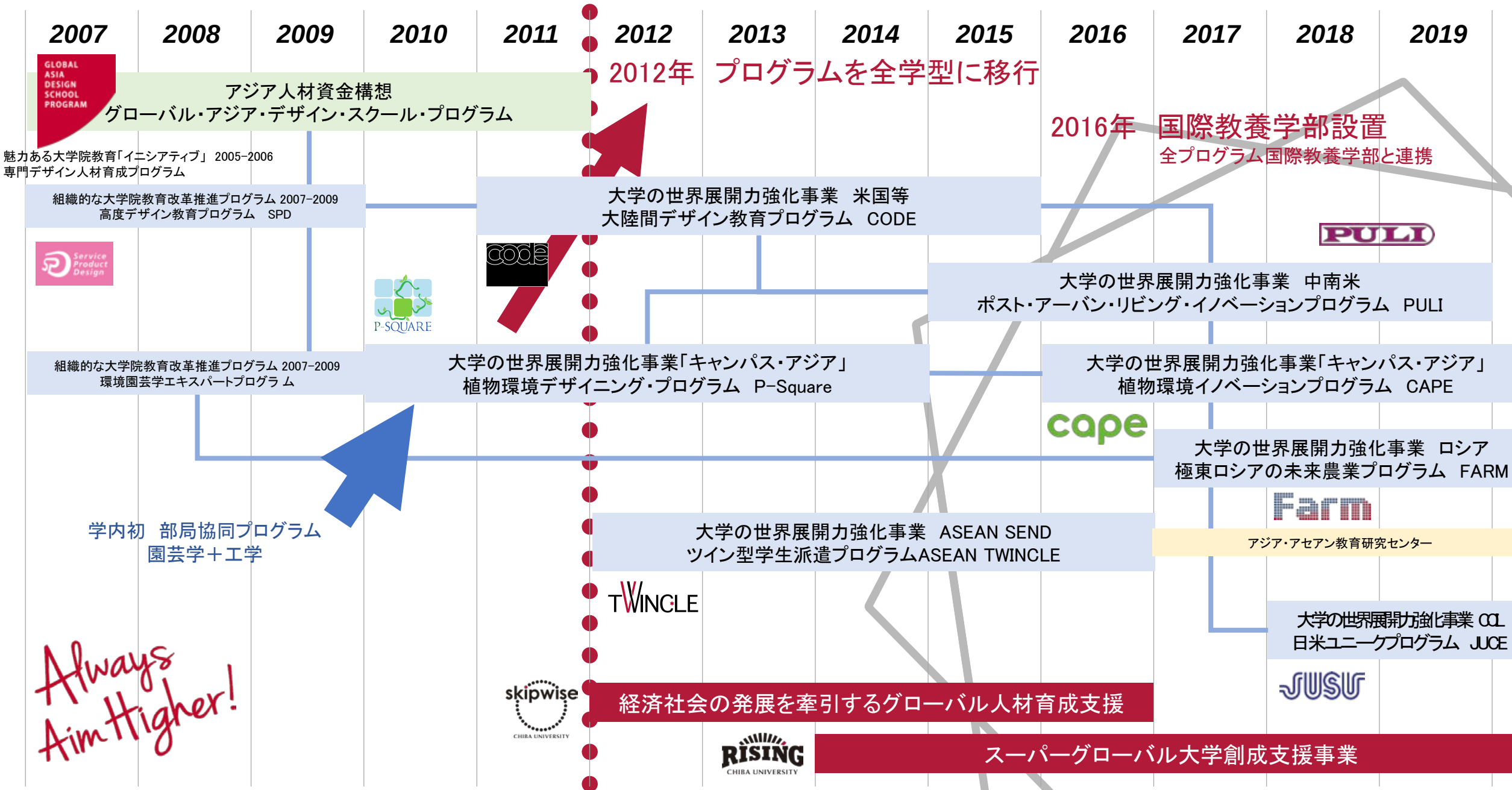


千葉大学における 海外共同教育プログラム

CHIBA
UNIVERSITY



千葉大学におけるグローバル・プログラム



Always
Aim Higher!

