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DSU Dongseo University
동서대학교

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Cover Story
Science and Ethics



2023 AUTUMN Vol. 92

A QUARTERLY MAGAZINE

DSU Dongseo University
동서대학교



Beautiful DSU

EDITORIAL

Autumn Greetings from *Ezine*

Hello readers! Thank you for taking your precious time to read our magazine.

I think the hot summer is going away now. How are your 20s going? Even if you're not in your 20s, I think these days are full of words that start and end with "mentor," "healing," and "therapy." I think we've gotten used to thinking that we're sick at some point in an era where there's a lot of healing discourse. It seems that we are learning allergic reactions to pain from various media that often raise the question, "Am I depressed?". Rather than developing the ability to look at pain calmly, we learn to fear being sick. Are we really that seriously ill? Maybe we're losing our ability to learn something from pain because we're too worried about it.

People in their 20s are paradoxically the most central and most marginalized in this healing craze. It's a time when you need someone's sincere advice the most, yet your desire to bounce away from it is also the strongest. In addition, it is the age when the world looks at us and says, "It's especially painful now," and "this generation has it much harder than our generation," which makes us feel unfairly treated and angry. In fact, rather than a clear and identifiable pain, the age is always bleak due to vague feelings of anger.

The moment you turn 20, you become an adult by law, but in fact the moment you become a real adult is different. Making money doesn't mean you're an adult, and taking care of your own food, clothing, and shelter doesn't mean you're an adult. Wouldn't being an adult mean taking responsibility for one's problems? Perhaps being an adult means enduring the contradiction of having to develop an "ability to ask for help" and an "ability not to rely on help."

As readers of this magazine, let's ask ourselves a question. If we can seriously consider what our problems really are, we will be able to endure them throughout our 20s with much less difficulty. If that is possible, the experiences of our 20s will remain an asset that no one can take away.



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Departure for Japan Study Abroad Program+

On September 1, 2023, the Japan Study Abroad Program+ (SAP+) training group for the second semester of 2023 departed for the Fukuoka University of Economics.

Fourteen students from various majors, including Broadcasting and Film, Tourism and Convention Management, Games, Hotel Management, and Japanese participated in this semester's program, which provides not only intensive Japanese language study and a comprehensive Japanese cultural experience, but also the in-depth study of local start-up projects in order to understand the Fukuoka region as a global startup special zone. The students will also conduct independent studies for even deeper understanding.

Here are some impressions of the Japan SAP+ from participating student Seo Su-min, a Junior studying Broadcasting and Film:

After entering university, my chosen career path was to be a writer. So, for the past three years, I have taken media content planning courses to develop my video planning and writing skills, and have also directed dramas

myself as a director and writer in drama production classes. However, while once producing a short drama, I received criticism that my characters didn't feel fully rounded, and that their situations felt monotonous due to my inability to interpret characters or situations in various ways. To overcome this, I believed that language training would be an opportunity to meet a variety of people and develop broader values and perspectives I could apply to my work, so I applied to the Japan SAP+.

Through this program, I will be able to directly experience Japanese language and culture that can only be experienced locally, meet diverse people, and learn about diversity. Since four months is not a long period of time though, I will do our best to experience Japanese culture as much as possible. In addition to traveling, I look forward to enjoying many experiences that can only be experienced through studying abroad, such as taking local classes and having time to interact with both local Japanese students and students from various countries. I also expect my experience

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to give me the opportunity to study further and the courage to take on challenges even after completing the training.

For more information about the Japan SAP+, see:

- <https://www.youtube.com/watch?v=8QZTjRbKBkc>
- <https://www.youtube.com/watch?v=IwJg17Nu5cU>
- <https://blog.naver.com/PostList.naver?blogId=imdongseo&from=postList&categoryNo=90>



SW Centered University Project Group Conducts 2023 Beijing CG&AI Overseas Education Program

From June 15 to August 29, 2023, DSU's SW Centered University Project Group conducted the 2023 Beijing CG&AI Overseas Education Program. Team meetings and project-based training were held from June to July, and the final training was held in Beijing, China from August 22 to August 29.

A total of four undergraduate students were selected: Park *jin, Kim *woo, and Yoo *hee, all Juniors in the Video Animation Department; and Kim *won, a Sophomore in the Software Department. They conducted a project that combined artificial intelligence (AI) and computer graphics (CG), and visited Bload Studio, a CG VFX studio in Beijing, China, to conduct an international exchange program.

The main goal of the program was to learn

in depth the practical processes and technical characteristics of the CG VFX industry in Korea and China, and to promote the possibility of convergence between AI and CG. The special education at Bload Studio additionally provided undergraduate students with field experience on an international stage as well as the opportunity to explore specific ways to apply the theories learned domestically to the real world.

The session that attracted the most attention during the program was the research presentation of the CG industry application project using generative AI that the participating undergraduate students had conducted during the previous semester. This presentation was highly praised by experts at Bload Studio, and

provided a forum for discussion about the future of the CG industry using AI.

Participating student Park *jin said: "This overseas education was a great help in broadening my personal expertise, and I realized anew the importance of collaboration and research in international projects."



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Dongseo University Cooperates with EBS to Provide World Intelligence Lectures

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On April 24, 2023, DSU and the Korea Educational Broadcasting System (EBS) announced that, together, they will create a global educational content sharing ecosystem by jointly attracting lectures by world intellectuals from Busan and producing them as quality online educational content.

Earlier on April 21, the two institutions signed an MOU on the joint production and utilization of high-quality global educational contents in the DSU Global Room. This MOU will involve: the joint hosting of lectures by world intellectuals in Busan and the production of related contents; the utilization of EBS contents, such as the "Great Minds" program, for university liberal arts and major education; the establishment and operation of DSU's global open education platform; and the agreement to closely collaborate on R&D and human resource development related to cultural contents, which is a specialized area of DSU.

Under EBS's proven high quality education production capability, which has created more than 5,000 premium lecture contents; combined with DSU's direction as a future-oriented university, through which its global network has undergone much innova-

tion, and has seen many advances in specialized infrastructure in the fields of film, video, content, design, and IT; expectations are high for the mutual joint development and sharing of online educational contents upon the implementation of this MOU. Indeed, by the end of this year, the two institutions plan to have designed classes through collaboration between world intelligence and domestic experts, to have produced online luxury educational contents, and, furthermore, to have started building an 'open academy' that will be used for both university classes and global open lectures.

Dongseo University President Chang Jekuk said of the MOU that, "Through cooperation with EBS, internationally renowned scholars and domestic experts will continue to be invited to give lectures and various contents to be produced to create a global open education platform service online, and open premium quality lectures. In pushing through this initiative, we very much hope to continue to contribute to the development of education in Korea and beyond."

Students Participate in 2023 ICCAS Overseas Education Program in Munich



From May 2, to August 20, 2023, DSU's SW Centered University Project Group conducted the ICCAS 2023 Overseas Education Program.

Participating in the program in addition to DSU are Chungbuk National University, Inje University, Wonkwang University, and Sookmyung Women's University. Through three months of preliminary training in Korea, students develop team projects, write papers in English, prepare for presentations, and then present at conferences held overseas. It consists of ongoing training, with online-based

training and team meetings being conducted from May to June, immersive training conducted offline from July 26 to August 4, and final training held from August 13 to 20 in Munich, Germany.

A total of four undergraduate students from DSU were selected—Kang *-moo, Kim *-hwan, and Choi *-woong, all Juniors in Department of Software; and Ha *-hoon, a Senior—who joined students selected from other universities, and formed teams with them. All participating students received preliminary training on Unity and Life health for three months online and offline, performed a game development project, and presented papers at the Europe-Korea Conference on Science and Technology (EKC) 2023 held in Munich, Germany.

At the ICCAS 2023 opening ceremony, KO-TRA Munich Director Kim Yeong-jae gave a special lecture on German history, economy,

and industry, and Infineon Director Kim Dohyeong gave a special lecture on the semiconductor industry and overseas employment, with an introduction to Europe-appropriate technology also provided. Additionally, there was time to give presentations in English about the projects carried out by the participating students and to receive feedback on the projects carried out through Q&A sessions with the many experts in attendance. There was also an industrial field trip to learn about German industrial development by visiting the BMW Museum in Welt, the part of Munich where the headquarters is located, and the details of the projects carried out by each team were then presented at the EKC 2023 poster session.

Exchange and Cooperation Agreement Signed with China Haikou University of Economics

In a ceremony held on the afternoon of July 3, 2023, DSU signed an exchange and cooperation agreement with China Haikou University of Economics (HKC). Held online, from DSU the signing ceremony included President Chang Jekuk, Vice-President Kim Jeong-seon, Dean of International Affairs Han Kyeong-ho, Dean Kim Dae-seung of the Im Kwon-taek College of Film and Arts, Film Department Professor Je Chang-gyu, and Chinese Language Department Professor Jeong Ju-yeon. From HKC Executive President Zhou Hua-woo, Director of the Office of International Exchange and Cooperation Yuan Fei, Director of the International Education Academy Han Seo-young, and Namhae Film Academy Vice Director Ryu Ki-bang attended.

