www.youtube.com/@CKAnimationSchoolCK)

 [@ck.animation.school](https://www.instagram.com/ck.animation.school)

 [ck.ac.kr/en/school-department/animation/school](https://ck.ac.kr/en/school-department/animation/school)



# School of Game

Game Major

- Associate Degree Program (3 Years)
- Bachelor's Degree Completion Program (+1 Year)

The program cultivates professionals in the game content industry by providing differentiated education across all areas of the game industry, including game planning, programming, graphics, game testing, and business.

Throughout their studies, students acquire professional knowledge through both theory and hands-on practice, while developing collaboration and creativity through game production projects that lead to commercially viable games.

## Career Paths

Game Original Artist / Game Concept Artist / Game Graphic Artist / 3D Game Background Artist / Game UI/UX Artist / Game Marketing Planner / Game Quality Assurance (Game QA) / Game Designer / Esports Journalist

## Major Curriculum

**1st Year** Foundation of Game Production / Game Project Entry / Game Engine Programming Basics / Digital Sculpting / Game Storytelling / Game Marketing


**2nd Year** Game Production Project / Game Data Design / Game Character Concept Sketching / Game Graphic Programming Basics / Game Effect Application / Game AI

**3rd Year** Game Creation Project / Post Production / Problem Solving for Successful Projects / Software Testing Application / Game Sound Production / Game Portfolio

## Educational Goals

The game industry demands talent with both creativity and technical competence. Accordingly, grounded in foundational theory and practical training, we cultivate individuals with creativity and technical skills through game production projects where multiple parties collaborate to create games.

 @ckgamebrand

 [ck.ac.kr/en/school-department/game/school](http://ck.ac.kr/en/school-department/game/school)  
[game.ck.ac.kr](http://game.ck.ac.kr)



# School of Manhwa Contents

Webtoon & Manhwa Contents Major  
Character Illustration Major  
Web Novel Creation Major

- Associate Degree Program (3 Years)
- Bachelor's Degree Completion Program (+1 Year)

The program provides advanced professional education covering various fields of webtoon and comics content through specialized curricula and faculty members actively working in the comics industry, including webtoon and comics creation, storytelling, illustration, planning, criticism, and education.

Through an open educational environment that respects each student's individuality and values regardless of style, genre, or subject matter, the program supports free and creative artistic expression.

## Career Paths

Animator / Video Designer / Motion Graphic Designer / Character Designer / Storyboard Artist / Art Director / CG Artist / Media Artist / VFX Artist / 3D Modeler / 3D Texture Artist / 3D Animator / Rendering Artist / FX Artist / Virtual Production Specialist / Lighting Artist / Composition Artist / Motion Designer, etc.

## Major Curriculum

### Webtoon & Manhwa Content Major

Foundation of Webtoon & Manhwa / Webtoon Creation / Published Cartoon Creation / Basic Drawing / Ink Drawing / Scene Design & Directing / Sequence Design / Cartoon Coloring Master / Cartoon Character Design / Cartoon World-Building / Understanding Storytelling / Cartoon Storyboarding / Genre Story Creation / Digital Original Artwork Creation

### Character Illustration Major

Understanding Cartoons / Webtoon Creation / Published Cartoon Creation / Basic Drawing / Ink Drawing / Scene Design & Directing / Sequence Design / Cartoon Coloring Master / Cartoon Character Design / Cartoon World-Building / Understanding Storytelling / Cartoon Storyboarding / Genre Story Creation / Digital Original Artwork Creation


### Web Novel Creation Major

Understanding Web Novels / Web Novel Creation Practice (Fantasy & Martial Arts) / Web Novel Creation Practice (Romance & Romance Fantasy) / Genre Composition / Genre Research (SF) / World-building Practice / Cartoon & Animation Content / Resources & Research for Creative Writing / Web Novel Business / Cover Illustration Master / Cultural Content Marketing

## Educational Goals

Webtoon & Manhwa school respects each student's individuality and values, and through differentiated curriculum and field-centered education, nurtures creative writers and IP industry professionals who will lead the global content industry.

 @ckmcinsta

 [ck.ac.kr/en/school-department/manwha/school](http://ck.ac.kr/en/school-department/manwha/school)



# School of Content of Convergence

Content Convergence Major

- Associate Degree Program (3 Years)
- Bachelor's Degree Completion Program (+1 Year)

The School of Content Convergence is Korea's first Unreal Engine Academic Partner dedicated to cultivating professionals equipped with technology, art, and business capabilities for next-generation convergence content development.

Through the 24-hour open UNI-Lab — equipped with personal workstation studios, 3D scanners, and motion capture facilities — students engage in self-directed production and development activities.