本部イニシアチブ & 部局オーナーシップ型への移行の道のり

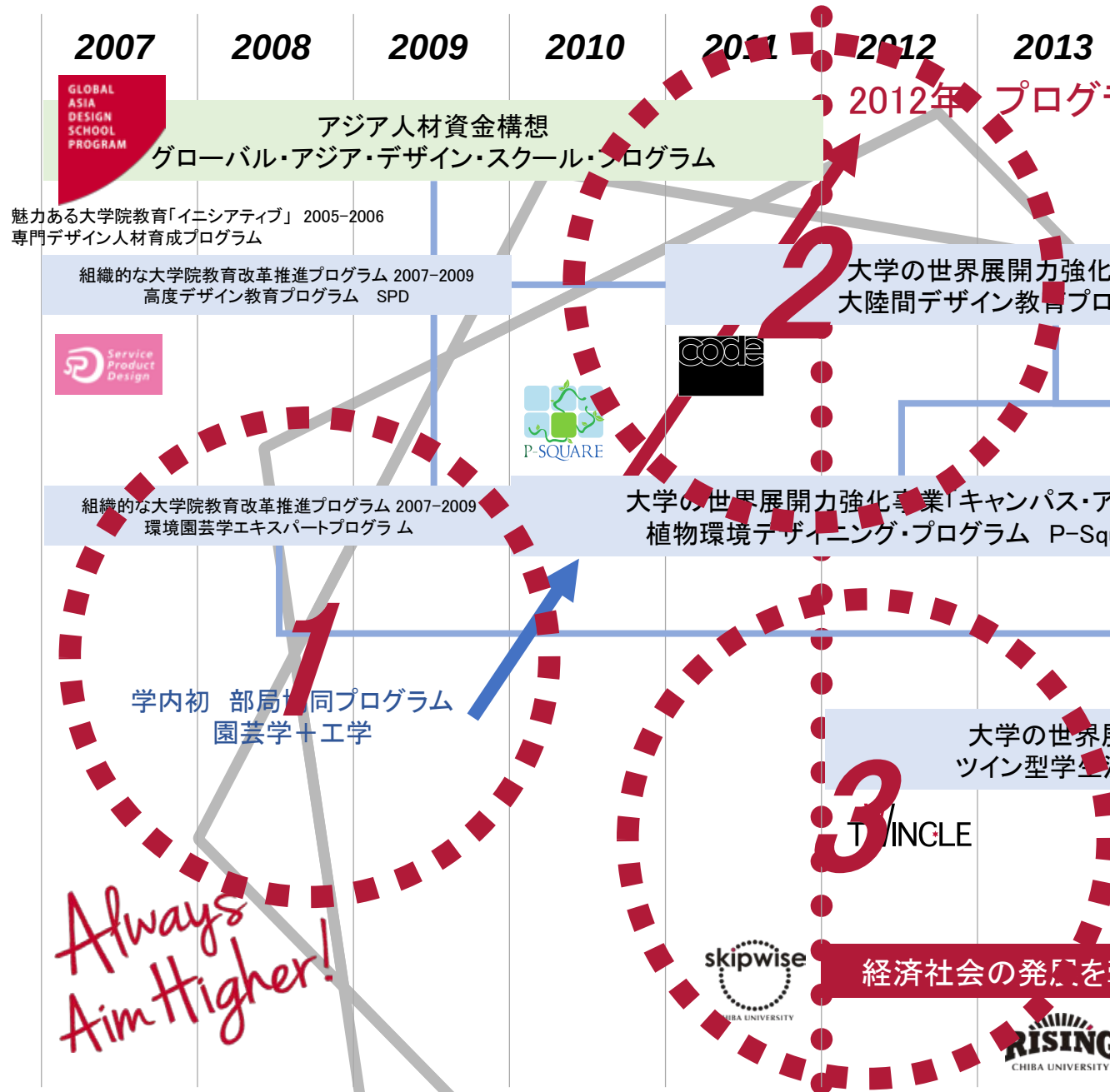
1 キャンパス・アジアで初の部局協同プログラム

プログラムの実施は園芸＋工学＋フィールド
授業は園芸・工学の両方に設置
部分的には片方で学生は相互に履修

共通した海外パートナー校
浙江大学・清華大学(中国)
ソウル大学(韓国)
その他マヒドン大学・BITなど

予算は一部局管理(園芸で管理)
工学では一切管理しない
2015年以降は執行は部局＋管理は全学

プロジェクトの評価は全学
2012以降はGGJやSGUと一緒に評価



本部イニシアチブ & 部局オーナーシップ型への移行の道のり

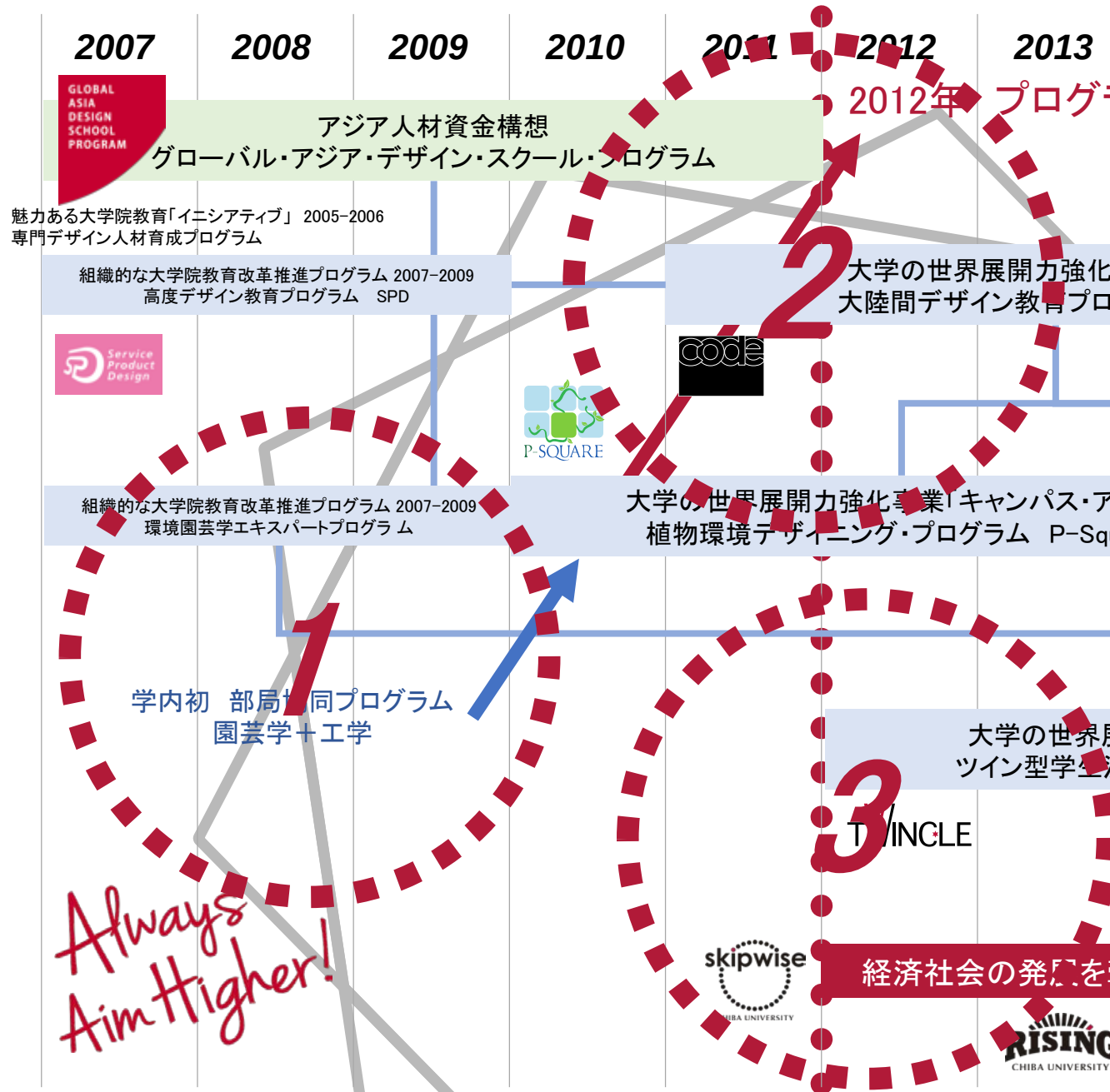
2 CODEでさまざまなチャレンジ その成果をGGJに以降

半年間 × 2回のセメスター留学を実現
4ヶ月の短期プログラムを2つの大学で留学を実現
