



See the World  
Through Design.  
Then Change It



# COLLEGE OF DESIGN

It will be UTokyo's first new faculty  
in nearly 70 years, since the Faculty  
of Pharmaceutical Sciences was  
created in 1958.

To be launched in 2027

## A brand-new interdisciplinary college and curriculum, integrating and coordinating knowledge across disciplines through close collaboration with existing faculties.

### Vision

Nurturing the next generation of leaders (**Change Makers**) who can drive social transformation in the present and future, and creators (**Future Shapers**) who can bring those visions to life.  
We aim to build a new society through "design" that shapes the future.

### New Scope of Design

A **broad concept of design, encompassing the transformation of social systems.**  
A new concept that is essential for building the future of the Earth and human society.

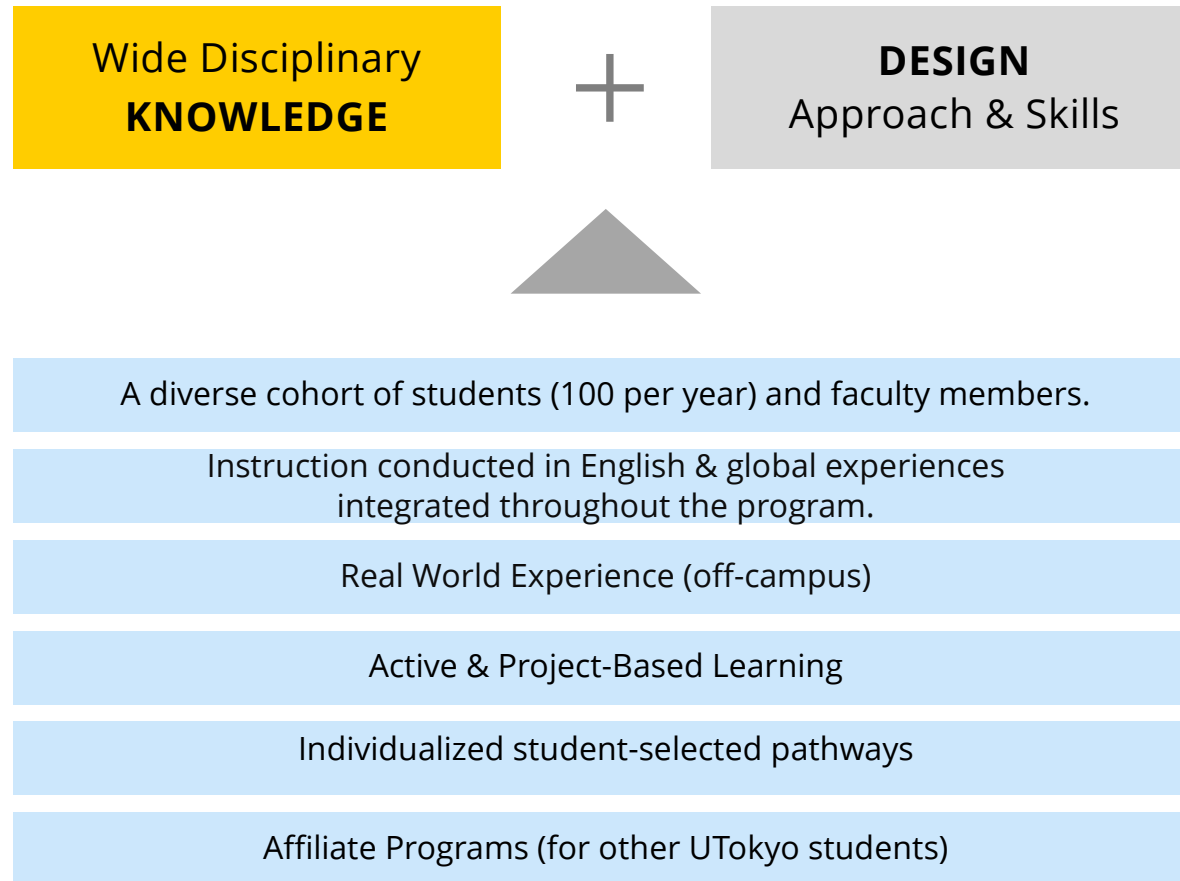
### Key Features

Each **student builds their learning path based on their individual interests and curiosities.**  
They engage in self-initiated challenges without being confined to traditional academic disciplines.  
Students devise and implement methods to tackle the issues while being **attentive to the viewpoint of users, the public, and those directly involved.**