This agreement follows the signing of a prior

academic exchange agreement in December last year, in which the two universities pledged to continue to pursue cooperation even amid the possibility of the return of the Coronavirus pandemic, with working-level officials from both institutions visiting each other's universities in person in 2023. Based on this, they agreed on the implementation of specific cooperation programs and signed a comprehensive cooperation agreement containing specific educational cooperation such as the 3+1 Transfer Program, Credit-Recognition Study Abroad Program, and 4+2 Master's Program.

China Haikou University of Economics is an excellent private university located in Hainan Province, China, a region which is frequently known as the "Hawaii of the East." It is a uni-

versity specializing in the fields of economics, management, engineering, literature, and art, and currently has cooperative relationships with universities in 69 countries, including Germany, New Zealand, the United Kingdom, and South Korea. In particular, it is well known for having very active exchanges and cooperation with ASEAN countries.



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The Inspirational Success Story of Dr. Dhananjay Singh

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Dhananjay Singh's journey, from earning a Ph.D. to becoming a successful professor, researcher, and entrepreneur, is an incredible success story. His achievements and contributions in the field of technology demonstrate his dedication, expertise, and entrepreneurial spirit.

Dr. Singh completed his Ph.D. in Ubiquitous IT at DSU in 2010. Under the guidance of Professor Lee Hoon-jae, Dr. Singh began a path that would lead him to a top research institution.

First, he began his career as a postdoc and senior researcher on future internet architecture at prestigious institutions such as the National Institute of Mathematical Sciences and the Electronics and Telecommunications Research Institute, both in Daejeon. This experience allowed him to explore his research interests more deeply and make significant contributions to the field.

Based on his expertise and reputation, next, in 2012, Dr. Singh served as Professor of Electronic Engineering and Head of the Global Department of Information Technology at Hankuk University of Foreign Studies. During his time there, he played a key role in shaping that department's research agenda and fostering innovation, as well as excelling in his role as an educator.

In recognition of his expertise and achievements, Dr. Singh was appointed Full Professor and Director of the ReSENSE Laboratory at the School of Professional Studies at Saint Louis University. This prestigious position further cemented his reputation as a leader in the field, as well as providing him with a platform to continue groundbreaking research and inspire future generations of engineers.

Dr. Singh's passion for pushing the boundaries of technology and his entrepreneurial spirit further led him to co-found several companies, including Vestellalab Inc., MtoV Inc. and COIKOSITY Pvt. Ltd., all of

which in he played a pivotal role in developing innovative platforms and solutions based on data science. These companies focused on cutting-edge technologies such as self-driving cars, cognitive computing, artificial intelligence, big data, cloud computing, blockchain, IoT technology, and Metaverse smart city services. Through these ventures, Dr. Singh has demonstrated not only expertise in technology, but also the ability to identify market opportunities and turn ideas into successful businesses.

Accordingly, Dr. Singh's contributions have been widely recognized and praised. His extensive list of accomplishments includes co-authoring and editing 7 books, 15 book chapters, over 150 research papers, and holding 15 patents. He has been invited to give more than 100 speeches at universities, conferences, and workshops, cementing his reputation as a thought leader and influencer in his field.

His notable achievements have also earned him many prestigious awards, including being recognized by Stanford University as a Top 2 percent Scientist and Distinguished Scholar from 2019 to the present, and being granted the Uttar Pradesh State Bhartiya Ratna Puraskar Award granted from the Government of Uttar Pradesh in Varanasi, India, also in 2019. Theses recognitions reflect his outstanding contributions and serves as a testament to his impact on the technology field.

Dr. Singh's success story is an inspiration to aspiring researchers, educators, and entrepreneurs around the world. His journey illustrates the rewards that come with dedication, perseverance, and a passion for innovation. Through his research, teaching efforts, and entrepreneurial ventures, he has left an indelible mark on the technology field and continues to shape the future of various industries through his visionary leadership and pioneering work.

Students Participate in 2023 Southeast LINC 3.0 Startup Nomad Camp & Competition

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Dongseo University announced that a group of 10 students participated in the 2023 Southeast LINC 3.0 Startup Nomad Camp & Idea Contest, held in Fukuoka, Japan, from August 24 to 27, 2023, and which was the first overseas event hosted by the LINC 3.0 Business Group.

The LINC 3.0 Business Group comprises of 13 universities in the Southeast region of South Korea, including DSU, Kyungnam University, Gyeongsang National University, Tongmyung University, Dong-A University, Donggeui University, Pukyong National University, Pusan National University, Silla University, Ulsan University, Inje University, Changwon National University, and Korea Maritime and Ocean University. The purpose of this competition is to encourage students to discover and commercialize start-up items.

Hwang Gi-hyeon, Chairperson of the LINC 3.0 Business Group, said in his opening speech, "This is the first time we have held an event overseas, and we aimed to create an opportunity to gain experience for mutual

development through healthy competition. We further hope that a repeat of this unique time of 4 days and 3 nights will be a great opportunity for students in the future." He added, "I hope it will become a valuable source of nourishment for their lives."

The start-up camp was held in Korea and then Fukuoka, with the participating students using it as an opportunity to flesh out their start-up ideas to some extent in Korea, and then to later explore the possibility of entering the global market through a survey in Japan. On August 26, a competition was held at Kyushu University in Fukuoka, with enthusiastic presentations by participating teams from all 13 universities under the theme of 'Start-up Items' in the morning and 'Start-up Marketing' in the afternoon.

From DSU, students Song Ji-woon and Bae Ye-jin of the Webtoon Department, Jeong Da-eun and Baek Ji-hyeon of the Game Department, and Lim Seong-hu Lim of the Department of Artificial Intelligence Applications participated under the theme of Start-up Items. Meanwhile, Jo Yoon-kyeong

and Kim Hye-bin of the Webtoon Department, Park Jay and Lee Su-jin of the Visual Design Department, and Jang Shi-hoon of the Department of Artificial Intelligence Applications participated under the theme of Start-up Marketing, with each receiving an excellence award. The students unanimously agreed that it provided an opportunity to develop creative ideas through the process of sharing ideas and experiences with participating students from other universities. Jang Shi-hoon said, "It was a valuable opportunity to develop entrepreneurship capabilities. I was very motivated by looking at the extraordinary passion of other teams, and I will use this as an opportunity to continue to exchange and learn."

Chairperson Hwang said, "This event served as a valuable opportunity for university students in the southeastern region to share their passion for entrepreneurship and creating a better business ecosystem. Dongseo University will continue to provide creative entrepreneurship programs and make efforts to develop entrepreneurship capabilities."

Business Agreement Signed with Wacom to Foster Creative Talent

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Dongseo University Industry-Academic Cooperation Foundation, together with Wacom Korea, have announced that they signed a business agreement to foster creative talent in a signing ceremony in the DSU Global Room on August 31, 2023.

In attendance at the event from DSU were Industry-Academic Cooperation Director Hwang Gi-hyeon, Corporate Support Office Director Park Yeong-joon, and Webtoon Department Dean Lee Seung-hee. Attending from Wacom Korea were CEO Kim Joo-hyeong, Director Min Yu-shik, and Manager Jang In-hye. Also in attendance

were Plutus Electronics Co., Ltd. Manager Kang Seok-ha, and Eugene IS Co., Ltd. CEO Shin Yeong-san.

Through this agreement, each organization plans to cooperate in education fields such as webtoons, animation, illustration, and design, to continue to mutually provide equipment and infrastructure, and to consult to build and operate an advanced creative practice environment at the highest level in the education industry, as well as to provide educational consulting support to foster global cultural content creative talent.

Director Hwang said of the agreement, "Dongseo University's Webtoon Department is striving to cultivate professional talent that will lead the cultural content industry in line with the trend of the convergence and convergence era. To this end, we will provide infrastructure equipped with the highest level of creative equipment and systematic practical training. Through our central curriculum, we will produce creative

talent who will lead the future K-webtoon industry."

CEO Kim of Wacom Korea continued, "K-content has become a global trend and Korea has been able to grow as a webtoon country because it was able to support the discovery and nurturing of creative talent," adding, "Dongseo University's bold investment in providing a leading education system, especially in the Busan and Gyeongnam regions, is an excellent strategy to nurture the best creative talent in line with the future growth of the cultural industry. Accordingly, Wacom Korea will also provide full support in all aspects of this initiative, including infrastructure and systems."



2023 PASTEL Convergence Startup Camp and Idea Competition Held

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On June 22 to 23, 2023, the DSU LINC 3.0 Business Group held the 2023 PASTEL Convergence Startup Camp and Idea Contest under the theme of 'Start-up Audition Leading to Practice: Ideathon Camp' at the Sono Calm Resort in Geoje.

PASTEL Entrepreneurship Education is DSU's unique consumer-centered customized entrepreneurship education program, which subdivides the criteria for each start-up club and provides support by establishing creative programs tailored to the characteristics of each of the participating students' departments and majors. Twenty-four DSU students participated in the camp, gaining the opportunity to understand the overall process involved and to develop a practical interest in doing so through learning from customized mentors' teachings in each field.