→ (GGJ)半年間の派遣・受入を推奨

デザイン・イングリッシュの実施
英語の授業をブリティッシュ・カウンシルに委託
→ (GGJ)イングリッシュ・コミュニケーションを委託

留学専用早期卒業プログラム設置
CODE B7M5
→ (GGJ)工学全体へ展開

協定校とのワークショップ型PBLを多数実施
年20回以上のWSを実施
→ (GGJ)グローバル・スタディ・プログラムを設置



本部イニシアチブ & 部局オーナーシップ型への移行の道のり

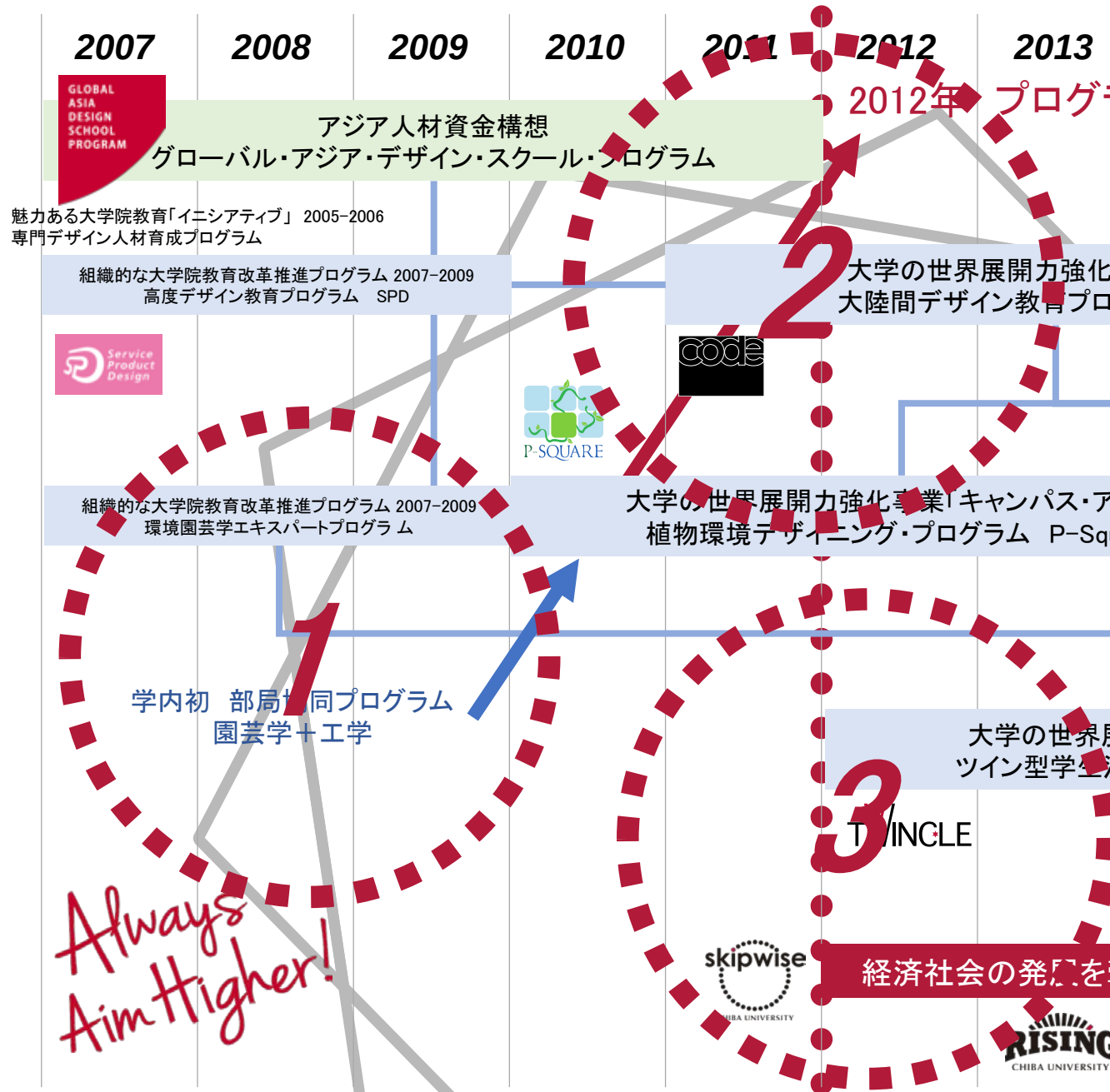
3 ツインクルで全学型プログラムを実施 教育学研究科＋全研究科で派遣

ツインクルは本部からの提案
本部で全体プランを構築
教育学部でプラン実施を受入

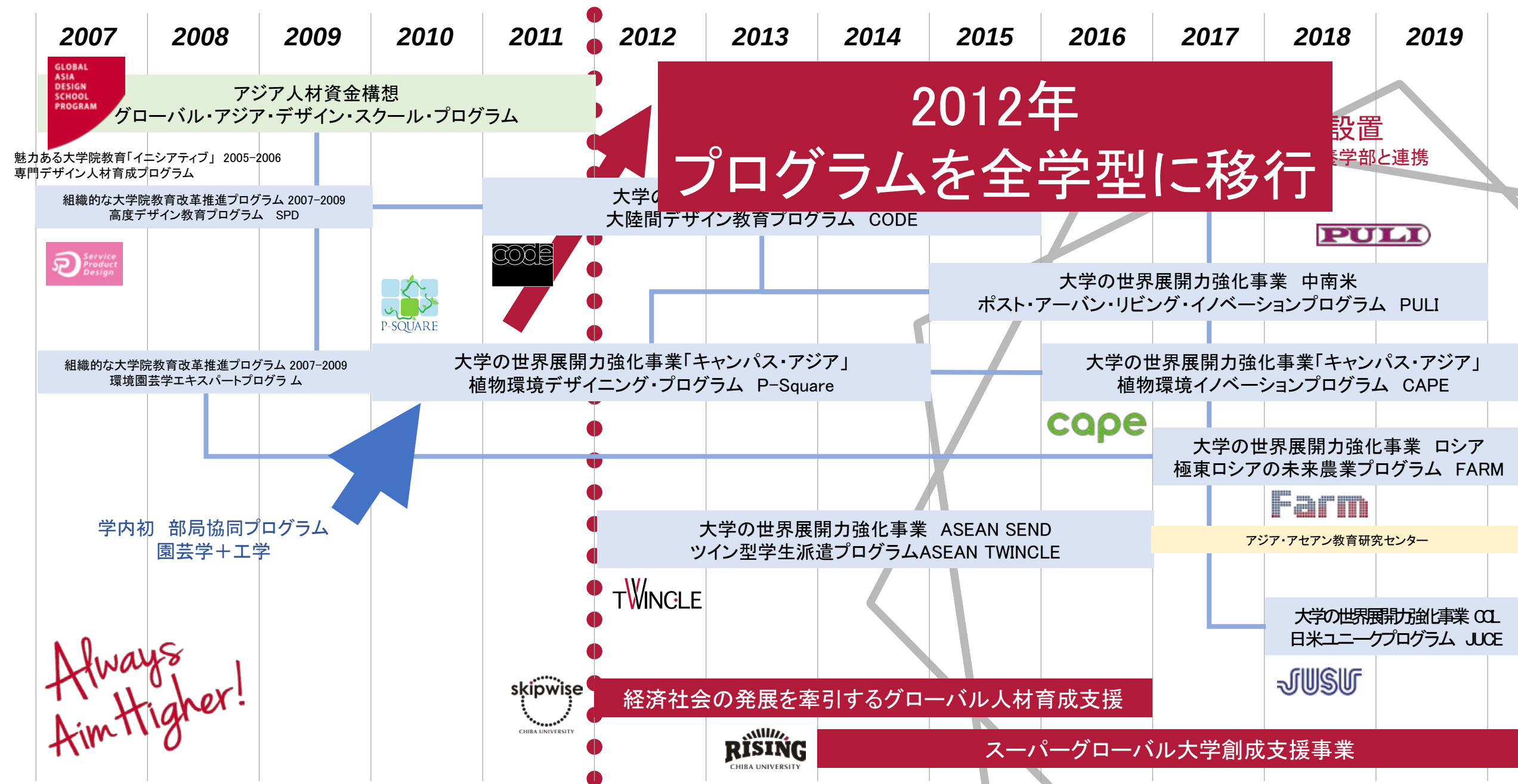
教育をマグネットセンターとして利用
教育が中心となってプログラムを構築
他の研究科の教員も支援
教育と本部で連携先を決定