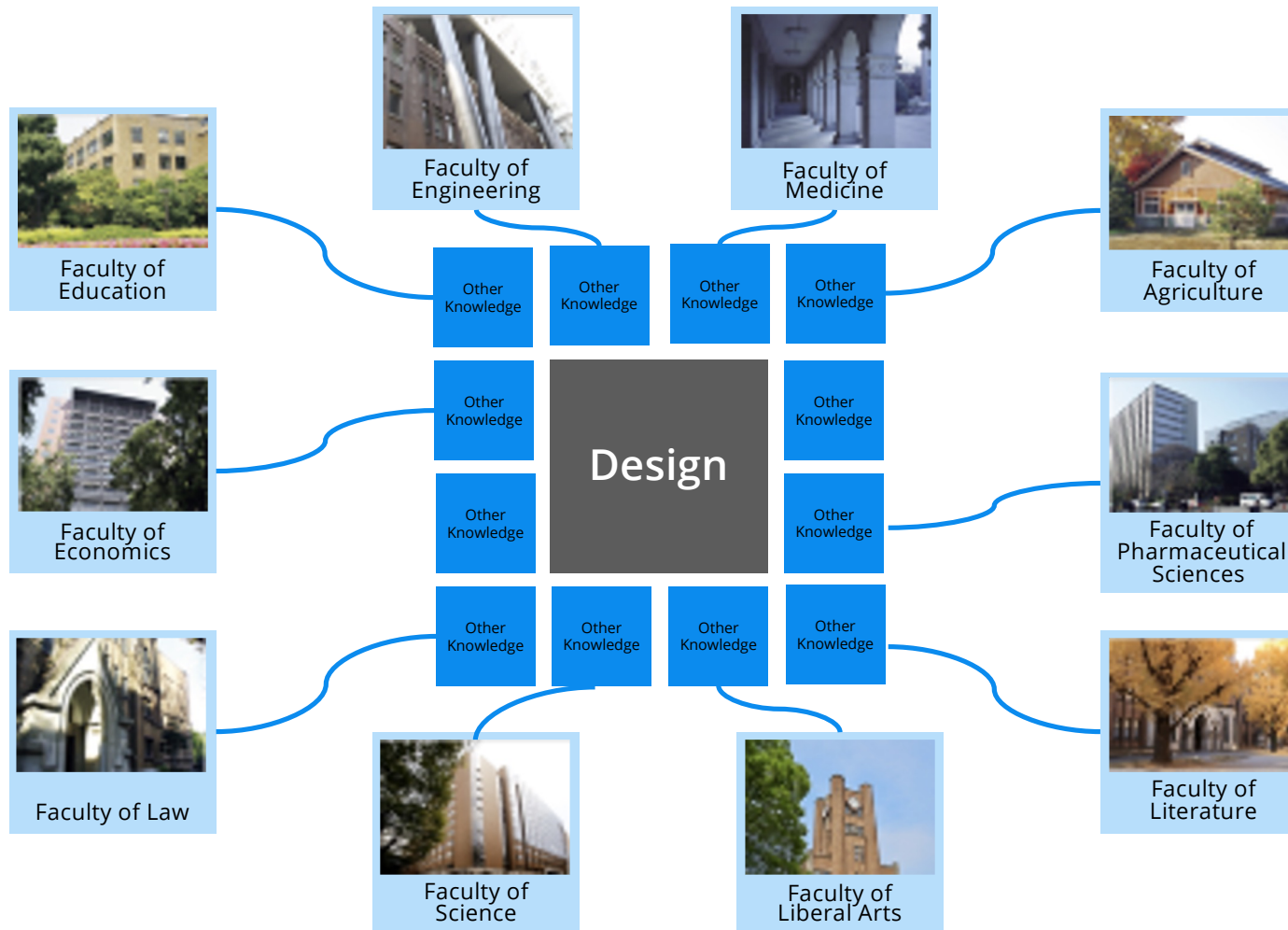
### Learning Environment

**5-year joint Bachelor's and Master's degree program.**  
Global admissions scheme that is to attract a diverse, talented body of students from both Japan and overseas.  
Fall admission, **courses conducted entirely in English.**  
A curriculum based on Design and Interdisciplinary Perspectives (IP) across various fields such as the humanities, social sciences, natural sciences, and engineering.  
Offering practical, hands-on learning through off-campus experiences and visiting faculty/mentors, including practitioners from outside UTokyo.