The Ideathon theme of the camp consisted

of many various programs, through which participants were able to materialize ideas, derive business plans, and compose a three-minute IR art speech. In addition, through a Start-up Idea Contest, one team won a Grand Prize, one an Excellence Award, and one an Encouragement Prize. Overall, the 24 participating students were able to experience the main process of starting a business more easily and enjoyably, making it an event with high student satisfaction.

DSU LINC 3.0 Business Group Director Hwang Gi-hyeon said of the event, "It was meaningful to have the opportunity to substantially participate in industry-academia cooperation in the era of the 4th Industrial Revolution, and we will continue to strive to foster technology-based innovative talent in the future."

Dongseo University Selected for Busan City Community Support Project for 5th Consecutive Year

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It has been revealed that DSU has been selected in a long-term contest for the Busan Community Coexistence and Cooperation Support Project for the fifth consecutive year since 2019. With this latest selection, the university plans to operate the Evergreen Project Season 2 program with a total of 120 million won in city funding until December 2024.

Hosted by Busan Techno Park, the Busan Community Coexistence and Cooperation Support Project is a pilot project promoted by Busan City. Designed to resolve local issues, it will strengthen DSU's role as a central institution for regional innovation in the process of the project's utilization of the human and material infrastructure of Busan local universities.

In previous iterations of the project, DSU operated the Media Festival for the Disabled and the Centum City Barrier Free Zone from 2019 to 2020, and the Gijang-gun Evergreen Project from 2021 to 2022.

In this fifth year of operation, the DSU LINC 3.0 Project Group, which strives to establish a leading model for industry-academia-research cooperation in meta-technology-based cultural contents to solve deepening cultural welfare imbalances between regions and socioeconomic classes in Gijang-gun, will run the Evergreen Project Season 2 at the behest of the Gijang-gun Tourism Promotion Department, and in collaboration with the 3.0 Project Group Sharing Collaboration Center, the Busan Viewers Media Center of the Viewers Media Foundation, Hearim, and the Evergreen Agency and Evergreen Film College. It will involve the operation of programs such as the production and operation of regional specialized performances, and idea contest to revitalize tourism in the Gijang area, and the production of an Evergreen Project Season 2 documentary.



2023 Dongseo AI Networking Day Held

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Following a previously held Quantum Computing Technology Workshop, DSU's SW Centered University Project Group held a three-day, two-night event from August 9 to 11, 2023 in room 601 of the 6th floor of the DSU UIT Building, as well as in the International Center. A Quantum Computing Summer School event was also held in the seminar room under the theme of "Mathematical Aspects of Quantum Computing."

In addition to DSU's SW Centered University Project Group, this Quantum Computing Summer School event was also co-hosted by the National Institute of Mathematical Sciences and the Korea Society of Industrial and Applied Mathematics. Having the purpose of revitalizing Korea's industrial applied mathematics and improving research capabilities, this event was designed to focus on quantum computing in particular.

Professors and graduate students from numerous universities, including Seoul National University and KAIST, participated in this summer school event, while institutions and research institutes such as the Korea Advanced Institute of Science and Technology and ETRI had big presences in the simultaneously held workshop titled "Quantum Computing, Mathematics and the Future."

Professor Kim Nam-woo (Department of Computer Engineering, College of Software Convergence), who organized this event, remarked, "This event, the workings behind which got rolling early this year through wanting to build on and develop a shared interest in quantum computing, has not only fully established itself in a remarkably short period of time through regular workshops, but has also been aided and further buttressed through external events such as summer schools. I am happy that DSU, through its growth in this area, is getting recognition as a center for advanced technology research."



LINC 3.0 Project Group Wins Seoul Jung-gu Mayor's Award

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The DSU LINC 3.0 Project Group announced that it won the Grand Prize at the 2023 ESG Content Ideathon held in Jung-gu, Seoul and Dongguk University from July 18 to 20, 2023.

Under the collective umbrella of the Ministry of Education, National Research Foundation of Korea, and ESG University Association, the annual ESG Content Ideathon involves the eight LINC 3.0 Project Group universities of Kyungnam University, Keimyung University, Daejeon University, Dongguk University, DSU, Jeju National University, Hallym University, and Honam University. This year's event was hosted by Dongguk University, Jung-gu Social Economy Support Center, and Jung-gu Printing Solidarity.

The ESG University Association is a national LINC 3.0 Business Group consultative body newly launched in 2022 by the Community Contribution Research Council for ESG-related Industry-Academia-Research Cooperation. This event is part of a pilot project to expand the inflow channel of industrial human resources in the printing industry sector in downtown Jung-gu, Seoul through collaboration with universities, industry networks, and local governments.

For their idea entry, DSU's Eulji Light team, consisting of students Kim Ryeo-won and Heo Yu-jin of the Department of Digital Media Design and Kim So-hyeon of the Department of Broadcasting and Film, used 'leftover' paper discarded during the printing and sewing production process as materials to allow people to enjoy the alley atmosphere of Euljiro at home. They proposed the idea of "Euljiro store concept mood lighting & glass storage box" as a product available in stores.



Department of International Logistics Conducts Summer Internship Program in Shipping Facilities and Ports

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The Marine and Port Logistics Professional Training Project Group, operated by the Department of International Logistics at DSU with support from the Ministry of Oceans and Fisheries and Busan Metropolitan City, dispatches 15 trainees to public institutions and companies in the Busan region during the summer vacation to develop their on-site practical capabilities. An internship system has since also been conducted to further strengthen the program.

Starting with an inauguration ceremony at the end of February, during the first semester trainees, consisting of Juniors and Seniors in the Department of International Logistics, receive special lectures from experts and industrial companies, field trips to Ulsan Port, mentoring of excellent graduates, visits to employment academies, and overseas logistics training. Various programs are completed, including inspections in Kyoto, Japan, and then going through a preparation process to grow into a logistics professional. After conducting a preliminary demand survey through interviews with business leaders among trainees who complete the prescribed training course, the final recipients are selected by evaluating training participation, foreign language scores, certification acquisition, and credits.

The institutions involved in the 2023 summer internship included Korea Maritime and Fisheries Development Institute, Korea Maritime and Fisheries Training Institute, Korea Seafarer Welfare and Employment Center, Korea Hutchison Terminal, TK Logistics Co., Ltd., Beomjin Logistics Co., Ltd., and Ace Marine Co., Ltd.



WEAPONS R&D

There is a movie that is currently heating the theater. In it, Robert Oppenheimer became the head of the Los Alamos National Laboratory in World War Two and worked with many scholars on the Manhattan Project to develop and build an atomic bomb. It was used in the war, and although many casualties occurred, he was given the title "Father of Nuclear Bombs" and was treated heroically in the United States. But as the movie depicts, Oppenheimer suffered from fear and guilt over the hundreds of thousands of people being killed and injured by his atomic bomb, and he subsequently opposed the manufacture of more advanced hydrogen bombs by staging anti-war movements according to pacifist beliefs.

His dilemma makes us wonder about other possible situations in the development of science and technology that can be ethically problematic, which we will discuss in turn. First, as mentioned earlier, there may be ethical issues with weapons of destruction such as Oppenheimer's atomic bomb, and Nobel's dynamite. Second, the environmental destruction due to the discovery of plastic or disposable objects in waste-contaminated water and mudflats. Third, we will talk about GMO and animal testing for genetic modification technology and bioethics, and, finally, we will ask about ethical issues related to metaverse and AI.

In World War Two, millions of people died, and the economic damage was catastrophic. After the war, people had the chance to think about the protection of life and human rights. To prevent the disaster of war from repeating, they thought about how to keep world peace and maintain international cooperation. However, at the same time the Cold War was underway, with many ethical dilemmas arising from the mad rush for continued nuclear weapons development.

From one perspective, weapons have existed always in human history, and have always evolved with science and technology. But this means the damage and loss of life they cause is ever greater and greater. At the end of World War Two, and unprecedented 214,000 people were killed and 150,000 people injured because of the atomic bombs dropped on Hiroshima and Nagasaki. But already, poison gas had been used extensively in World War Two. Is it right that weapons keep getting more and more powerful? When does their development have to stop?

On the other hand, is it right to stop the development of science if inaction ends up causing even more damage to human life? Science and technological development is the thing that humans have always done and have to do. The criteria that we should follow over whether to develop or stop development are very uncertain. If we stop, a dangerous situation can occur because of course scientific development can still be done secretly. Also, scientists cannot be sure or know exactly how developed weapon might be used and how. The things made by scientists can always be used without oversight of the scientific community and used as weapons to protect or attack people.

Take the example of a knife. A knife is a multifaceted, considerable thing. A snap-off blade cutter cuts something such as paper and vinyl, while a kitchen knife is used to cut food. But on the other hand, there are knives designed

to harm, and even knives designed for innocuous purposes can still be used in brutal crimes. The things that we recognize as weapons can be twofold—that weapons are different depending on who, how, and for what purpose they are intended. Also, it is difficult to anticipate exactly who will only use a weapon for good, moral, ethical reasons. Yet we will never stop production of knives just because they can be used as weapons.