研究科横断型学生チームを構築し実施
教育学研究科学生＋他研究科学生
テーマごとのチームを設置
科学実験 教育＋理学＋工学
生物・植物 教育＋園芸

海外教育実習
協定校の連携する高等学校で実習
千葉大学の附属学校で授業実施



2012年以降のプログラム



全学提案型 & 複数担当部局オーナーシップ・プログラムへ

A

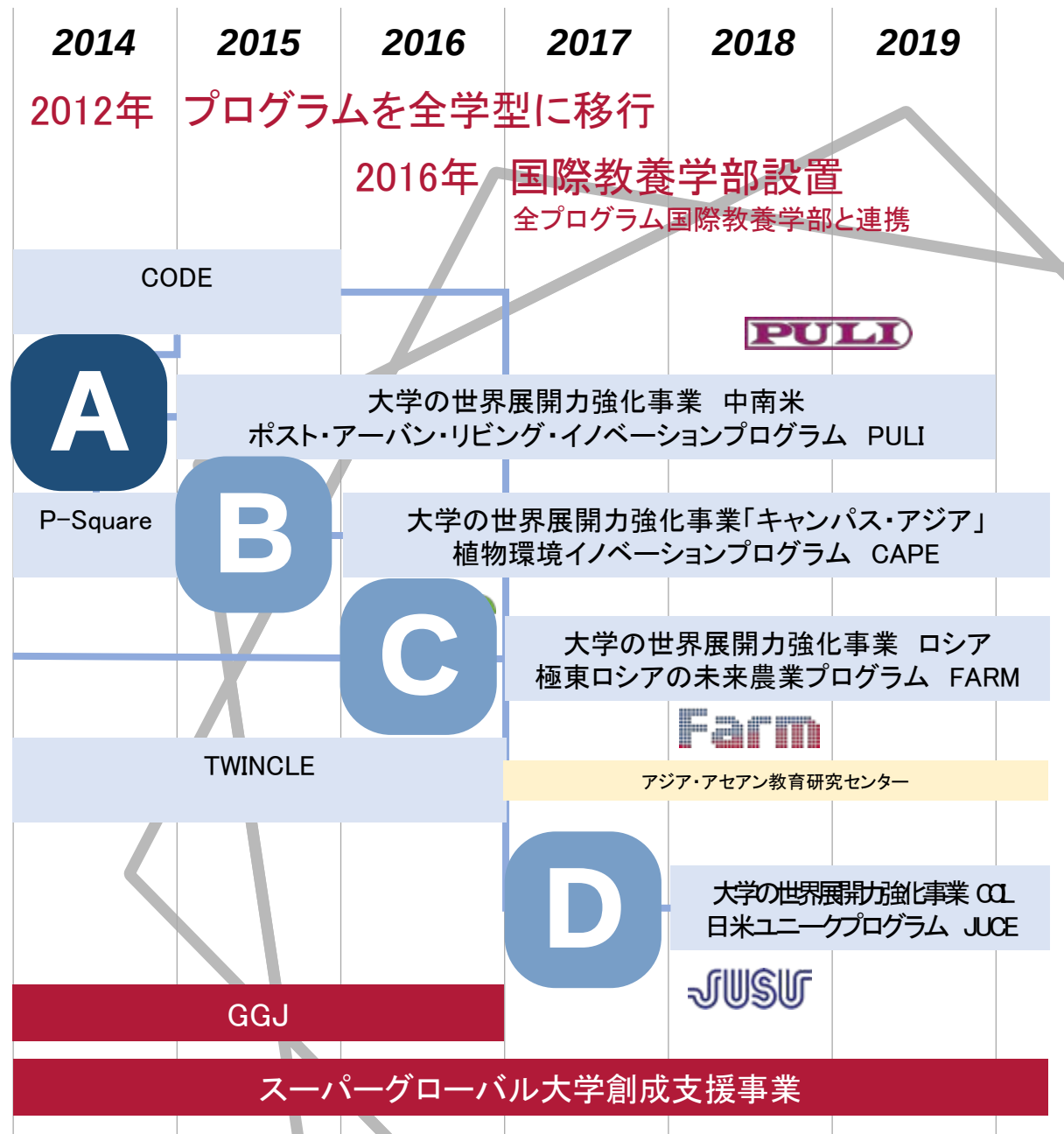
PULI

文化＋地域＋環境＋建築＋デザイン

文理混合型のプログラムを実施
本部が新規に計画・立案して申請
オーガナイザー 文学・国際教養・デザイン・建築・園芸

未来を描くための課題を実施
未来のランドスケープ 都市
未来の建築 地域計画、ビル、家
未来のデザイン サービス・デザイン

- プロジェクトごとに課題を設定し解決していく
- PULI 001 Design Against Crime
 - PULI 002 Future City by Hydrogen Energy
 - PULI 003 Metropolitan Structure and Façade
 - PULI 004 Regional Renewing
 - PULI 005 Edible Garden Development
 - PULI 006 Container House Project
 - PULI 007 Roof Top Gardening
 - PULI 008 Mexican Culture and Design



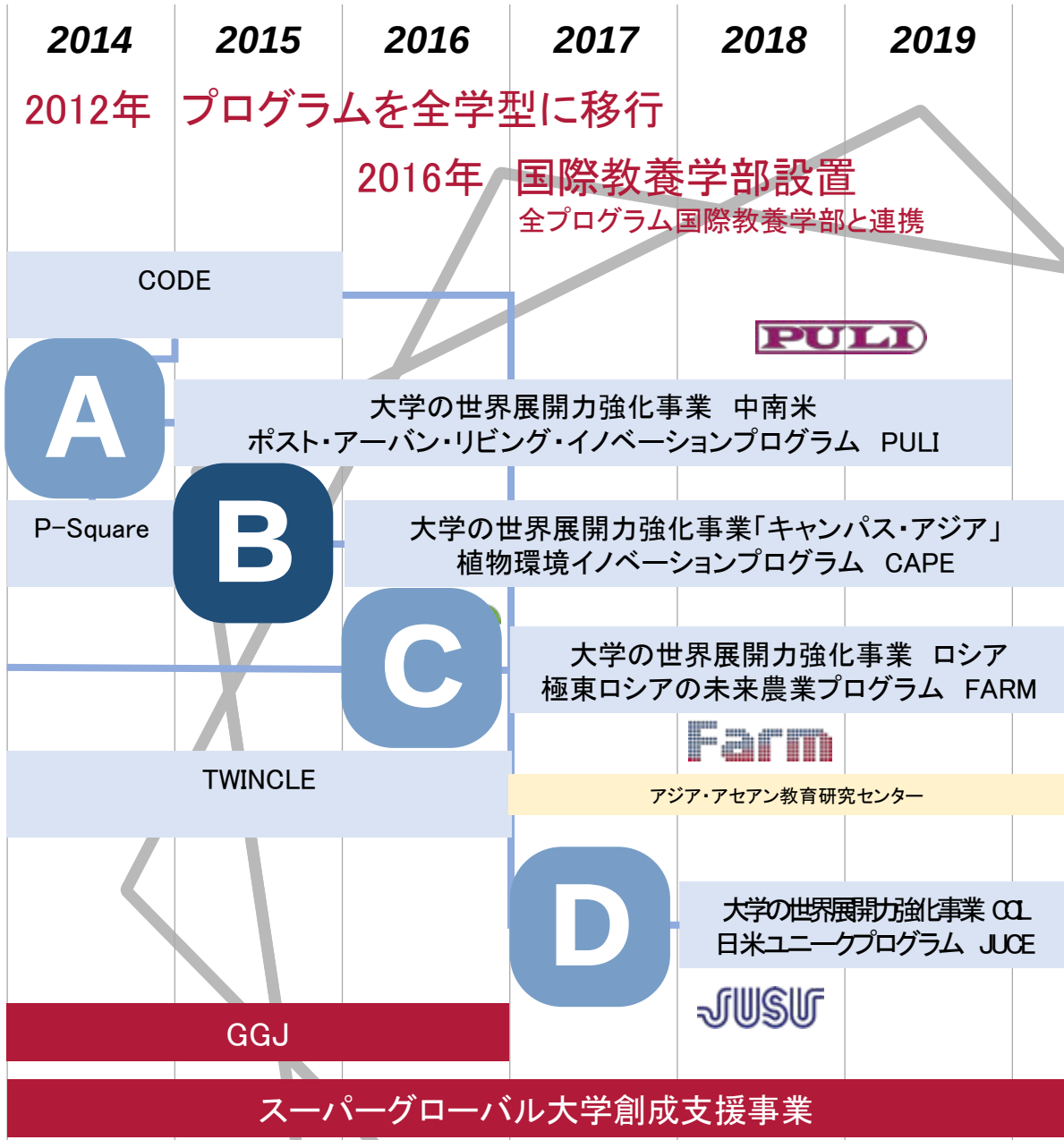
全学提案型 & 複数担当部局オーナーシップ・プログラムへ

B CAPEキャンパス・アジア 農業の高機能未来産業化

本部が計画立案し申請
P-Squareの成果を最大現に利用
本部がこれまでのエビデンスを利用して申請
全体管理を本部
事業管理を部局

農業の6次産業化によるサービス・イノベーション
オーガナイザーを各部局でかつ国ごとに担当
国際教養・デザイン・園芸・フィールド
韓国 延世大学(国際教養+デザイン)
中国 清華大学(園芸+フィールド)
中国 浙江大学(国際教養+デザイン+園芸+フィールド)