## Career Paths

Game / Animation / VFX / Entertainment / Virtual Character / AI / XR / Broadcasting / Advertising / Content Planning / Content Direction / Concept Design / 3D Graphic Artist / Animator / Lighting Artist / Technical Artist / Engine Programmer

## Major Curriculum


**1st Year** Generative AI Content Production / Competency Critique I/II / Visual Storytelling / Real-time Engine / Content Planning I/II / Maya / Ink Drawing / Creative Character Concept / Concept Planning / New Media Content / Successful Project Management / Character Rigging / Modeling / Character Animation / Storyboard Layout / Planning & Pitching / Production Management / Brand & Content Production

**2nd Year** Competency Critique III / Convergence Project / Real-time Engine Lighting I / Motion Capture / Content Planning III / Storyboard Layout / Content Psychology / Character Design / Modeling II/III / Character Animation / Modelbom I/II / Editing / Compositing / Content Music

**3rd Year** Convergence Critique I / Employment & Entrepreneurship Integrated Project I / XR Content Production I / Field Practice II/III / Project Problem Solving I/II/III/IV/V/VI / Content Business I/II / Character Animation / Real-time Engine Lighting III

## Educational Goals

Convergence Content School plans and produces the most trending content in the most efficient way using cutting-edge technology. From virtual idol characters combining fashion, music, and visual technology, to animation and games — the content industry is continuously evolving through the convergence of diverse technologies. The Convergence Content School responds quickly to these changes so no one falls behind. Based on human language engines and AI technology, we provide project-centered practical curriculum, helping students directly experience the entire content production process from planning to commercialization. Through

 @ck\_convergence

 [ck.ac.kr/en/school-department/convergence/school](http://ck.ac.kr/en/school-department/convergence/school)



# School of Fashion Beauty Style

Styling Major

- Associate Degree Program (3 Years)
- Bachelor's Degree Completion Program (+1 Year)

The program aims to cultivate professionals who will lead next-generation trends, including fashion stylists, beauty creators, and creative directors, through specialized convergence education tailored to the fields of fashion, beauty, and visual communication.

In addition, through industry-linked projects covering the entire process from content creation to branding, the program strengthens practice-oriented education and systematically develops professionals capable of planning and directing creative and visually compelling concepts.

## Career Paths

Stylist (Idol, Broadcasting, Drama, Film) / Beauty Creator (Makeup Artist, Beauty Brand Product Planning & PR) / Fashion Brand PR / Brand MD / Visual Director / Fashion Editor

## Major Curriculum


**1st Year** Styling Basics / Drama & Film Styling / Personal Color / Personal Styling / Style Drawing / Style Basics / Style Job Training / Digital Styling / Makeup Basics / Vintage Makeup / Wedding Makeup / Drama & Film Makeup / Nail Art / Fashion Beauty Creator / Fashion Beauty Culture / Fashion Brand Understanding


**2nd Year** K-pop Idol Beauty Style Program / Fashion & Beauty Styling / Fashion Portfolio / Fashion Aisle Design / Film & Stage Costume Production / Style Job Training II / Textile Art / 3D Design / 3D Design Creation / K-pop Performance Makeup / Beauty Art Design / Fashion Show Makeup / Vintage Makeup Application / Hair Styling Basics / Hair Styling Application / Korean Food Styling / e-Commerce Business / e-Commerce Shopping / Casual Styling

**3rd Year** K-pop Creator Style Program / Style Consulting / Personal Image Consulting / Colorist Basics / Soul Styling / Art Objet / Creative Beauty Technical Studio / Metaverse Styling / Art Makeup / Beauty Master / AI Visual Design / Fashion Editing / Career Guidance / Portfolio

## Educational Goals

Drawing on rich experience in the global fashion and beauty market, we provide education sought after by frontline professionals with strong influence in the K-POP idol scene. Through collaborations with K-POP idol, fashion brand, broadcasting, drama, Seoul Fashion Week, fashion model agencies, and other industry partners, students directly experience the real-time pulse of the field.

 @ck\_fashionschool

 [ck.ac.kr/en/school-department/fashion/school-ck-stylist.com/](http://ck.ac.kr/en/school-department/fashion/school-ck-stylist.com/)



# School of Performing Arts

Musical Acting Major  
Theatre & Screen Acting Major  
Stage Design Major  
Directing & Playwriting Major

- Associate Degree Program (3 Years)
- Bachelor's Degree Completion Program (+1 Year)

The program consists of four majors: Playwriting & Directing, Musical Acting, Acting for Theater & Film, and Stage Art (Stage Design & Lighting Design). Based on hands-on coaching from industry-active faculty members and a performance-production-centered educational system, the program offers a practice-oriented curriculum focused on real-world experience.

## Career Paths

Animator / Video Designer / Motion Graphic Designer / Character Designer / Storyboard Artist / Art Director / CG Artist / Media Artist / VFX Artist / 3D Modeler / 3D Texture Artist / 3D Animator / Rendering Artist / FX Artist / Virtual Production Specialist / Lighting Artist / Composition Artist / Motion Designer, etc.