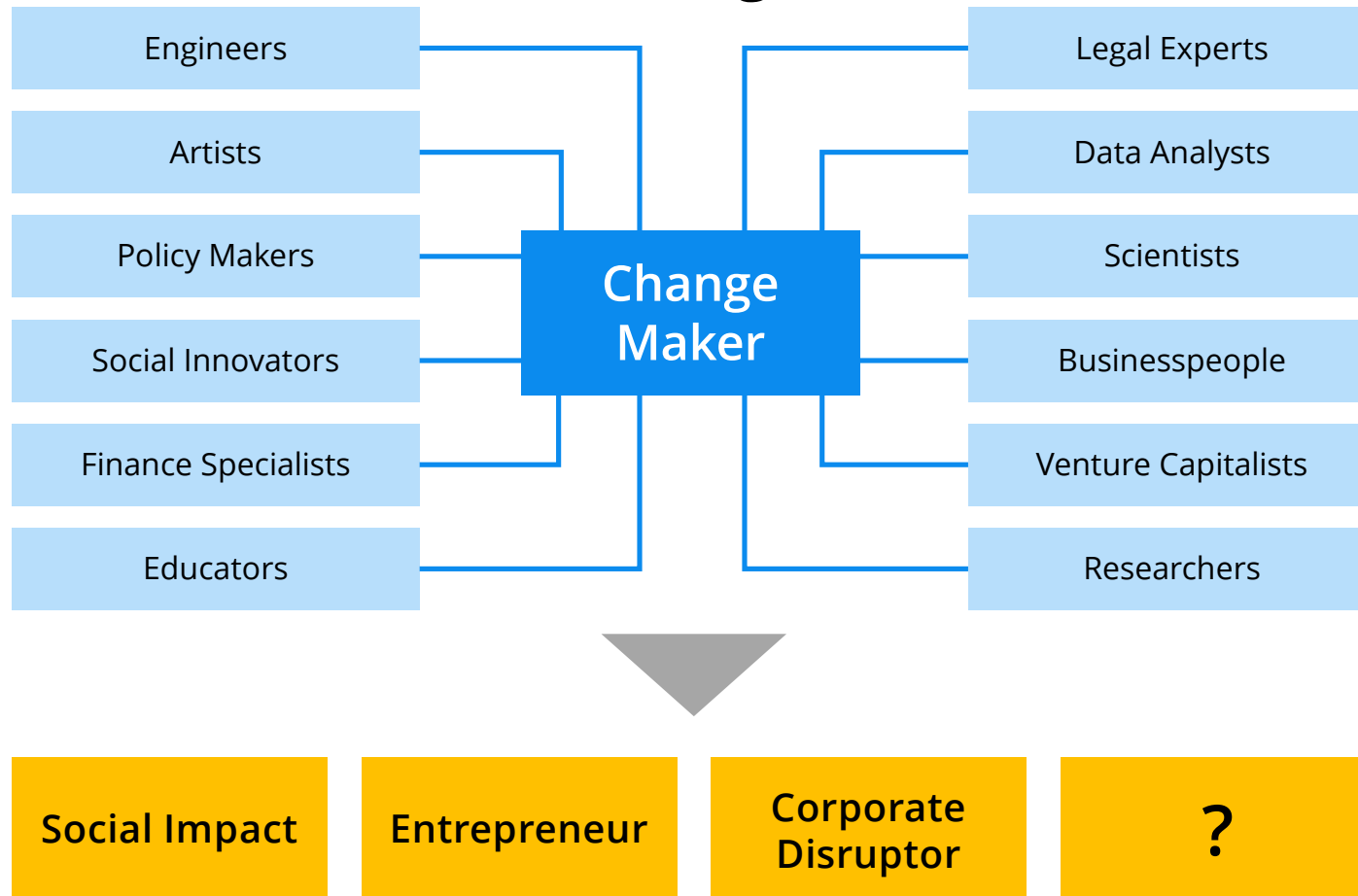
## Curriculum that Nurtures Change Makers