So, the use of weapons is a problem that can't be answered simply. Developing weapons raises the ethical problem of whether doing so is more likely to cause damage, or prevent it.



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SCIENCE AND ETHICS

ENVIRONMENTAL DAMAGE

Over the Industrial Revolution of the last two centuries or so, technology has developed and spread at a rate faster than in all of previous human history, improving our lives immeasurably in the process. However, these developments aren't universal goods, but have had many negative environmental side-effects.

The UN recently announced that environmental problems have become more serious from global warming to global tropicalization. The UN Secretary General, António Guterres, declared at the UN headquarters in New York in

July that “The whole world has entered ‘the era of global boiling.’”

The cause of these environmental problems is plastic, carbon monoxide, disposable product, instant food, and so on. Moreover, toxic compounds from factory wastewater, heavy metal salts, waste oil, and so on, are big problems. These byproducts of scientific development are destroying ecosystems.

BIOLOGICAL ISSUES

As science develops, genetic modification technology and animal testing are very active, and ethical issues related to it are constantly being raised.

GMO is a representative gene modification technology. GMO is a generic term for life with new genes inserted inside using biotechnology, and although it often only comes to mind crops, genetically modified livestock, crops, and fermentation microorganisms in other fields also have many GMOs. Ethical issues related to GMO technology are as follows:

Environmental impact: When GMOs are introduced into the natural environment, they can have unexpected consequences. It can be difficult to predict the impact of modified organisms on the ecosystem, and they can break the balance of the ecosystem.

Reduced biodiversity: when GMOs are introduced into ecosystems, certain genetic characteristics are evident and other types of species can become extinct. In this regard, the reduction of biodiversity is raised as an ethical issue.

Food Safety: The potential safety issue of GMO foods is controversial. Long-term effects on food, possible allergies, and toxic problems are concerns.

Genetic editing and human genomes: When

gene editing techniques are applied to human genomes, ethical issues become more complex. Human genetic modification can result in reduced genetic diversity and bias of certain characteristics, and can affect future generations.

Social inequality: The development and use of GMO technology is often driven by rich countries or companies, which can lead to social inequality problems.

These ethical issues require continuous discussion and evaluation of the research, development, use, and regulation of GMO technology. Consequently, cooperation among scientists, governments, ethics committees, civic groups, consumers, farmers and businesses is crucial. GMO technology should be utilized in accordance with ethical principles and in consideration of the environment, human health, biodiversity, and fair distribution.

In addition, there are ethical problems with animal testing and cloning. In particular, many animal tests are being conducted. Last year, nearly 5 million experimental animals were used by Korean companies and medical institutions. This is a 34 percent increase from 4 years ago.

However, as public opinion grows against the use of experimental animals, there is a growing demand for ways to replace them or reduce their use.

METaverse & AI



The Metaverse has been described as a digital society that can interact with objects of various targets and create economic, social, and cultural values in a space fused with the virtual world beyond the real world. Global companies such as Nvidia, Meta, and Microsoft are making large-scale investments in the development of various technologies for the metaverse. Also, Fortnite, Minecraft, Roblox, and Animal Crossing are representative platforms that implement the metaverse.

However, there are some problems with metaverse development. First, crimes such as gambling, fraud, and sex work occur in virtual worlds such as second life, merging as a new social problem. There are pros and cons about the harsh application of real-life laws even in cyber-related cases.

Second, the Korean government has realized that the metaverse has a different character from conventional games in that avatars, which represent the self of reality, gather and form a com-

munity in the virtual world. Sexual crimes occurred in the community of the metaverse, but there were no punishment regulations because they were not ‘people.’

Third, as the size of the virtual world’s economy grows, there is a debate over the cashing of virtual currency. The controversy is whether virtual currency can be recognized as added value obtained in return for legitimate labor.

Worrying about ethical issues in the metaverse will contribute to reducing the cost of potentially social problems. In addition, a culture of consciousness and empathy for metaverse ethics will be a good opportunity to instill trust in the service in the public. Also, various interdisciplinary studies on metaverse ethics will be able to explore and discuss metaverse ethics issues and contribute to making metaverse sustainable.

In this cover story, we have dealt with the ethical problems of technological development in various fields. First, we discussed whether it is the right choice for humans to continue to develop weapons to protect themselves, or whether it is okay to hinder the development of science and technology to reduce casualties. The ethical issue of weapons use is a problem that is difficult to conclude easily because there are considerable interests mixed and complex relationships. It is important to make good ethical judgments between the two values of ‘development of science’ and ‘prevention of damage.’

Secondly, we focused on environmental destruction. Climate change and other problems are occurring due to such things as the overproduction of disposable consumer items. These environmental problems have also caused ethical problems, and science and technology are being developed to solve them.

The third is GMO, a genetically modified technology. GMOs have ethical issues such as their environmental impact, biodiversity reduction, food safety, agricultural and food distribution,

gene editing, human genome, and social inequality, and animal testing of cosmetic ingredients is becoming increasingly rare in businesses.

Finally, ethical issues related to metaverse and AI include illegal activities in the metaverse, jurisdiction, personal rights of avatars, and cashing of virtual currency, and as issues such as fake information and deepfakes created by AI have recently become a hot topic too. But many concerned groups, organizations, and members of the public are continuously making contest or challenge these metaverse ethics problems, through such means as contests and challenges.

The conflict between science and ethics is one of the most serious concerns that humankind has faced, and while science has developed as a result of humans’ constant intellectual needs, ethics considers natural order as providence and condemns humans for exceeding it as inhumane behavior. The confrontation between science and ethics is not an issue that will be solved overnight, but a task that should be taken together as long as humankind exists.

The Importance of Being Active

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Vitality is one of the most important values in our lives, and one of the key considerations for our future and well-being. So let's take a closer look at it.

The first is physical vitality. Exercise, proper nutrition, and adequate rest are essential to improving physical vitality. Through these factors, we can gain energy, strengthen our immunity, and prevent chronic diseases. Furthermore, physical vitality has a positive effect on our life satisfaction and joy in life. To do that, we need physical strength and muscle strength, which plays an important role in main-

taining and improving our body's abilities. Regular aerobic exercise and weight training are needed to improve physical strength. A higher level of physical strength enables you to perform routine activities more effectively and keeps the body ready for physical challenges. It also requires flexibility and balance, which represents the range of movement of the muscles and joints, and balance means stability of the body. Increasing flexibility and balance can help prevent injuries and help us move more effectively in a variety of activities. Proper body fat and weight management is important for maintaining physical vitality.

Secondly, there is mental vitality. Mental vitality

ity is related to our mental well-being and stress management. Meditation, mental training, therapy, and psychological counseling are among the ways to help boost mental vitality. Mentally energetic individuals are more adaptable and more effective at solving problems. Stress management is one of the key elements of mental vitality. In everyday life, there are various stressors, and the ability to handle them effectively has a great impact on mental health. Stress management helps you relieve stress and find emotional stability in a positive way. You also need a positive mindset. Optimistic attitudes and self-positiveness help you overcome life's difficulties and gain strength or resilience. Self-positiveness in loving yourself and accepting yourself is important in improving your mental health.

Finally, there is social vitality. Social vitality is related to our relationships and social connectivity. Relationships with family, friends, and colleagues have a great influence on our happiness and satisfaction. Communication, cooperation, and consideration for each other are needed to increase social vitality. People with high social vitality experience richer support and cooperation, and can overcome life's hardships and difficulties more easily.

People who maintain these regular exercises and healthy eating habits can live longer lives on average. Also, higher vitality improves individual productivity. Increasing work efficiency allows you to process more tasks faster, which can have a positive impact on your professional and economic performance.

Vitality is a key part of our lives and is an important value that affects our physical, mental, and social dimensions. In order to improve this, a healthy lifestyle, stress management, and social connection should be important and actively pursued. Therefore, we must understand and practice the importance of vitality to create a better life.



What do you think is the most important; food, clothing, or shelter? I think eating is the most important thing for survival. However, the number of people in the world is increasing and food supplies are being stretched thin due to environmental problems and various other issues. As a result, food technology innovation is emerging as one of the key areas that may determine our future.

Through innovative food technology, we can develop more efficient and sustainable food production methods, improve raw materials, and the production processes of food. These technologies may help conserve agricultural resources and adopt more eco-friendly production methods. In addition, innovative products such as alternative foods and artificial meat may be able to reduce the side effects of meat consumption and provide solutions to animal welfare problems.