## Major Curriculum

### Musical Acting Major

Musical Vocals / Singing / Ensemble / Musical Ensemble / Ballet / Jazz Dance / Introduction to Acting / Realism Acting Practice / Musical Ensemble / Understanding Production / Performance Workshop / Musical Vocals / Musical Dance / Musical Acting Practice / Ballet / Jazz Dance / Comedy Acting Practice / Period Acting Practice / Musical Ensemble

### Theatre & Screen Acting Major

Basic Acting / Contemporary Realism Acting / Training Method / Training Design / Breathing & Voice / Understanding Production / Movement / Drama Play / Performance Workshop / Makeup / Filming & Editing / Camera Acting / Style Acting / Project Team Building / Movement Project / Content Production

### Stage Design Major

Basic Design (Stage-Prop-Modeling) / Basic Stage Technology (Stage-Lighting) / Basic Stage System / Stage Craft / Performance Costume / Research / Texture & Image / Stage Technology / Prop Expression / Display Production / Video Expression / 3D Rendering / Performance Production Practice

### Directing & Playwriting Major

Theater History / Introduction to Directing / Reading Directing Texts / Understanding Production / Creative Writing I/II / Directing Concept & Research / Scene Creation I/II / Musical Lighting / Special Topic Lectures / Research I/II / One-Act Directing Project / Content Production

## Educational Goals

The program provides practice-oriented education centered on performance production to cultivate professionals who can create characters required in creative works and perform leading roles in performance settings. Various forms of performances and practical training are offered to expand students' opportunities for entering the industry.

 @ck.animation.school

 [ck.ac.kr/en/school-department/musical/school](http://ck.ac.kr/en/school-department/musical/school)

# Campus Map

The Chungkang campus, composed of 12 lecture buildings, a gymnasium, an athletic field, and a youth center, is a beautiful campus that presents a different landscape in every season.

## Facilities



### 7 Chungkang Animation Studio

The animation studio is a professional video production studio equipped with project workspaces, rendering farms, and critique rooms that can accommodate approximately 200 people, providing students with high-level video production skills. Through R&D in digital content and 3D new technology fields, it also serves the role of nurturing practical creative talent that accumulates competitiveness and know-how.



### 6 Chungkang Animation Studio

The Employment & Startup Education Support Center operates various support programs to strengthen students' employment and entrepreneurship capabilities. The career support programs include creative job-focused resume writing, personal statement coaching, and interview preparation programs.



### 6 Chungkang Manhwa History Museum

The Chungkang Manhwa History Museum was established in 2002 to rediscover, collect, and preserve forgotten Korean comics materials as part of modern cultural heritage, and to utilize them as valuable resources for comics and cultural education. As Korea's first specialized comics museum, it houses approximately 2,688 Korean comics artifacts and continues to preserve and carry on the history of Korean comics.

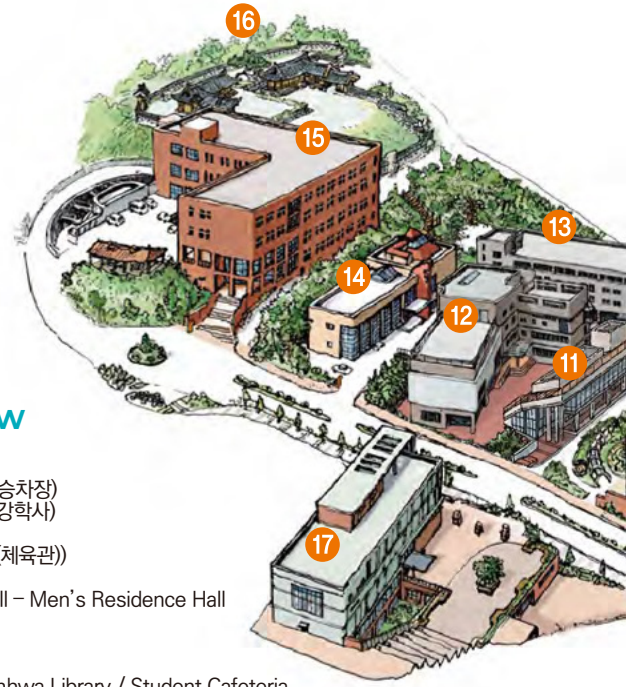


### 6 Library

The library includes a reading room with over 100,000 books, a periodicals room with access to more than 180 journals and magazines, a book café for reading and relaxation, and a multimedia room for viewing videos. In line with the U-library trend, the library also provides various web-based contents including e-books, e-magazines, and language learning courses, all of which can also be accessed through a mobile app.