多種多様な連携企業
eコマースやネットビジネス会社と積極的に連携
韓国 NAVER(ラインの親会社)
中国 ALIBABA(アリババ本体) KLIGHT(照明会社)
日本 富士通デザイン JDP 全農



全学提案型 & 複数担当部局オーナーシップ・プログラムへ



FARM

未来農業をロシアと日本で実践

本部が計画立案し環境健康フィールド科学センターが申請
農林水産省植物工場実証・展示・研修事業の成果を利用
P-Squareの成果とCAPEの成果を利用

環境健康フィールド科学センターで実施
全学の教育・研究拠点
どの学部・研究科からでも参加可能
学部・大学院で全学対応型の授業を実施

サンドイッチ型の教育・研究プログラムを設置
学部からの系統的なステップアップ型プログラム
太陽光型と人工光型の2つの実践プログラムを実施

学内インターンシップを最大限に利用
植物工場実証実験企業の学内インターンシップを利用
実践型教育を企業と連携して実施
PBLやインターンシップを最大限に利用
ワンストップ・キャンパス 授業＋インターンシップ＋寮



全学提案型 & 複数担当部局オーナーシップ・プログラムへ

JUSU スマートラーニングを実践する

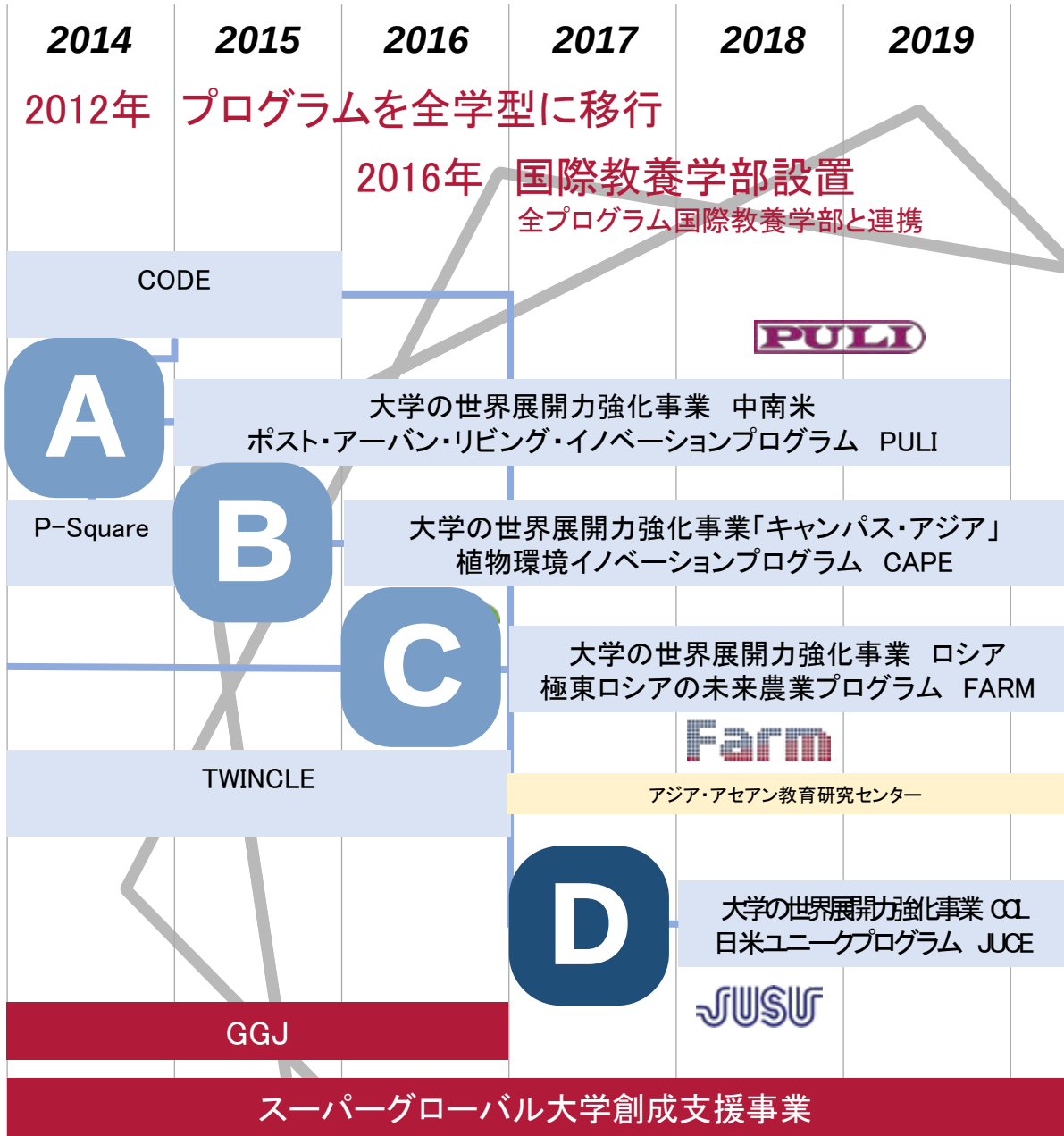
本部が計画立案し申請
大学の機能強化戦略と合致した申請を実施
スマート・ラーニングの本格的実施にシンクロ
大学内外＋国内外どこでも学習できる環境を実現