# Educational Program that Integrates The Knowledge of all Faculties at UTokyo



# Linking Diverse Disciplines to Bring Forth Meaningful Change



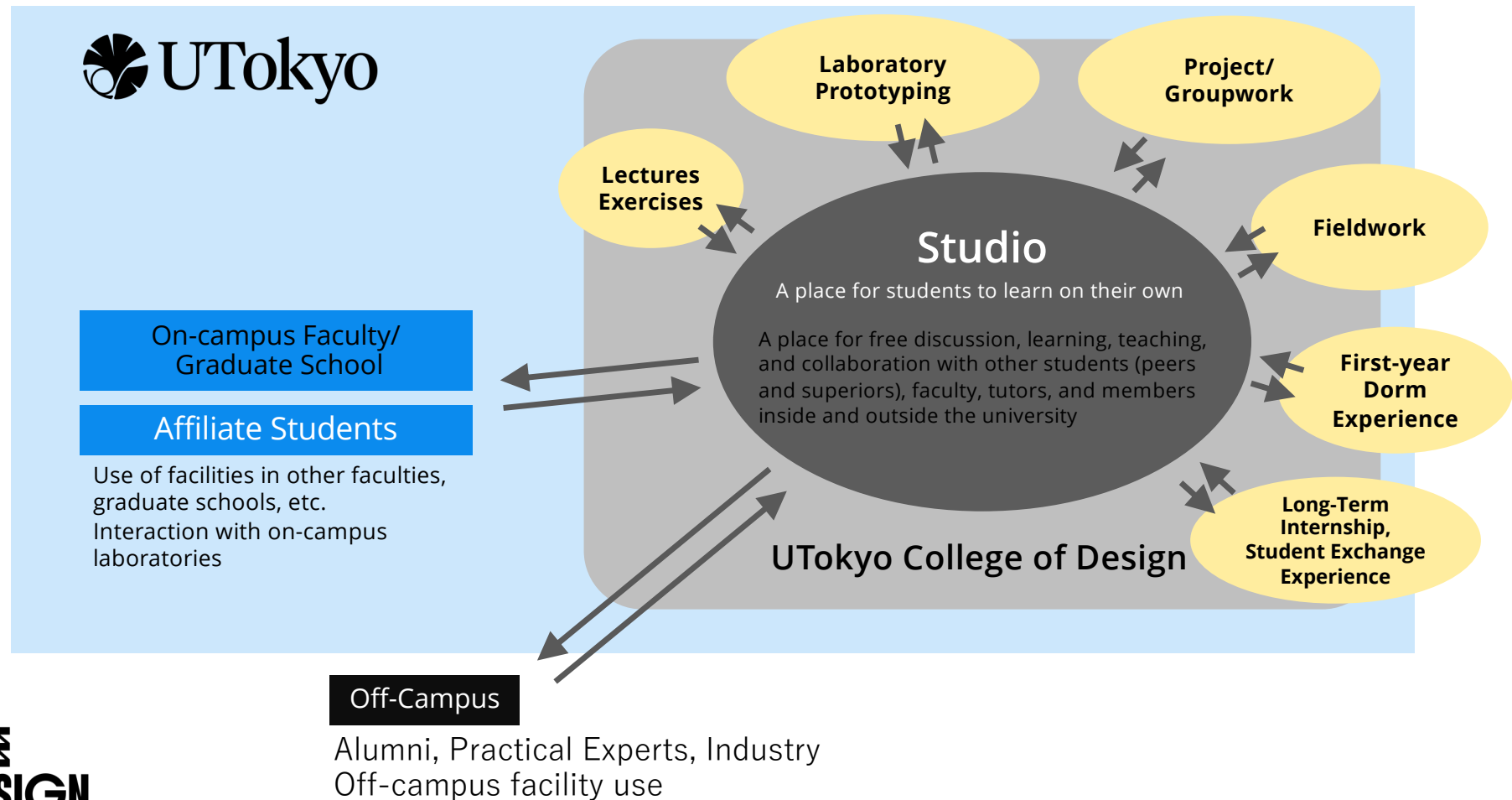


# Planned Location: Hongo Area Campus, Former Information Technology Center

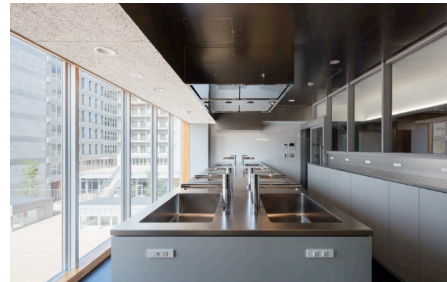
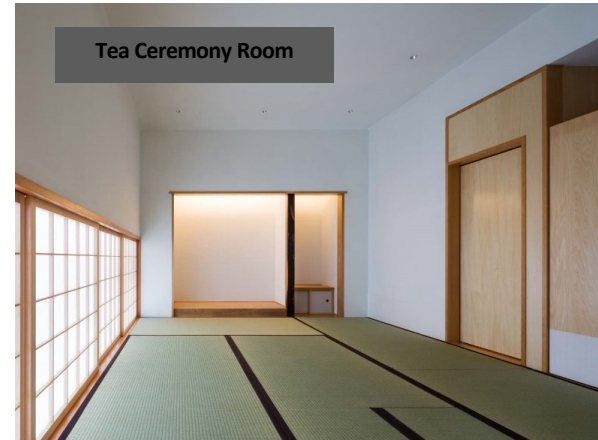


Scheduled to be Renovated

# Learning at the Studio and Beyond the Classroom



## Dormitory (First-Year Boarding)



- Mejirodai International Village (opened in September 2019) – the entire 1st floor (113 rooms) is planned to be allocated
- All-private rooms
- Support systems for study and daily life, and Resident Assistants (RAs) are available



## Prospective Dean First International Dean

### Miles Pennington マイルス ペニントン

Professor, Interfaculty Initiative in Information Studies, The University of Tokyo