## Campus Overview

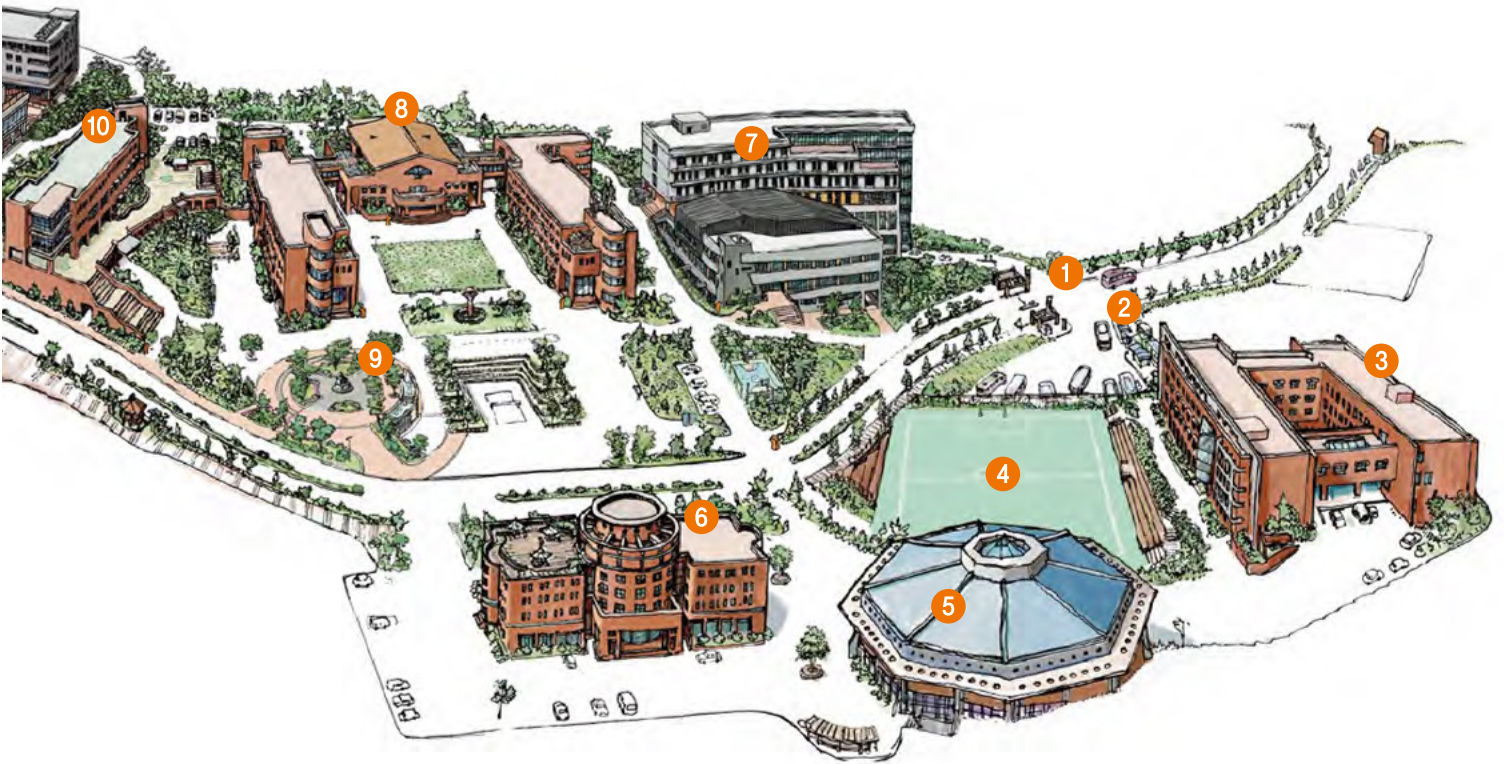
1. Main Gate (정문)
2. Shuttle Bus Stop (통학버스 승차장)
3. Cheonggang Dormitory (청강학사)
4. Sports Center (운동장)
5. Eduplex – Gym (에듀플렉스(체육관))
6. Cheonggang Hall (청강홀)
7. Creative Village / Vision Hall – Men's Residence Hall (창작마을/비전학사)
8. Hyeonjae Hall (현재관)
9. Cheonghyeon Hall (청현틀)
10. Hall of Human Love – Manhwa Library / Student Cafeteria (인간사랑관(만화도서관/학생식당))
11. Practice Studio Building (연습도서관)
12. Workshop Building (공작소)
13. Aram Hall (아람관)
14. Music Hall House – Small Theatre (뮤지컬하우스)
15. Hall of Cultural Love (문화사랑관)
16. Cheonghyeon Residence Hall (청현재)
17. Eoullim Hall – Student Hall / Café / Makerspace (어울림관)



# School Bus

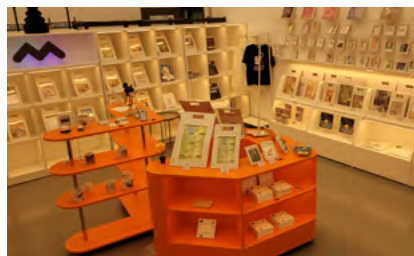
For other public transportation options, please refer to the website. The shuttle bus schedule may be subject to change depending on the admission schedule.

Travel Time	Seoul (서울)	Suwon (수원)	Yongin (용인)	Seongnam (성남)	Bucheon / Anyang (부천 / 안양)	Ansan (안산)	Icheon (이천)	Pyeongtaek / Anseong (평택 / 안성)	Seongnam (성남)
Within 30 min	Jamsil (잠실)	Suwon Station (수원역)	Yongin (용인)	Yatap (야탑)	Bucheon (부천)	Jungang Station (중앙역)	Icheon Terminal (이천터미널)	Pyeongtaek (평택)	Icheon Terminal (안성터미널)
Within 40 min	Cheonho (천호)	Beopwon Sageori (법원사거리)	Dongtan (동탄)	Moran (모란)	Anyang (안양)	Sangnoksu Station (상록수역)	Icheon Station (이천역)	Anseong (안성)	
Within 50 min	Yangjae (양재)	Yeongtong (영동)	Giheung Station (기흥역)		Beomgye (범계)		Majang (마장)	Juksan (죽산)	
Within 60 min	Yeongdeungpo (영등포)	Singil (신갈)	Dongbaek (동백)		Gocheon (고천)		Haewol-ni (해월리)	Baekam (백암)	
Within 70 min	Hagye (하계)		Myongji Univ. (명지대)						
	Guri (구리)		Yangji (양지)						
	Misa (미사)		Migum (미금)						
	Hanam (하남)		Jukjeon (죽전)						
			Suji/Gwanggyo (수지 / 광교)						