国際教養学部がオーナーシップ
教育・看護・薬・国際教養・工・園芸で授業実施
24のプログラムを5年間で開発

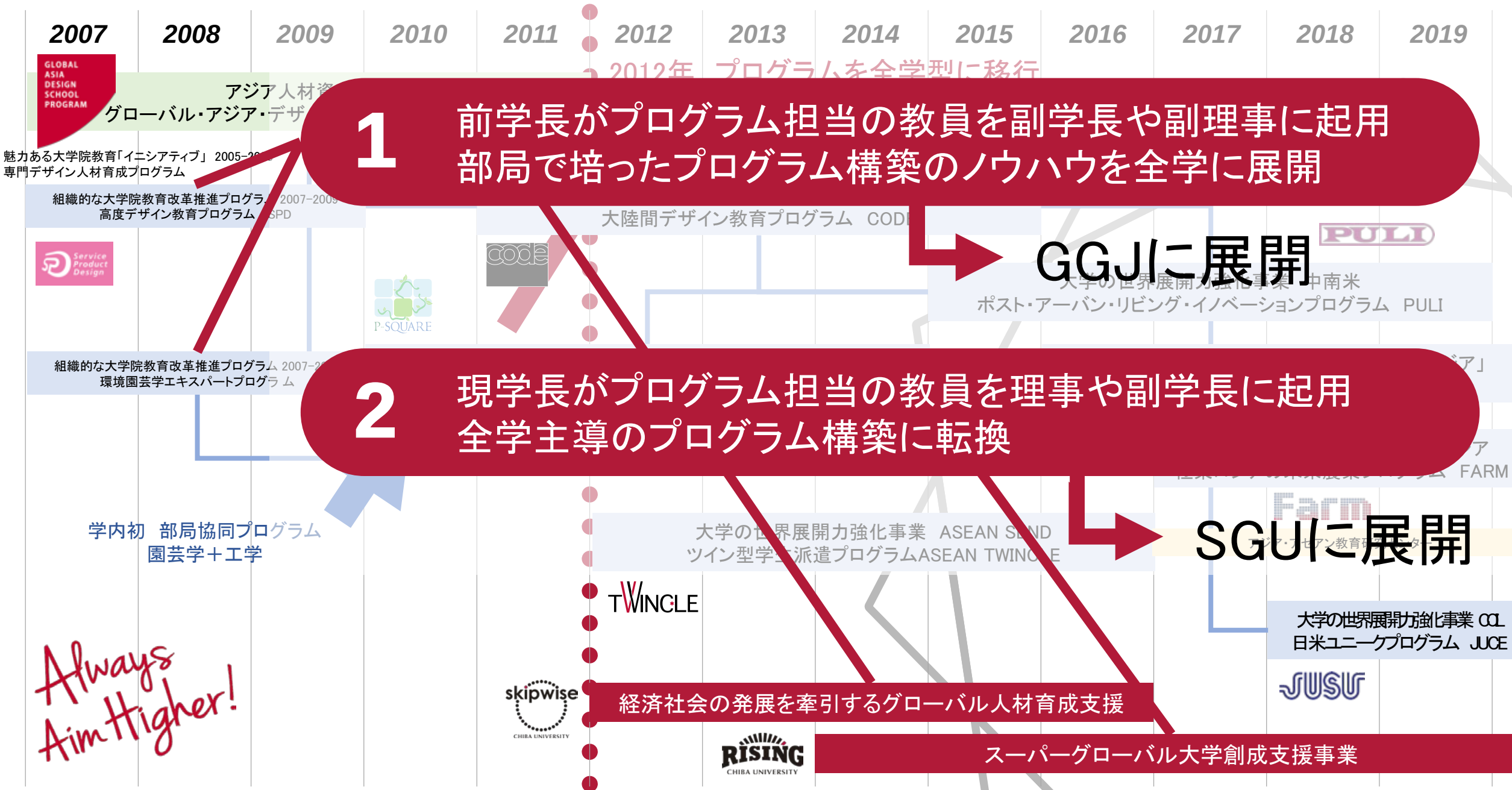
連携大学ごとに部局を決定

シンシナティ	国際教養	工	文	薬
アラバマ	看護	教育	工	
ニュースクール	国際教養	工		
ストーニーブルック	国際教養	文		

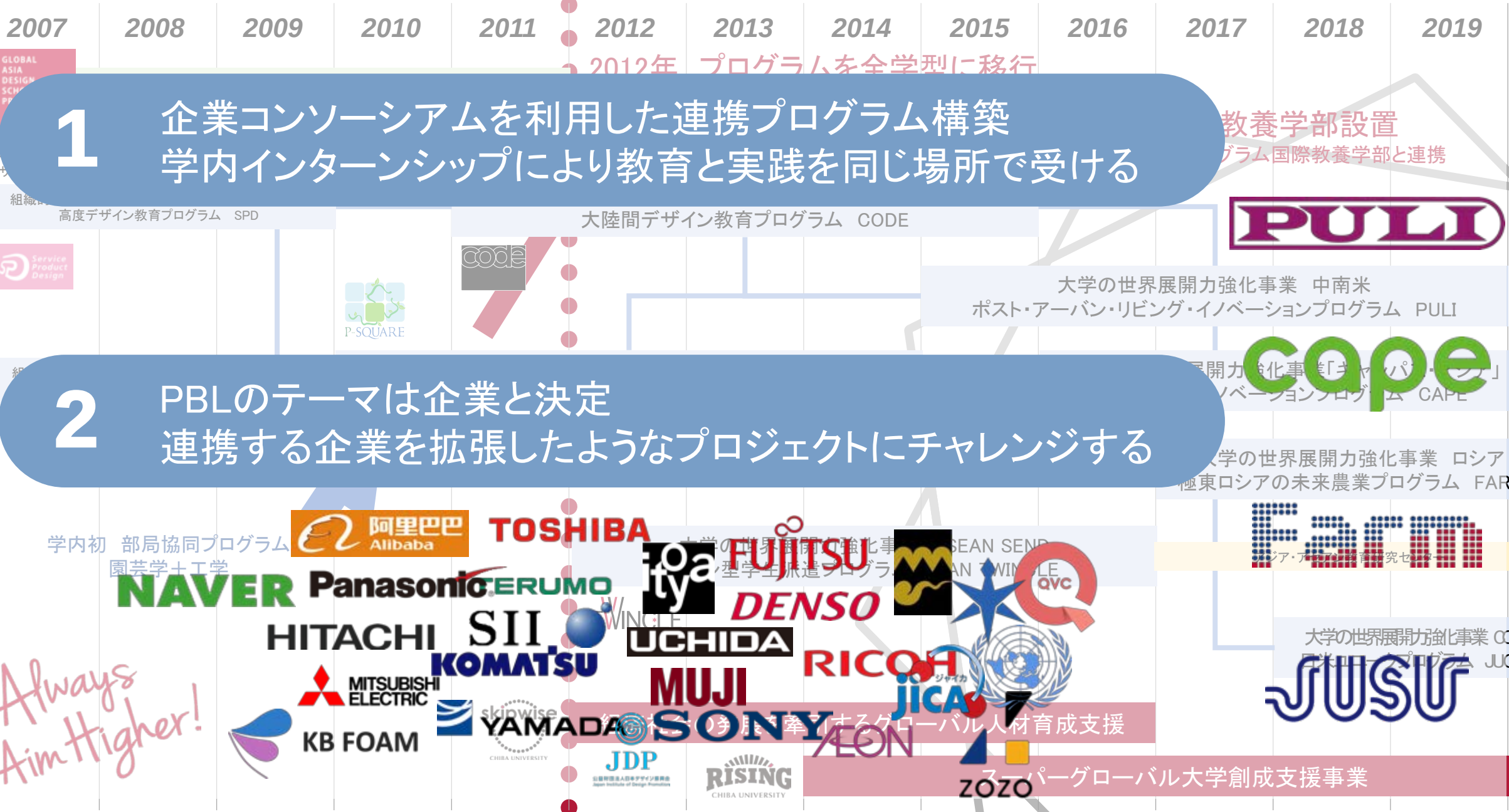
プログラムは学部・大学院ともに全学提供
国際日本学プログラム
大学院共通教育プログラム