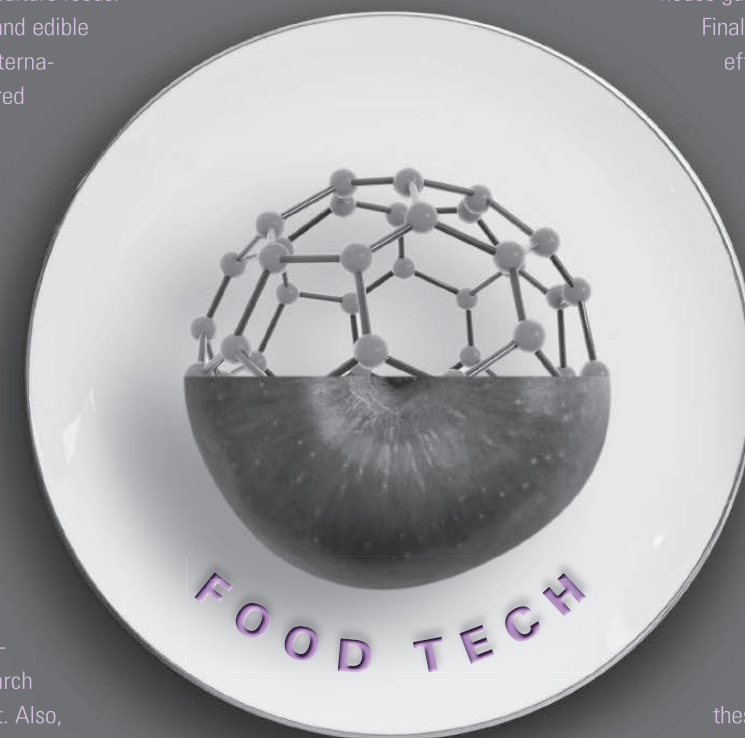
Some of the major areas to examine are the improvement of crop yields by improving plants using genetic modification technology, alternative protein foods, and cell culture foods. Cultured meat, meat substitutes, and edible insects are in the spotlight as alternative protein food materials. Cultured meat, also known as 'clean meat' or 'kill-less meat' is meat that cultivates cells of living animals and produces them through cell engineering without a separate slaughter process. Cultured meat has not yet been commercially mass-produced. It is distinguished from so-called 'near Meat,' which is not meat at all, but embodies the texture and taste of meat by processing plant protein.

In Korea, DaNAgreen is considered a leading company in research and development of cultured meat. Also, recently the Daesang Company entered the market in partnership with Excel Therapeutics, a culture medium company. Deasang plans to secure market competitiveness with Excel Therapeutics' culture medium manufacturing technology, global sales networks, and bio-materials (amino acids, micro-algae, etc.) business capabilities. These companies will

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Food Technology Innovation for a Sustainable Future



complete joint development and begin full-scale sales by the end of 2023.

Edible insects are also emerging as a future food. Last year, the Ministry of Food and Drug Safety recognized certain species of new edible insects as safe food ingredients. The bee pupa, for instance, is high in protein (52 percent) and can be used as a raw material for snacks, and it also contains major nutrients such as carbohydrates and fat. This may make it highly valuable as a food resource in the future.

Carbon neutrality is no longer just an option, but a necessity for a sustainable planet. An example related to this is the development of eco-friendly rice seeds. Eduardo Bloomwald's research team at the University of California, Davis (UC Davis) developed rice that uses nitrogen in the air as nourishment instead of nitrogen in the ground and published the results in Plant Biotechnology. This means that there is no need to spray nitrogen fertilizer on the soil. Nitrogen fertilizers are essential nutrients for improving rice growth and increasing yields, but they produce nitrous oxide, a greenhouse gas.

Finally, efforts are being made to increase efficiency of food production and the distribution process through artificial intelligence and big data analysis. Food tech is a new industry created by combining information and communication technology with food production and distribution businesses. Expectations are growing that the food and restaurant industry will develop into a future growth industry through the combination of innovative technologies and predictive analysis, looking at things such as changes in consumption patterns.

Food technological innovation in these areas will be key tools to make our future more sustainable, enable us to build a better environment, eat healthier food, and create a fairer food system. In order to move down this promising path, science, technology, policy, and consumer cooperation are needed, and I think we should work together to create a more sustainable future.

Teachers' Rights



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Recently, a hot issue broke out in Korea because a Seoul elementary school teacher committed suicide in the school in which she worked. As a result of this incident, cases of abuse of power against teachers were revealed or came to the surface, and the disclosure of parents' abuse of power began to lead to a sort-of 'Me Too movement.' The public, politicians, students, and educators are now discussing how can students' human rights be guaranteed when their teachers' rights are not protected.

Then, what was the main reason for the decline in the teaching authority of Korea? According to the 2022 Report on Teachers' Rights Protection and Teachers' Counseling Activities, released by the Korea Federation of Teachers' Organizations, among the cases of infringement of teachers' rights last year, 'damage by parents' surged. The number of counseling sessions for infringement of teaching rights by parents increased from 148 in 2021 to 241 last year. Among them, reports of child abuse that took issue with child guidance were prominent. Of the 241 cases of infringement of teachers' rights by parents,

1 in f4 cases was related to reports of child abuse. The problem is that reports of child abuse by parents are increasing. Currently, according to the Special Act on the Punishment of Child Abuse Crimes, anyone can report to the investigative agency if there is any suspicion of child abuse. This applies to schools with no exception. If a parent or school files a complaint about a teacher's educational behavior as child abuse, it must be reported to the investigative agency. Most reported teachers are excluded from classes or released from their positions regardless of actual abuse. The law itself is focused on children. As a result, so-called 'non-conceptual parents' are using this law to abuse their power.

These cases of teacher damage became a catalyst, and teachers across the country held rallies to urge ways to prepare school authorities. Teachers who participated in the rally said that the death of a Seoul-based school teacher is not like anyone else and that the infringement of teachers' rights at school is not a particular thing that happens in any one place, but in daily life. Teachers appealed that

although the infringement of teachers' rights is rampant, there is no safety net to protect teachers, and they have no choice but to rely on the individuals involved to overcome the situation.

As a series of cases of the infringement of teachers' rights occurred, the education community also emphasized the need to revise the Child Abuse Act. The superintendent of the Daegu Metropolitan Office of Education said that the reason for the existence of teachers is to lay the foundation for teaching children well and leading them well so they can live as independent adults. The superintendent of the Busan Metropolitan Government also said he would stand with the teachers until the teaching authorities stand up. The political community also held a subcommittee on bill review to further discuss the 4th Act on the Restoration of Teachers' Rights, focusing on issues that could not be agreed on last month. The 4th Act on the Restoration of Teachers' Rights refers to the revision of the Special Act, the Framework Act on Education, the Elementary and Secondary Education Act, and the Early Childhood Education Act to improve the status of teachers and protect

educational activities. After the subcommittee's resolution, the bills are expected to be passed at the plenary session of the regular National Assembly, after a plenary session of the Education Committee.

On the other hand, when a revision was pushed to allow teachers to confiscate students' mobile phones during the school rights protection plan, student human rights groups argued that the confiscation of student mobile phones by teachers is a violation of human rights. Some say that the conflicting student human rights and teaching rights are separate and should be respected separately. The former Incheon city councilor said, "I don't think it's a conflict between student human rights and teacher human rights," adding, "With freedom, great responsibility follows, and as much duty as rights, you can stick to the basics." It is desirable to precisely regulate the human rights of teachers and students in a direction of balance and harmony, and I think our society should find a solution to protect both by gathering wisdom rather than debating which is more or less important among students and teachers.

South Korea is Leading

Korea, which used to be called the "land of the morning calm," is rapidly emerging as a cultural superpower. The Korean Wave plays a central role here. The Korean Wave spread in the mid to late-1990s, starting with dramas that spread mainly in Asia, in countries such as Taiwan and China. Since then, it has been led by the K-pop industry.

Last year, Big Hit Entertainment Group's BTS became the first K-pop group to top the Billboard Hot 100 chart with their hit song Dynamite. On top of that, SM Entertainment's Avengers group, SuperM, topped the Hot 200 chart with their album debut. In addition, BLACKPINK ranked second on the Billboard Album 200 chart for the first time in Korea and topped the iTunes album chart in 57 regions around the world.

In addition, the movie Parasite, and Yoon Ye-jeung, who won the Oscar for Best Supporting Actress, have recently become a hot topic. Also, our dramas are spreading around the world again through global online streaming media. Also, more unexpectedly, Korea's popularity has also been seen on Billboard Classic Albums with interest in fusion gugak, incorporating Korean traditional music. With the addition of the lifestyle Korean Wave, incorporating Korean food and beauty, it is fully demonstrating the potential of our culture.

As for the simultaneous advancement of the Korean Wave culture, foreign scholars say that it is because the sense of crisis caused by a constant history of hardship in the midst of great power has stimulated creativity. However, a more convincing reason can be found in the innovation capacity of our cultural industry to create creative cultural products. For example, as the K-pop boom has intensified, South Korea's exports of music albums and videos reached an all-time high in 2020, with exports from January to November rising 94.9 percent year-on-year to reach a value of 230 billion won. Korean pop music has succeeded in terms of national brands and industrial innovation beyond the level of art. Thanks to this, the cultural content industry surpassed the home appliance industry

in 2018 and became the 13th-largest national export item. As a result, for the first time in 2020, the trade balance of cultural and artistic copyrights returned a surplus.

Furthermore, Netflix, which started its service in Korea in 2016, pushed for a strategy to increase subscribers in Asia by increasing Netflix original investment in Korea, a content powerhouse in East Asia. As a result, the number of new Korean content audiences has greatly expanded beyond Asia and to the world. According to a study on the Daily Top 10 programs in each country in 2020, Korean films ranked fifth in the world, and Korean dramas ranked second in the world after American dramas, nearly doubling the rating of British dramas, which ranked third.