## 10 Manhwa Library

Established in 1998 as the first manhwa library in Korea, the Manhwa Library was founded to specialize and enhance educational facilities for the fields of comics, animation, and games. Based on the systematic collection and organization of comics materials, the library provides comics books and overseas specialized publications free of charge to both members of the college and external visitors.



## 17 Chungkang Makerspace

A makerspace is a creative workspace where people can directly bring various ideas to life. The Chungkang Makerspace promotes a maker movement through the convergence of school-centered major education and provides advanced digital fabrication equipment and educational programs to foster creative talent in the cultural industries.



## 17 Cultra

Market Restaurant "Cultura" is a space where visitors can enjoy pizza, salads, sandwiches, coffee, beverages, and bakery items while experiencing the relaxing natural atmosphere of the Chungkang campus.

# 1 Admission Quota

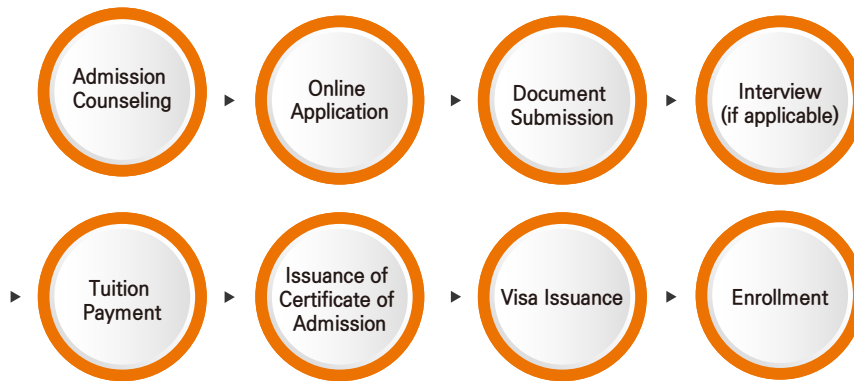
## Quota for Overseas Koreans and International Admission

School	Major	Capacity
School of Content Convergence	Convergence Content Creation Major	No Limit
School of Animation	Animation Major	
School of Manhwa Contents	Webtoon Manhwa Contents Major	
	Web Novel Creation Major	
	Character Illustration Major	
School of Game Contents	Game Major	
School of Fashion Beauty Style	Stylist Major	
School of Performing Arts	Directing & Playwriting Major	
	Musical Acting Major	
	Theatre & Screen Acting Major	
	Stage Design Major	

※ Please refer to the eligibility requirements section (pp.16~17) for details.

## 2 Schedule

### Admission Schedule



2027 Academic Year (March Admission)			
Category	Round 1	Round 2	Remarks
Online Application	Sep 7, 2026 (Mon) – Sep 30, 2026 (Wed)	2027.01.04.(Mon) ~ 01.20.(Wed)	① Submit through Study in Korea or Uway Apply <a href="http://www.studyinkorea.go.kr">www.studyinkorea.go.kr</a> <a href="http://www.uwayapply.com">www.uwayapply.com</a> ② Submission Method: Submit documents step-by-step after signing up as a member ※ Additional documents may be requested during the review process. However, only original documents will be accepted.
Document Submission	Until Sep 30, 2026 (Wed)	Until Jan 20, 2027 (Wed)	Jin Ah Kim Zip code 17390 Global Cooperation Center, Chungkang Hall, 389-94, Chungkanggachang-ro, Majang-myeon, Icheon-si, Gyeonggi-do, Republic of Korea  (우 17390) 경기도 이천시 마장면 청강가창로 389-94 청강홀 4층 대외협력처 글로벌협력센터 김진아 직원  ☎ +82-31-639-5767 ※ Submit by <b>registered mail</b> or <b>in person</b>
Interview (if applicable)	Oct 12, 2026 (Mon) – Oct 16, 2026 (Fri)	Jan 25, 2027 (Mon) – Jan 26, 2027 (Tue)	Conducted online, details will be announced individually
Announcement of Result	Nov 6, 2026 (Fri)	Feb 9, 2027 (Tue)	Details announced individually
Tuition Payment	Dec 21, 2026 (Mon) – Dec 23, 2026 (Wed)	Feb 10, 2027 (Wed) – Feb 12, 2027 (Fri)	Submit payment receipt to gina@ck.ac.kr
Issuance of Certificate of Admission	Within 1-2 days after tuition payment confirmation		Issued via email
Online Orientation	Feb 19, 2027 (Fri)		Conducted online
Dormitory Move-in	Feb 27, 2027 (Sat)		Details announced individually
Enrollment	Mar 2, 2027 (Tue)		

※ The schedule may be subject to change depending on circumstances.