全学提案型 & 複数担当部局オーナーシップ・プログラムは学長のマネジメント



全プログラムに共通する「企業と連携した実践型人材育成」の展開



1

企業コンソーシアムを利用した連携プログラム構築
学内インターンシップにより教育と実践を同じ場所で受ける

2

PBLのテーマは企業と決定
連携する企業を拡張したようなプロジェクトにチャレンジする

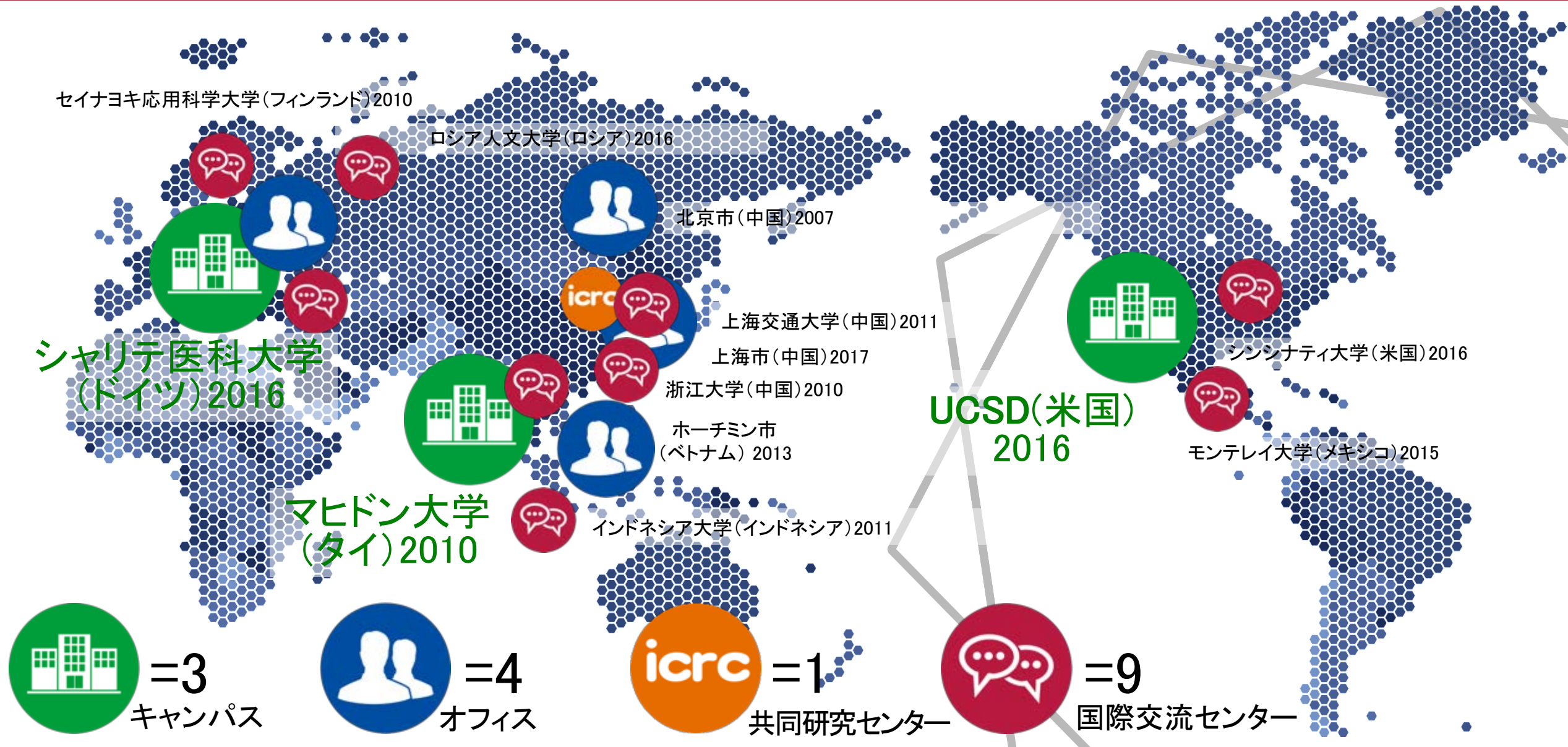
CHIBA
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Abstract geometric line art consisting of several overlapping, irregular polygons and lines in a light gray color, located on the right side of the slide.