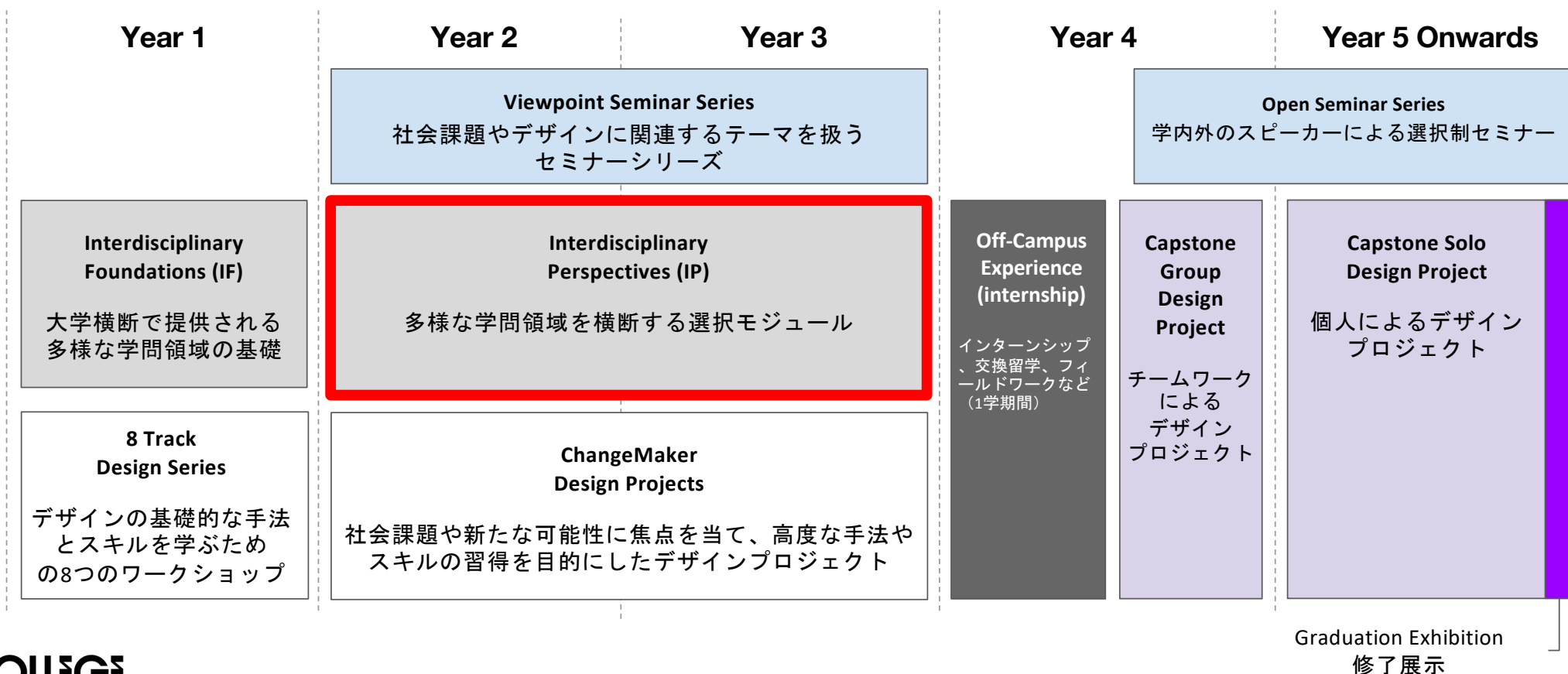
#### Bio

Miles Pennington is Professor of Design Led Innovation at The University of Tokyo, where he is the Director of the DLX Design Lab. Previous to that he was at the Royal College of Art in London as the Head of Program of the Innovation Design Engineering (IDE) joint Master's program with Imperial College, he is an alumnus of the IDE program and graduated in 1992. He was also the Founder and Head of Global Innovation Design (GID), and a Director of the London office of Takram. He moved to Japan in 2017 to join The University of Tokyo where he also is Co-Director of the DLX Design Academy.



# Curriculum Overview

## カリキュラム概要



# Wide Disciplinary Knowledge

## 広範な学術知

### Interdisciplinary Perspectives:

- **Environment & Sustainability**  
環境とサステナビリティ
- **Technology Frontiers & AI**  
テクノロジーフロンティアとAI
- **Governance & Markets**  
ガバナンスとマーケット
- **Healthcare & Wellbeing**  
ヘルスケアとウェルビーイング
- **Culture & Society**  
文化と社会