## 3 Eligibility and Selection Criteria

### 1) Eligibility

Category	Details
Nationality	<p><b>Type 6:</b> Applicants whose parents are both foreign nationals</p> <p><b>Type 7:</b> Overseas Koreans and foreign nationals who completed all elementary, middle, and high school education equivalent to the Korean curriculum abroad (12 years)</p> <p><b>Type 2:</b> Overseas Koreans and foreign nationals (excluding Type 6 and 7 applicants)</p>
Academic Background	<p>Applicants who have graduated (or are expected to graduate) from a regular high school in Korea or abroad, or are recognized by law as having an equivalent or higher level of education</p> <p>※ Academic backgrounds such as qualification exams (GED), homeschooling, online schools, and adult education programs are not recognized</p>
Language Proficiency	<p>① Applicants who have obtained TOPIK Level 2 or higher</p> <p>② Applicants who have completed Level 2 or higher at a Sejong Korean Language Institute (excluding online Sejong Institute courses)</p> <p>③ Applicants who have completed Level 2 or higher of the KIIP program or obtained Level 41 or higher on the pre-assessment test</p> <p>※ Applicants who do not meet the language proficiency requirements above may be evaluated through portfolio submission and an interview instead.</p>

### 2) Important Notes for Applicants

- Multiple applications are not allowed.
- The applicant's English name and date of birth must exactly match the passport information.
- Applicants are fully responsible for any disadvantages caused by incorrect contact information such as phone number, email address, or home address.
- If an applicant is found to have been admitted through falsified, forged, altered, or otherwise improper methods, admission and enrollment may be revoked before or after enrollment.
- If false information is discovered after admission, admission will be canceled. Tuition refunds after enrollment will follow the school's tuition refund policy.
- Attendance rate must be maintained at 80% or higher during the semester.
- A Standard Admission Letter will be issued after confirming both tuition payment and dormitory fee payment.
- All submitted documents must have been issued within 3 months from the original document submission deadline.
- Required forms can be downloaded from [<https://www.ck.ac.kr/en/admission>] or [<https://ipsi.ck.ac.kr/>] → [입학지원서비스] → [양식자료실].

## 4 Required Documents

### 1) Common Required Documents: Foreign Nationals Whose Parents Are Both Foreign Nationals

Category	Required Documents
<ul style="list-style-type: none"> <li>• Not eligible for applicants with dual citizenship</li> </ul>	① Academic Background Documents <ul style="list-style-type: none"> <li>• High school graduation (or expected graduation) certificate</li> <li>• High school transcript (must indicate period of attendance)</li> </ul>
	② Language Proficiency Documents Submit at least one of the following: <ul style="list-style-type: none"> <li>– TOPIK Level 2 or higher score certificate</li> <li>– KIIP pre-assessment score of Level 41 or higher, or completion certificate of Level 2 or higher</li> <li>– Completion certificate of Sejong Korean Language Institute Level 2 or higher (online courses not accepted)</li> </ul> ※ If you do not fall under any of the three categories above, additional documents such as proof of graduation or a portfolio may be required, and an online interview may also be requested.
	③ Financial Documents <ul style="list-style-type: none"> <li>• Bank balance certificate showing at least KRW 20,000,000</li> </ul> ※ Only certificates issued within 30 days from the application date are accepted. If the certificate includes a validity period, it is recognized within 6 months of issuance.
	④ Foreign Nationality Verification Documents <ul style="list-style-type: none"> <li>• Proof of foreign nationality (copy of passport or ID card of parents and applicant)</li> <li>• Official document issued by a foreign government corresponding to a Korean family relationship certificate</li> </ul>
	⑤ Additional Documents (Refer to pp.18~19) <ul style="list-style-type: none"> <li>• Study Plan (written in Korean)</li> <li>• Certificate of Entry and Exit (if required separately)</li> </ul>

All documents in languages other than Korean or English **must be translated into Korean or English and notarized, with Apostille or consular authentication** attached.

### 2) Common Required Documents: Overseas Koreans and Foreign Nationals Who Completed the Entire Elementary, Middle, and High School Curriculum Abroad (12-Year Curriculum)

Category	Required Documents
<ul style="list-style-type: none"> <li>• Applicants with dual citizenship are eligible</li> <li>• Applicants who graduated from a domestic high school in Korea are not eligible</li> </ul>	① Academic Background Documents <ul style="list-style-type: none"> <li>• Elementary school graduation certificate (must indicate period of attendance)</li> <li>• Middle school graduation certificate (must indicate period of attendance)</li> <li>• High school graduation (or expected graduation) certificate and transcript (must indicate period of attendance)</li> </ul>
	② Language Proficiency Documents Submit at least one of the following: <ul style="list-style-type: none"> <li>– TOPIK Level 2 or higher score certificate</li> <li>– KIIP pre-assessment score of Level 41 or higher, or completion certificate of Level 2 or higher</li> <li>– Completion certificate of Sejong Korean Language Institute Level 2 or higher (online courses not accepted)</li> </ul> ※ If you do not fall under any of the three categories above, additional documents such as proof of graduation or a portfolio may be required, and an online interview may also be requested.
	③ Financial Documents <ul style="list-style-type: none"> <li>• Bank balance certificate showing at least KRW 20,000,000</li> </ul> ※ Only certificates issued within 30 days from the application date are accepted. If the certificate includes a validity period, it is recognized within 6 months of issuance.
	④ Foreign Nationality Verification Documents <ul style="list-style-type: none"> <li>• Proof of foreign nationality (copy of passport or ID card of parents and applicant)</li> <li>• Official document issued by a foreign government corresponding to a Korean family relationship certificate</li> </ul>
	⑤ Additional Documents (Refer to pp.18 ~19) <ul style="list-style-type: none"> <li>• Study Plan (written in Korean)</li> </ul>