Interestingly, it's not only current Korean films and television dramas, but also older ones that are being enjoyed simultaneously around the world. Also, these are being viewed not only on Netflix, but also through other subscriber-based global over-the-top media service operators, such as Disney and Amazon. These platforms are expected to include more and more Korean content as they have proven their popularity globally. There are concerns about the negative impact of their investment on the domestic cultural industry, but, if they maintain their current cultural, social, and political energy, whether it be K-pop or Korean movies or dramas, the future is expected to be bright as the Korean Wave continues.

The question is, why has Korean content been able to sustain itself amongst global pop culture?

First, it has developed with the rise of SNS, where globalization and multicultural experiences have been able to progress greatly with changes in the media environment. With the development of SNS, content can be enjoyed

the Age of Asian Content

all over the world at the same time. Through the internet, an environment has been created where foreign media culture could be consumed without the intervention of existing legacy media, and Korea, with the fastest internet and the largest data usage, has been able to communicate quickly and widely throughout the world with SNS and YouTube.

Second, Korean content promotes socially positive movements, by forming a fandom culture. This is possible through WEVERSE, V-live, and BUBBLE, by providing opportunities for artists to meet with fans and continuously communicate. This fandom culture encourages people to participate in donations and political social movements beyond fan-based activities, by producing secondary works, such as reaction videos and parodies to content, which are unique, but still are associated with the basic elements of content production.

Typically, BTS's ARMY donated more than \$2 million (about 2.4 billion won) to the international Black Lives Matter campaign, and the Indonesian fan union, a subgroup of their ARMY, planned a Sea Turtle Project, to celebrate member Jungkook's birthday.

Third, Korean content has shown the power of storytelling by harmoniously combining Korea's own culture and emotions with common social problems of the world. For example, the idol girl group, Aespa, which was newly introduced by SM last year, is a four-member group, but emphasized that it is actually an eight-member group, due to the presence of avatars in the virtual world. Similarly, with the case of boy group, EXO, a long narrative was made, revealing that they were from an alien planet, in both albums and music videos. On the other hand, BTS represented the emotions and times of the new MZ generation through song lyrics and melodies, revealing the uniqueness of their culture, and introducing a sense of reality in their unique storytelling style. In addition to popular

music, works such as zombie movies, Kingdom and Sweet Home, which were released on Netflix last year, have attracted attention due to the extent that they are ranked at the top of the Korean drama rankings selected internationally. Also, Kingdom viewers bought our gat (Korean traditional hat) from Amazon. It also has had a ripple effect, with interest in studying Korean language and people wanting to find the meanings of Korean words in songs and dramas.

As such, the Korean Wave culture has been well received as part of the global culture and has achieved greater results in overseas markets than ever before. However, in the process, content reflecting stereotypes or prejudices within idol singers' performances have been criticized, often because of their limited understanding of the differences of race, religion, and culture. Although the success of idol groups such as BTS has drawn keen attention, it seems that it takes time to bring about a qualitative leap forward in the entire Korean Wave culture. This may be due to the rapid growth of the Korean Wave and its industries. With its newfound international audience, the Korean Wave has to accept Westernized recognition standards and understand cultural differences in order to coexist. Now, values contained in cultural content can further amplify political and historical conflicts between countries. Therefore, within Korean Wave culture, which can now be considered a transnational phenomenon with global fandom, opinions and content must also be premised on efforts of various producers to form a culture containing value for peace and coexistence. In order for the Korean Wave to exist as a "field" for wide cultural communication, standards of production for various artists, as well as K-pop idol groups hoping to achieve international recognition, should be established.

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Ezine Interview with Professor Ico Migliore

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Ezine First of all, thank you for doing this interview. We're honored to have you contribute to DSU's Ezine. In addition to teaching, we know that you are actively involved in all sorts of creative projects of varying scales, described in one online biography as "ranging from architecture to interior design; from urban design to temporary exhibitions; and from museum to communication projects." Is there any underlying concept or theme that unifies these diverse works?

Ico Migliore Since our design process favors an in-depth analysis of the site and its culture, as well as the specific objectives of the project, the results are always characterized by a distinctive and unique design, conceived as tools to convey messages and build relationships on site.

Ezine Who are some of the architects and designers that you find most impressive or inspiring?

Ico Migliore I have many names I could give you, but I would highlight that of Achille Castiglioni, one of the great masters of Italian design with a 58-years career, 67 awards, and more than 1000 projects in the fields of industrial design, installation, and architecture.

Ezine Dongseo University is proud to have you as a Chair Professor in its College of Design. How did your connection with DSU arise?

Ico Migliore I met Chang Jekuk for first time in 2018 on the occasion of the 5th International Conference for Attracting Busan World Expo 2030, where I was invited as a keynote speaker for my experience with the

Milan Expo of 2015. I appreciated his vision and cross-cutting approach that is based on the overlapping between the educational values and the professionalism in addition to internationalization. As I was a professor at Politecnico di Milano and I ran my own studio working internationally at the same time, I totally understood his vision about education and academia, and on that occasion we also had the chance to discuss about urban and architecture issues, and we developed a sort of elective affinity. That's why when I was asked to become a Chair Professor for the DSU later, I accepted with enthusiasm.



Ezine What are some of the collaborations you have done with the faculty and students of DSU?

Ico Migliore Every year I carry out design workshops focused on unconventional subjects, with the aim of stimulating creativity and drawing on different fields to enrich the vision by adding new "ingredients." I encourage students to use unexpected features such as gaming dice or playing cards in order to show them that creativity is not an inborn quality, but rather it can be nurtured by an approach to reality filled with curiosity.

Over the years, this approach has given rise to surprising outcomes, in which some students developed several projects with such passion and great professionalism that I decided to involve them in a couple of professional works.

In fact, in 2019 I involved my students in a research project I've been developing for a long time that is based on the concept of "pattern." This research considers the "pattern" as a form of interpretative reading of our "surroundings," exploring the very current theme of proximity and distance between people and contexts.

In the same year, I asked students from the workshop to join me for the exhibition Light-morphing at Art Sohyang Gallery to create a special on-site installation on the concept of patterns. Four hundred and twenty-five open A6 sketchbooks with a total of 13,600 pages comprise an 18-meters long artwork, where a thick texture incited reflections and work on the concept of density and emptiness.

This strand of research recently found a natural continuation on the occasion of the Busan Design Week 2023, for which I invited three young designers, DSU former students, to be part of the project "Living Patterns." We brought a total of 12 ceramic works, including 3 different interpretations of the typical moon jar, designed by Migliore+Servetto and shaped by the Italian ceramist Giorgio Piva, which were flanked by 9 free-form ceramics, developed in parallel by the 3 young designers under my artistic direction.

Furthermore, in 2022 I was asked by DSU to design a site-specific installation dedicated to its 30th anniversary. The project was carried

out in collaboration with Prof. Ahn—Dean of the Design College—with whom I became good friends, and was an environmental graphic installation made of arches and quotes, which was dedicated to the concept of creativity interpreted as an ever-changing system.

Ezine What are some of the main ways in which design innovations improve our enjoyment or quality of life?

Ico Migliore I believe that design innovations improve our quality life in so far that they are conceived focusing on human behaviors. Whether applied to the construction of a space or a single object, designvalue lies in the fact that the starting point is always people, their behaviors and movements, and the goal is always the creation of a relationship between object or space and people, beyond the design of the object or of the space itself. This sort of humanistic approach is capable of combining a refined aesthetic sensitivity with the constant awareness of the practical and social purpose for which every object or space is created.

And that's how a design object becomes an icon, because of its ability to physically represent a story or a change, to preserve a memory, to clearly delineate a unique and specific identity, whose value is constantly renewed over time.

Ezine What advice would you give to young people interested in pursuing a career based in design?

Ico Migliore To quote Castiglioni: "If you are not curious, forget it!". I always suggest my students to travel a lot, visit different places, exhibitions, discover new things. All these experiences build up your cultural background, which is one of the essential tools for a designer.

A Weekend in Pohang and Andong



Written by **Jesse Nelson**
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DAY 1 Pohang

Outside the bus station was a tourist information booth. With a Pohang map in hand, we explored, first walking along Sang-dae Street, which looked like it had lots of places at which to eat and drink. The POSCO Tower was an easily spotted landmark. In my old travel book, POSCO is listed as the world's second largest steel producer. Does it still hold that title? It looked like a whole other city over there. We walked along a park beside the river, which empties into the sea, going as far as the Cultural Arts Center. Then we walked along the water in the other direction to the Pohang Inner Harbor building. There's a canal walk with public art in the form of interesting and diverse steel sculptures.