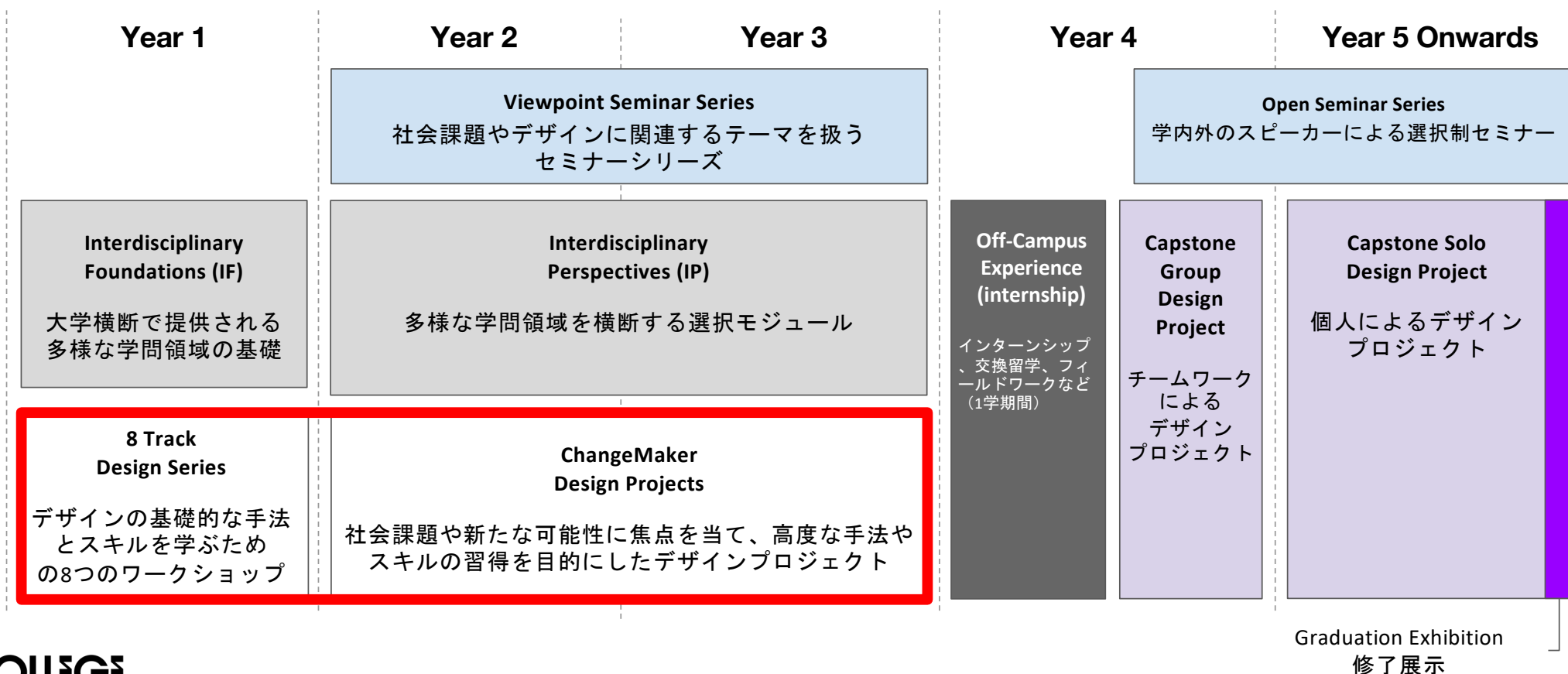
### 【科目例 / Examples】

- **AIへの招待 1 : AIの歴史と基礎**  
Introduction to AI: History and fundamentals
- **情報・仮想空間と我々の社会**  
Information / virtual space and our society
- **工学デザインの本質**  
Essence of Engineering Design
- **ロボティクスと航空宇宙工学**  
Robotics and Aerospace Engineering
- **製造・加工・ものづくり**  
Manufacturing, Processing, and Fabrication
- **物理学最前線**  
Frontiers of Physics