All documents in languages other than Korean or English **must be translated into Korean or English and notarized, with Apostille or consular authentication** attached.

### 3) Additional Documents

Category	Study Plan	Portfolio	Remarks
Applicants with language proficiency documents	○	×	
Applicants without language proficiency documents	○	○	Online interview required

- ※ Applicants without language proficiency documents will be evaluated through portfolio submission and an interview.
- ※ The interview will comprehensively evaluate the applicant's motivation for applying, study plan, portfolio, potential for growth, and ability to complete Korean language courses.

### 4) Portfolio

Details	Details	Type	Details	Format	Upload	Size	Resolution	Spec. & Page Limit	
Content Convergence	(choose 1)	A	Image	• Personal creative works such as 2D/3D art, illustration, character design, and storyboards	JPG	10MB	-	A4	20p
		B	Content Planning	• Personal creative planning projects for various types of content including animation, games, and videos	PDF				20p
		C	Engine Programming	• Program source code and program description (including key code and execution screen captures) • Demo / execution video (optional)	PDF				No Limit
		D	Video	• One final edited video work (individual directing or collaborative work accepted) • Running time: within 5 minutes* Formats: animation, music video, social media video, short film, promotional video, documentary, and other creative video works (Submission of works containing excessive personal information may be restricted)	AVI, MP4	Max. 1GB	No Limit		
Animation	(choose 1)	A	Image	• Contents: drawings, digital images, photographs (sculpture and modeling works must be photographed from multiple angles)* At least 50% of the total image portfolio must consist of hand-drawn works	JPG	10MB	Max. 200dpi	A4	20p
		B	Video	• Up to 3 works may be submitted (individual or collaborative works accepted: for collaborative works, the applicant's contribution must be clearly specified in the editing or credits) • Running time: No limit • Formats: animation, single-person media content, short film, promotional video, documentary, and other creative video works • End credits are required: production participation details, production year, production title, and production role (individual/team/institution)	AVI, MP4	Max. 1GB	No Limit		
Webtoon & Manhwa Contents / Character Illustration	Image		• At least 50% of the submitted portfolio (based on page count) must consist of hand-drawn works • Submission of interview academy works is prohibited* Use of AI-generated images on pages other than the specified section is restricted* If AI-generated images are used, the tools utilized must be clearly stated in the portfolio (e.g., Photoshop, Clip Studio, Midjourney)	JPG	Email/ Upload	10MB	Max. 200dpi	A4	20p
Web Novel Creation	Free Writing		① Original Creative Works ② Artwork Description Document (no restriction on format or genre / written in Korean)	PDF		10MB	-		
Game	(choose 1)	A	Game Planning	• Game proposal / planning document	PDF	10MB		A4	20p
		B	Game Graphics	• Personal creative works in the field of game graphics (video portfolios may be used for areas difficult to express through images)	JPG				No Limit
		C	Game Programming	• Core program source code and program description (video portfolio may be used if execution scenes are required)	PDF				No Limit
		D	Game Test & Business	• Improvement proposals and game test cases for commercial games	PDF				No Limit
Video Portfolio (Required if applicable)			Game Graphics	• Personal creative video works	AVI, MP4	200 MB	No Limit		
			Game Programming	• Program execution video	AVI, MP4				
Styling	Image		• Creative works such as styling, fashion illustration, makeup images or illustrations, personal image creation, and beauty styling	PDF		10MB	No Limit	A4	20p
Stage Design	Image		• Personal creative works such as basic design, illustration, sketching, detailed drawing, image sketching, and spatial design	PDF		10MB	No Limit	A4	No Limit
Musical Acting Theatre & Screen Acting	Free		• Freely organized materials that demonstrate the applicant's acting experience and artistic abilities.				No Limit		

- ※ The portfolio structure shown is for reference only. Applicants may refer to the format and structure example and adapt it as needed.
- ※ There are no additional advantages or disadvantages based on the type of portfolio submitted. All portfolio types will be evaluated comprehensively under the same criteria.

[Portfolio Composition Guide]

- ① Content, format, color, and technique may be composed freely; the title and production intent of each work may optionally be noted at the bottom.
- ② One cut may be inserted per page, or multiple images may be edited and combined into one page. (Counted as 1 page)
- ③ File names should be numbered in order: 01, 02, 03...
- ④ Please submit to gina@ck.ac.kr. (Google Drive and cloud links accepted)

※ The portfolio format is not fixed; applicants may refer to the above and adapt it freely.