Crossing another pedestrian bridge, we zigzagged to reach the giant beach statue of the female with arms raised. Beyond her is an ocean diving platform. We saw a historical picture of it at the top of the Pohang Inner Harbor building at a photo exhibit. It was a brisk walk to go to where we could cut inward to reach the Pine Tree Field Park. Halfway there, on the beach is a structure that you could ascend for a sea view. After going through the Pine Tree Field Park, we walked to the end of the canal strip, which was where the ship was. It's a corvette, smaller than a destroyer, but with various weapons, built for maneuverability. Built in 1984, it was retired in 2009. I hadn't known that this was a free museum. Visitors could go through most of the ship.

The Andong Station at which we arrived was different than the one in my old travel book. It's outside the city, but there's a bus into the city. Where the original Andong Station was, now it's a free train station museum in one building, and in the former train station, a space for public events. We took a taxi to the Soju Museum, crossing the Nakdong River to an industrial area. The grand master who made the soju there just died in 2020. Her friendly daughter-in-law gave us the tour, taking our picture outside the place before we left. It was a nice four-room museum. One room had the history of soju and one had replicas of traditional foods.

Pictures of Queen Elizabeth II, who visited Andong in 1999, were there. Did she try soju? We sampled some of the soju made there. I bought a bottle of it in a white vessel of a Korean mask design. The museum was free, so it was worth buying the soju. Then the idea was to walk and maybe a taxi would pass by... and one did. We asked to be dropped off at the start of a trail to the Andong Folk Village. The walk wasn't as pleasant as it could've been, because they're building a bridge for the other side to connect with Andong University. So you could only take the pleasant trail alongside the river so far.

The folk village was further than it looked from on the map, which isn't drawn to scale. You cross a big wooden bridge with a pagoda in the middle. You couldn't see the structures from across the river. They were tucked into the folds of the land, relocated when Andong got its dam. The structures went up a hill. At a certain point we stopped. Later, as we waited for a taxi, I felt dismayed to have not gone up further. But the lady who called a taxi for us told us that the upper area was a resort. Unfortunately we also arrived too late to visit the museum.

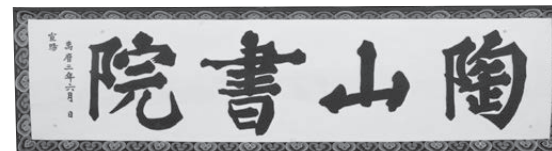
DAY 2 Andong



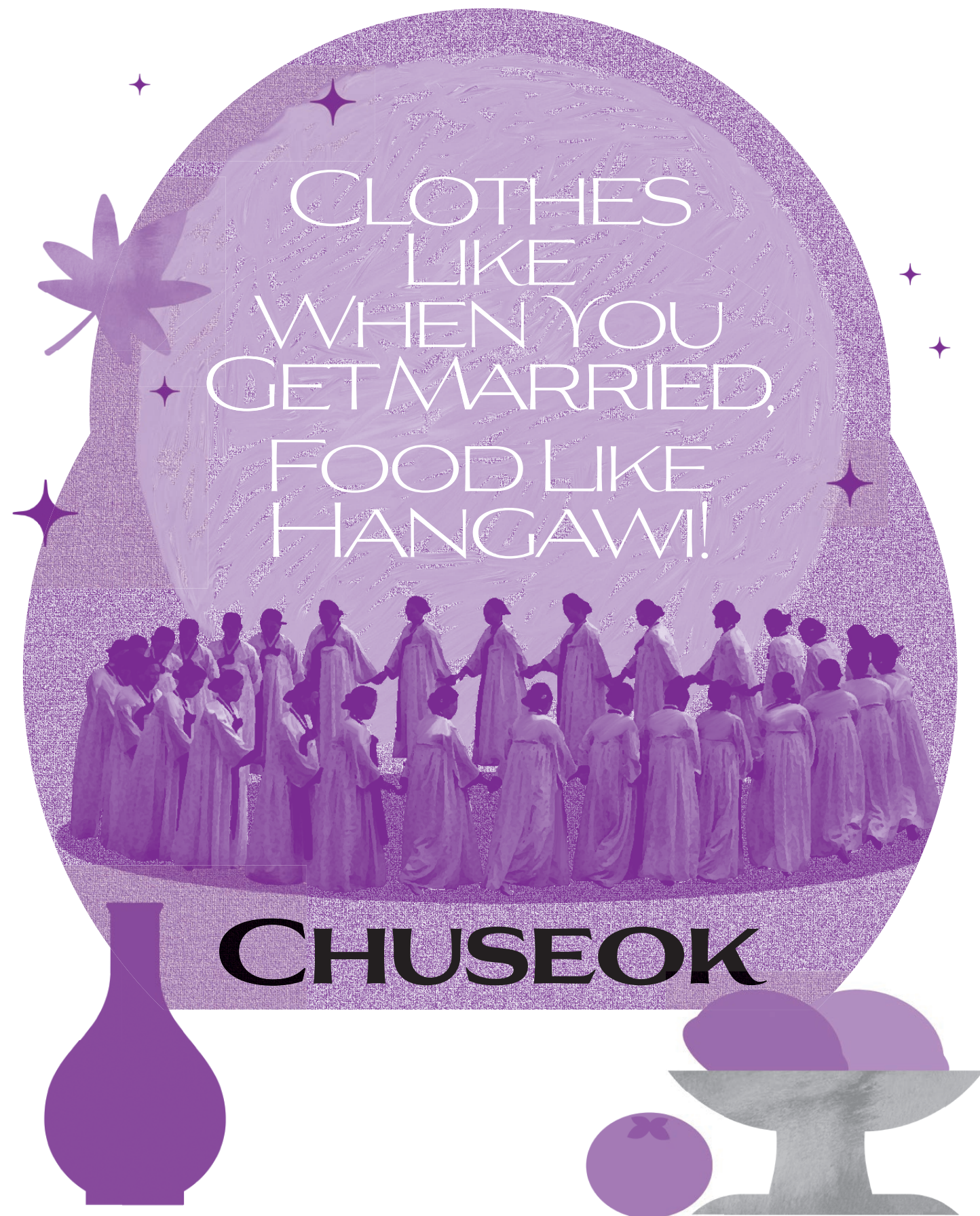
We only had three things to do on this day, but it was a busy day. First we took a taxi to the Standing Buddha carved into the mountain along the highway. A bus went there, but only infrequently. It was a quick site to see. Then we crossed the road, hoping for a taxi. A lady from the site offered to call for us, but an empty taxi appeared, so off we went to the Bongjeongsa Temple, one of the oldest wooden structures in Korea. Queen Elizabeth II also went here. An uphill forest path led to the temple. We had to catch the 11:30 bus, so we didn't have much time. There was an hour-long tour, but we only had twenty minutes there.

We hurried downhill for the bus back to Andong Station. A bus to Hahoe Village left at 12:45. It had the façade of an old trolley and trolley style benches, going to the entrance of the village. Another shuttle bus goes into the village. The entry fee was only 5,000 won. Over a hundred people still live there. First we went to the Hahoe Church. Then we just wandered to structures and points of interest on the map. It's a circular village surrounded by water. Various historical residencies could be viewed. The home of the famous Chief State Councillor during the Japanese invasions of the 1590's, Ryu Seong-ryong, was beside a small museum with his belongings. Considering his shoes, he must've been a giant.

One section of beach is a small pine forest. We didn't see the mask dance. If we did, we wouldn't have been able to tour the whole village. We saw everything with perfect timing, but missed the bus because we weren't at the right bus stop for that time. It wasn't the end of the world. There was an 8:30 bus back to Busan. We could try to hitchhike or call a taxi to Andong Station. But two Hahoe Village workers in a small government style blue truck pulled up to us, asking, "what's wrong?" They kindly drove us to the bus station. So we caught our five o'clock bus and had a good chat with them in the process.



DAY 3 Andong



Have you heard the Korean expression “Clothes like when you get married, food like Hangawi”? It refers to clothes that are suitable for a wedding ceremony, and food that is best enjoyed during Chuseok. It reminds us to dress and eat well. As Chuseok is nearly upon us, let’s learn a little about the Korean Thanksgiving.

The literal definition of Chuseok is autumn evening, and it is a major Korean holiday celebrating the year’s harvest. It falls on the 15th day of the 8th month according to the lunar calendar. Chuseok is one of Korea’s full moon holidays.

Among the full moon holidays, Jeongwol Daeboreum and Chuseok are the two biggest holidays. Daeboreum, or “Great Full Moon,” celebrates the first full moon of the new year, while Chuseok is important because it is a full-moon holiday at the beginning of the harvest season.

Although Korea is now a technological and manufacturing powerhouse in Asia, it was once primarily an agrarian society. Farming was vital to villages, and families gathered to honor their ancestors for a bountiful harvest. The full autumn moon signaled the end of the growing season and a deeply meaningful appreciation for the abundance of crops.

Farming is similar to the cycles of the moon. Crops are harvested when they are in full bloom, the stalks laden with grain and the trees heavy with fruit. This process repeats and cycles annually, much like the properties of the moon. The moon has its peak vitality, its full phase, around the 15th of each month and then diminishes before the cycle repeats again. The regeneration of the moon is symbolic of the stages of farming. Seeding, cultivating, harvesting, and then repeating the process the following year. These stages can be likened to the circle of life, generation, death, and regeneration.