- **All English-Medium Instruction**
- **Active Learning**

# Curriculum Overview

## カリキュラム概要





# Design Program

## Change Maker Projects - EXAMPLE TOPICS

Climate Change / 気候変動

Disaster Resilience / 災害レジリエンス

Culture and Tradition / 文化と伝統

Entrepreneurship / アントレプレナーシップ

Technologies for Creativity / クリエイティブ・テクノロジー

Social Inclusion / 社会的包摂

Well-being / ウェルビーイング

Lifelong Learning / 生涯学習

Food and Nutrition / 食と栄養

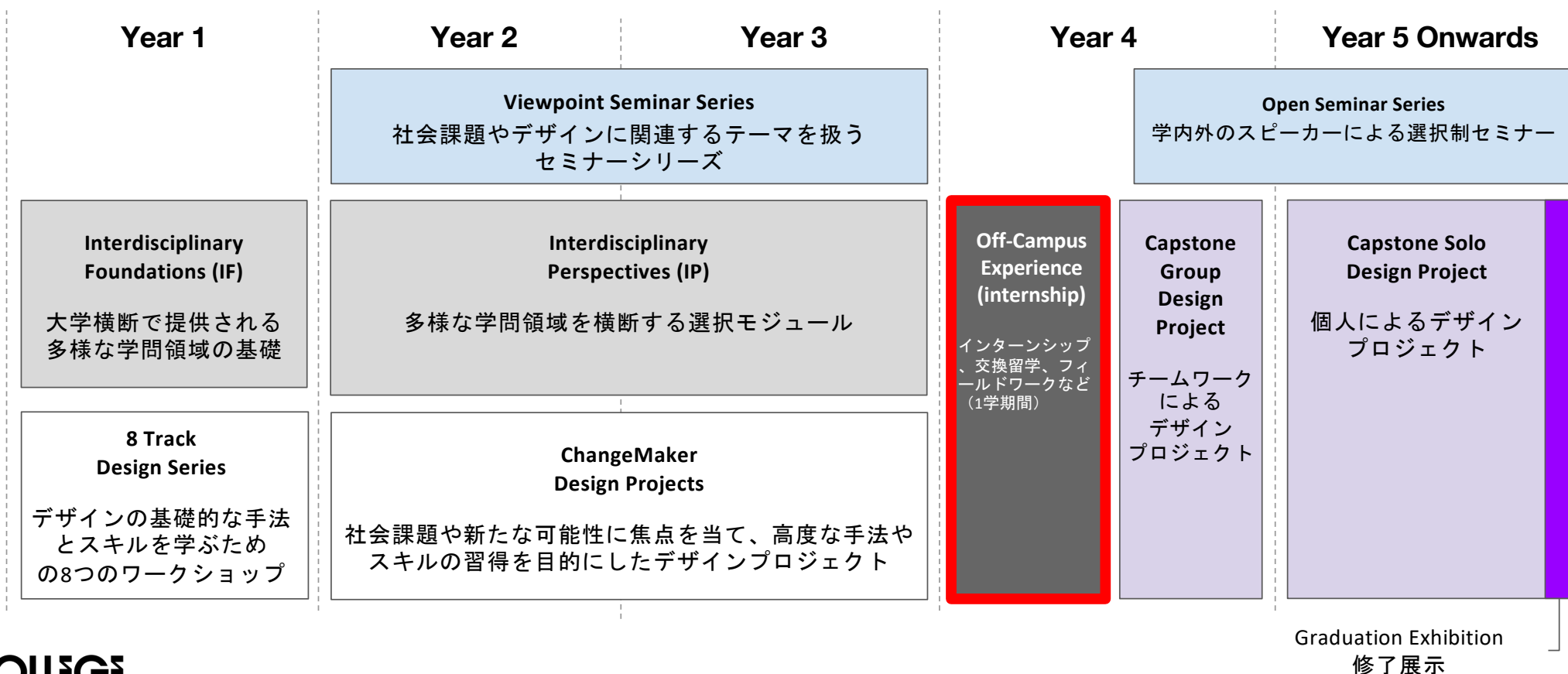
Cities and Mobility / 都市とモビリティ

Social Justice / ソーシャル・ジャスティス

Biodiversity / 生物多様性

# Curriculum Overview

## カリキュラム概要



## Off-Campus Experience

- **Internship**

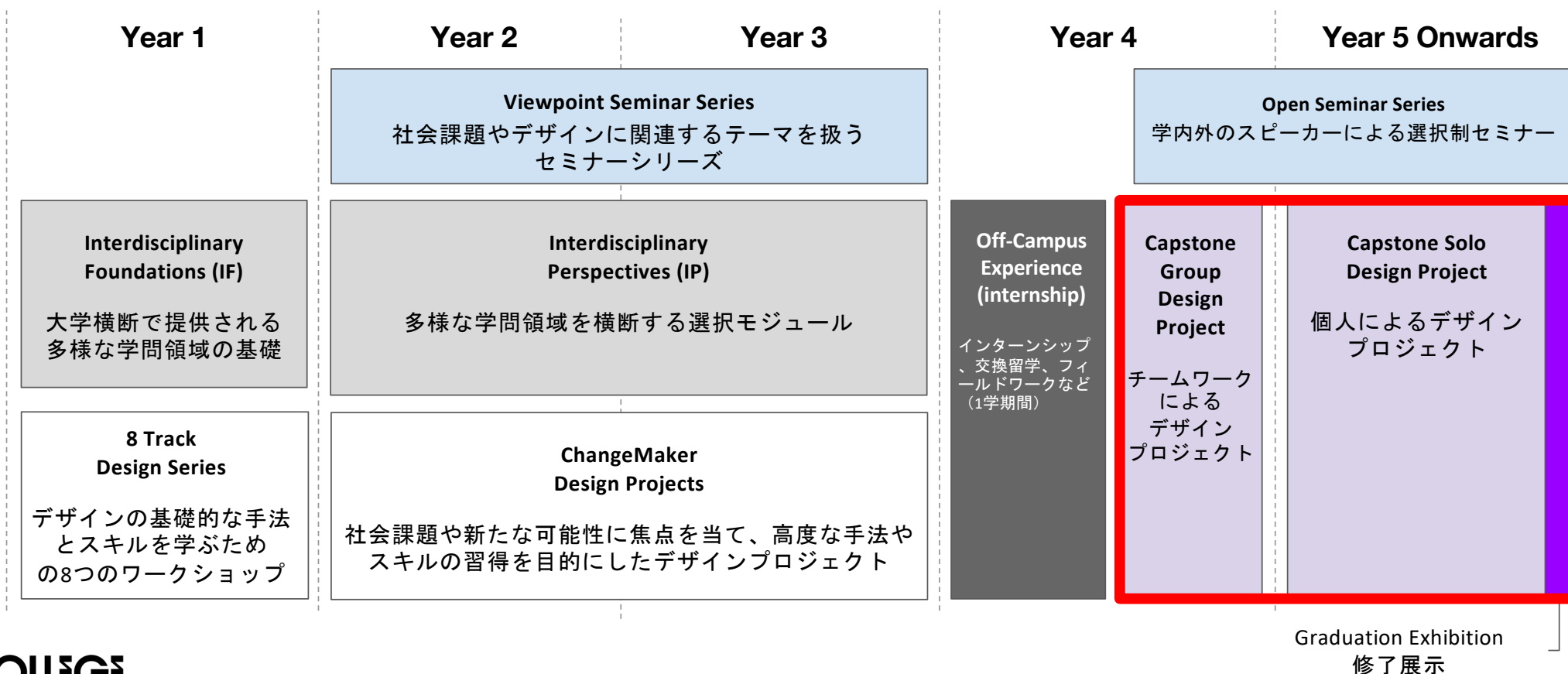
- Study Abroad
- Service Learning
- Volunteering
- Research Lab
- Start-up