[Notes]

- ① If the submission exceeds the size limit, please contact us by email.
  - ② Any personal information entered for purposes other than identity verification will be deleted prior to evaluation.
  - ③ In the interest of fair evaluation, additional document submissions or drawing tests may be requested at the discretion of the reviewers.
  - ④ If submitted works are found to include pieces created by others, or if false documents are submitted, admission will be revoked.
- ※ The use of generative AI tools is permitted only for the following majors: Webtoon Content, Manhwa Character Illustration.

## 5 Tuition

Major	Tuition Fee (per semester)	
All Majors	<del>₩4,079,500</del>	> ₩3,263,600 (20% discount applied)
	<del>₩4,079,500</del>	> ₩2,855,650 (30% discount applied when TOPIK submitted)

※ The above amounts are subject to change.

## 6 Certificate of Admission and Visa Issuance

### 1) Issuance of the Standard Certificate of Admission for Accepted Applicants

- Accepted applicants must submit the original documents and pay the remaining tuition balance in order to apply for the issuance of the Standard Certificate of Admission.
- Domestic applicants will receive an email with instructions on how to apply for the Certificate of Admission.
- Please apply for the visa according to your residence status through the appropriate institution below:
  - Domestic Residents (Foreign Nationals): Suwon Immigration Office (applicable for D-4 → D-2 visa status change)
  - Overseas Residents (Foreign Nationals): Korean embassy or consulate in the applicant's home country
- Accepted applicants must submit the original documents and pay the remaining tuition balance in order to apply. Domestic applicants will receive an email with instructions on how to apply for the Certificate of Admission.
- Please apply for the visa according to your residence status through the appropriate institution below:

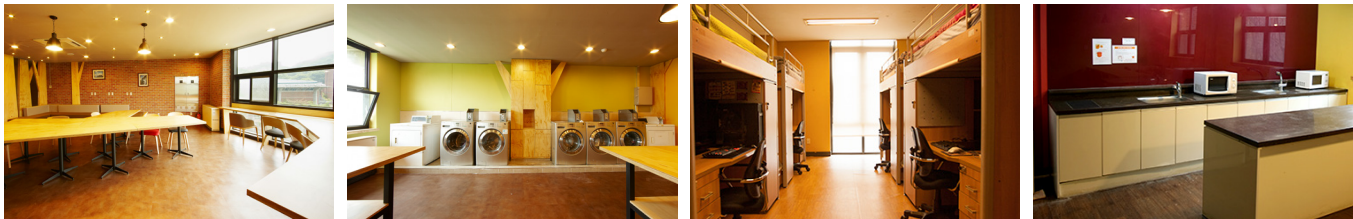
## 7 Scholarships

Category	Requirement	Benefit
International Student Scholarship	Students enrolled with a foreign nationality	20% tuition discount
Global Scholarship	International students with TOPIK Level 3 or higher	30% tuition discount
Vision Scholarship	International students with excellent academic performance	Determined separately
Work-Study Scholarship	Students with TOPIK Level 4 or higher who have completed 2+ semesters and participate in on-campus work assistance or activities	Calculated and paid based on working hours

※ Scholarships such as the Academic Excellence Scholarship may be combined with other scholarships.

## 8 Dormitory

Category	Type	Cost (per semester)
Chungkang Dormitory (Women's)	4-person room (standard)	651,920 KRW
Vision Dormitory (Men's)	4-person room (standard)	



- ※ Double rooms are available exclusively for students with severe disabilities; eligibility is confirmed through a separate interview.
- ※ The above amounts are subject to change.

## 9 Contact Information

Category	Details	
Address	(우 17390) 경기도 이천시 마장면 청강가창로 389-94 청강홀 4층, 글로벌협력센터	KakaoTalk Open Chat available (see QR code)
Email	ckglobal@ck.ac.kr / gina@ck.ac.kr	
Phone	+82-31-639-5767	
Website	Korean: ck.ac.kr, English: ck.ac.kr/en	



## 청강문화산업대학교 지원자 학업계획서

이름		지원 전공	
----	--	-------	--

1. 청강문화산업대학교 해당 전공에 지원한 동기는 무엇인가요
2. 입학 후 학업 목표와 계획을 작성하세요
3. 졸업 후 희망하는 진로를 작성하세요
4. 위 내용에 포함되지 않으나 추가를 희망하는 내용을 작성하세요



## School of Animation

Animation Major

## School of Manhwa Contents

Webtoon and Comics Content Major

Web Novel Creation Major

Character Illustration Major

## School of Game

Game Major

## School of Content Convergence

Content Convergence Major

## School of Performing Arts

Musical Theater Acting Major

Stage Design Major

Theatre and Film Acting Major

Playwriting and Directing Major

## School of Fashion & Beauty Style

Styling Major



Chungkang College of Cultural Industries  
389-94 Chungkanggachang-ro, Majang-myeon,  
Icheon-si, Gyeonggi-do 17390, Republic of Korea  
[ckglobal@ck.ac.kr](mailto:ckglobal@ck.ac.kr) | [www.ck.ac.kr](http://www.ck.ac.kr)