In an agricultural society, the regeneration of the moon and the regenerative properties of farming are viewed as the same. Therefore, among the shapes of the moon, Manwol, which symbolizes abundance, is important, and Manwol holidays are naturally important.

The Chuseok Jesa-sang is a traditional ritual that plays an important role in Korean Chuseok festivals. A table is prepared with food to honor and pay respects to ancestors. The food placed on this table is devoted to ancestors and not eaten.

The table is treated as a space to pray for repose and welcome for the spirits of ancestors. The table is at the front of the room and is laden with food, alcohol, tea, with candles and utensils.

The food on the table includes rice, laver, radish, fruit, live octopus, salt, homemade rice cakes, and traditional foods. Alcohol and tea are mainly prepared as soju, white wine, green tea, or flower tea, which symbolize confession and gratitude to the spirits of ancestors. Torches and candles are installed around the ritual table to welcome and illuminate the souls of ancestors. The utensils used in ancestral rites include tea jugs, tongs, spoons, and bowls.

The ritual table conducts worship on behalf of one of the family members or ancestors, and in general, families sit quietly and wor-

ship during the ritual. Through this ceremony, the family strengthens the bond between past and present generations and expresses respect and gratitude for their ancestors. Chuseok ancestral rites are considered one of the important traditional rituals in Korean culture and form a link between family and home country, history, and culture.

Now that we have learned about Chuseok rituals and memorial services, let’s find out which traditional foods are placed on the table. Songpyeon is the representative food of Chuseok. Our ancestors believed that eating Songpyeon on Chuseok would give them vitality and health by receiving the spirit of the pine tree. A defining feature of Songpyeon is the half-moon shape which is fitting for a moon holiday.

Chuseok also has a number of traditional games, such as Ganggangsullae, tug-of-war, kiln fight, cow play, turtle play, cow fight, and chicken fight. In particular, on full-moon holidays such as Chuseok, Wonmu is the focus. Wonmu, is an elegant game played under the full moon on the first day of the lunar month. Chuseok games also have a religious meaning to pray for and celebrate a good harvest.

Ganggangsullae is the first thing that comes to mind when it comes to games enjoyed on Chuseok. Ganggangsullae is a game to pray for a good harvest and abundance during Chuseok. Dozens of village girls hold hands and make a circle on a bright full moon night. One person sings the front part of Ganggangsullae, then another person who sings the back part takes over and sings. The person who sings the first part plays an important role because the speed of the play is determined by how fast that person sings the song. While Ganggangsullae is mainly enjoyed in Jeolla-do, in Gyeongsang-do, there are Wolwoli Cheongcheong and Notdari Picking that are played in a similar context.

Another popular game is Ssireum. Ssireum is an indispensable game for men on Chuseok. Ssireum is also enjoyed as a Chuseok game. Ssireum wrestlers use strength and technique to toss each other to the ground. The real winner competes until there are no more challengers. The fierceness is beyond imagination because it was traditionally a confrontation between villages. It was believed that the winning side of the competition was guaranteed a good harvest that year or the following year.

Across Korea, different regions historically enjoyed various games during the Chuseok holiday but recently, the number of Korean families dutifully following the traditions has decreased and ancestral rites are gradually disappearing. Korea has changed greatly from the days of being reliant on agriculture, and many people simply don’t have the time and energy for such complex and detailed preparations. Traditional play festivals have sprouted up as an easier and simple way to preserve the Korean culture of old.

What do you think of the traditional games, food, and ritual culture of Chuseok, the best holiday of Korea’s year? What food do you eat and what games do you play on holidays in your country?

Do you know the trending term, “Y2K”? It refers to the lifestyle of the late-1990s and early-2000s after the first letter of the word, “Year,” the numeral 2, and “K” the first letter of “Kilo,” which means 1000. Originally, it referred to a bug in which computers were not expected to properly recognize the calendar year properly at the dawn of the millennium, the year 2000, but the more recent meaning refers to a fashion style that is being reinterpreted to give a kitschy and lively feel from the early-2000s, sometimes humorously called the “Dark Ages of Fashion.”

Y2K gives you the feeling of looking into the closet of Generation X's 20s in the past as if proving the saying, “The cycle of fashion continues to repeat.” The “perilla leaf hair,” which led the trend of female students' hairstyles in the 90s, is drawing attention at home and abroad again in conjunction with Y2K, and the newly interpreted perilla hair by the MZ generation is expressed from baby hair to wet texture, adding to its personality. Also, the pants that wide and long, a genderless look that men wear so-called woman's clothes, denim fashion, cargo pants, low-rise pants and skirts, and tops, quite decorative and there are Y2K elements like military moods and bohemian moods. Using these elements, many luxury brands are introducing their products.

A considerable low-rise trend has begun to circulate from the existing high-waist trend. The waistline becomes lower. However, we can see a wide form, unlike skinny, boot cut which is tight to the leg in 2000's fashion. When you see low-rise fashion, the pants' or skirts' waistlines are under the pelvis. Cargo pants are also coming back into fashion too. There are cargo pants in Dolce & Gabbana 2022 F/W, a form showing the top of their underwear. However, these cargo pants aren't the same as in the 2000s, as they change their form or (textile) material.

From the 1990s to 2000s, there was a famous influencer among teenagers, whose name is “Ban Yoon-hee”. She was famous for her SNS “Cyworld” which provided microblog services. A smiling pose covering the back of your hand or mouth, lang top and Capri cargo pants coordination, a headscarf, shaggy cut (hairstyle), short bangs that call choppy bangs,

stripe collar t-shirt, Adidas t-shirt, wide cargo pants cut off from the knee line. Ban Yoon-hee's fashion is coming back.

Next, let's find out how Y2K in K-pop manifests itself. Last year, the keywords explaining the music industry were ‘idol’ and ‘Y2K.’ Last summer, Ive, NewJeans, TWICE, and Billie made a comeback or debut, showing that the girl groups' performances were so great that it was hard to find a precedent. Similarities are found among these girl groups. It has put a retro style on songs and fashion. In particular, the Y2K sensibility stands out. New Gins has set Retro as one of the team's identities. NewJeans' clothes and hairstyles remind us of girl groups active at the time, such as Fin. K.L. and SNS. New Gene's website was created by borrowing fonts and images that were popular on mobile phone screens in the 2000s. In the Ditto music video, you can also find a lot of nostalgic codes. Find a VHS tape in a drawer and put it in a video player under a cathode-ray tube TV, and recall memories with a folding camcorder, a two-door refrigerator, an iron cabinet, and a “picnic apple-flavored” drink. In addition, the girl group Billie challenged the sensibility of Y2K by remaking Patbingsu released in 2001 by Yoon Jong-shin, a senior singer from the same agency. In the teaser announcement photo released prior to the announcement of Patbingsu, nostalgia was clearly signaled with retro-style phrases mixed with Chinese characters. This retro sensibility is also seen in girl group clothes and goods, such as fandom planning products.

In general, remakes are often released at an event, but SM put Candy at the forefront as the title song of the NCT Dream album. It was a strategy that accurately dug into the current situation of the Y2K boom as a glimpse of the planner's confidence and conviction. In fact, the focus was on reproducing the “sensitivity of those days.” The arrangement was composed so as to not undermine the refreshing atmosphere of the original song. Some beats and raps were new, but the development of the song and even the “tongtong dance” were kept intact. The members also wore colorful fur gloves, which are the signature costumes of Candy. By following this path, it has achieved good results.

According to statistics from the secondhand

trading platform “bungae Jangtoe” (a kind of online flea market in South Korea) on August 28, 2023, the search frequency and volume for “digital camera” increased by 83 percent, and for “camcorder” it was 67 percent compared to the same period last year (January to July). Each trading volume increased by 71 percent and 72 percent. The transaction amount of each item increased 139 percent and 67 percent respectively.

According to Y2K becoming famous, camera filter application entrance the effect of an old digital camera or camcorder. People are going to edit the photos they took in high definition to low definition. As such, “How to produce the camcorder effect,” or “How to produce digital camera effect” are hot search items on the internet.

The effect of the Y2K trend influences not only the camera but also the smartphone.

Decorating smartphones in the 2000s, using feature phones is also in fashion with the trend of feature phones. Style Commerce Platform Zigzag, in July, mobile phone accessory transactions surged up to 17 times year-to-year. The trend of smartphone rings that hang onto the smartphone, keyring's amount of transaction increased 2 times (100 percent), and smartphone straps that held the smartphone in hands increased 17 times (1607 percent), compared to the same period last year.

As you already know, the trend of Y2K is now a daily phenomenon. But it is not the same as in the original 1990s to 2000s. It is in a fashion more similar to the vision and sense of a modern man. Some digital products that were trendy a long time ago have come into the world in slightly different forms.

We are encountering the Y2K concept and definition, and Y2K fashion, atmosphere, and item. The new trend is now Y2K. Y2K of new trends will affect very many areas: areas in fashion, in atmosphere, and in items that we encounter in the market. What new fun things does Y2K bring us? What will be the next new trend?