- **インターンシップ**

- 海外留学
- サービス・ラーニング
- ボランティア活動
- 研究室体験
- スタートアップ

# Curriculum Overview

## カリキュラム概要





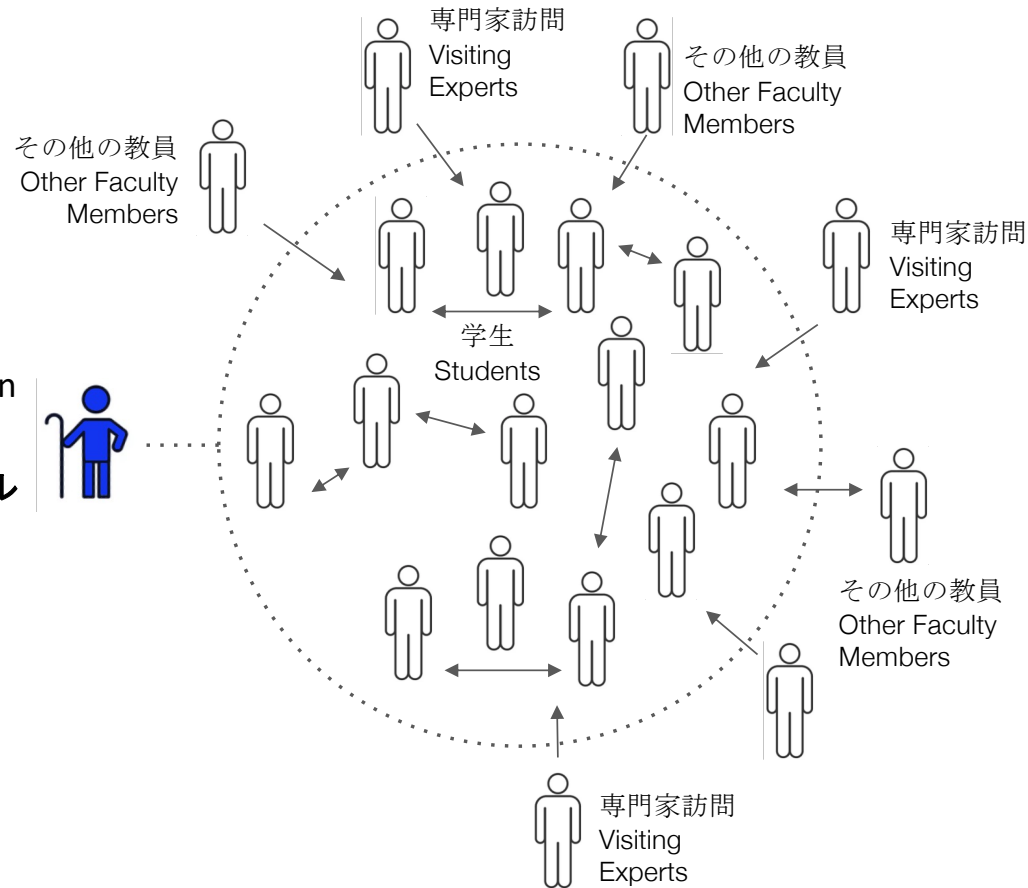
# Capstone Projects

## Open Studio Model

- Self-Directed Projects
- Collaborative Communication
- Independent Learning

## オープン・スタジオ・モデル

- 自主プロジェクト
- 共同コミュニケーション
- 自立した学習



## Theme Examples / 例

環境保護、持続可能性、生物多様性  
Environmental Conservation, Sustainability, Biodiversity

ビジネス、貿易、経済  
Business, Trade, Economics

政策、法律、政府機関  
Politics, Law, Political Science

教育とメディア  
Education and Media

文化、伝統、グローバル化  
Culture, Traditions, Global Culture

健康と福祉  
Health and Wellbeing

社会的正義と平等  
Social Justice and Equality

テクノロジーと社会  
Technology and Society

都市化、インフラ、開発  
Cities, Infrastructure, Development

人間及び人間以外の生物の福祉  
Human and Living Creature Wellbeing

農業、林業、水産業  
Agriculture, Forestry, Fisheries

Program Starts Fall 2027

プログラム開始：2027年秋

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