END

参考：千葉大学の機能別グローバル拠点

CAMPUS + OFFICE + ICRC + IEC

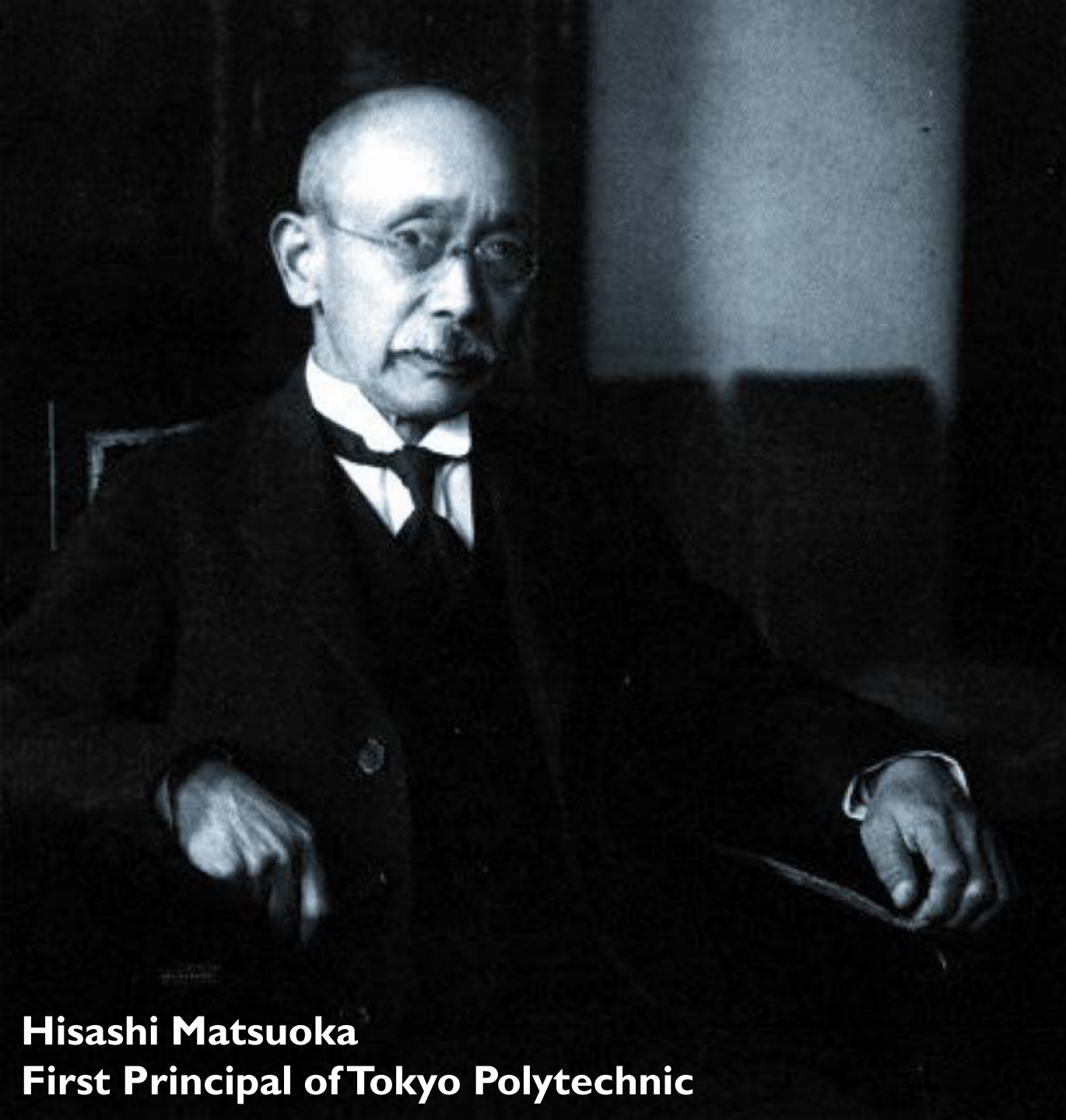


**design
chiba university**



CHIBA UNIVERSITY
OLDEST DESIGN SCHOOL in JAPAN

96 years



Hisashi Matsuoka
First Principal of Tokyo Polytechnic

1922
Establishing the Design School
Started as Tokyo Polytechnic

6 Courses

Graphic Design / Plastic Design / Metalworking / Precision / Wooden / Printing



School Flag













2005	2007	2011	2015	2016	2018
SPD	GADSP	CODE	PULI	CAPE	JUSU
GSPD 2007		GPS			+VIP
					
Service & Product Design Program	Global Asia Design School Program	Inter-Continents Design Education Program	Post Urban Living Innovation Program	Campus Asia Plant Environmental Innovation Program	Japan US Unique Program

Chiba University Global Connections

Service & Product Design Program



Inter-Continents Design Education Program

Campus Asia Plant Environmental Innovation Program



Global Asia Design School Program

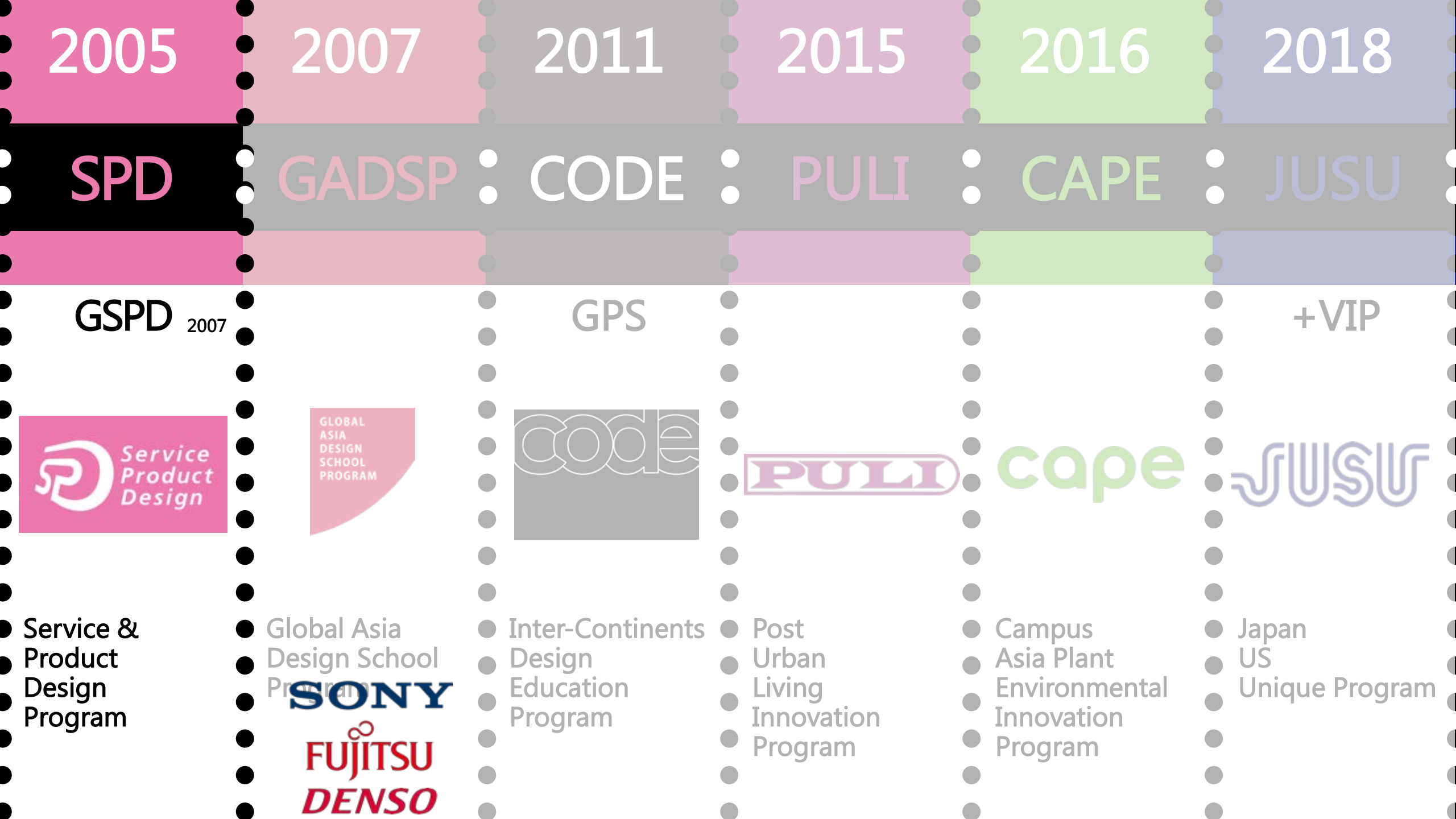


Inter-Continents Design Education Program

Japan US Unique Program



Post Urban Living Innovation Program





*Service
Product
Design*

since 2007

LECTURES

Service Design

First term, Wednesday, Period 4-5

Supported by

FUJITSU DESIGN LIMITED
/ AKIHIKO ISHIZUKA

The lecturer introduced the different cases of the solutions of finance, public, education and medical system that Fujitsu has been offering. Also, IT solution design and the business processes were taught under the theme of "IT for the Field Innovation".

KEYWORDS

- IT Solution
- Business Model
- New Service

Studio Work ▶

The studio work had been executed under the theme of proposing new service based on "UBWALL", a large screen information terminal, that Fujitsu offered. Each team chose the different using scene and made presentation of new service design.



Service Design Strategy

First term, Tuesday, Period 4-5

Supported by

Human Interactive Technology Inc.
/ SHIGEHICO IKEUCHI

The basis of the operation business of the information system was learnt through ITIL (Information Technology Infrastructure Library), which is the framework to provide IT service.

KEYWORDS

- ITIL
- Mash Up
- PHP Language

Studio Work ▶

Through the studio work, students proposed new web services based on the method of "mash up" as the practice of learning mechanism and idea of ITIL, and acquired the programming skill of PHP language.



Design Engineering

Second term, Wednesday, Period4-5

Supported by

Human GK TECH Inc.
/ RYUICHI IWAMASA

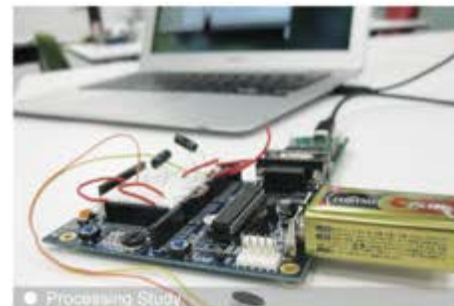
The past project works of exhibitions as well as interactions done by GK TECH Inc. were introduced during the lecture and students had chances to learn the engineering knowledge expected for service & product design.

KEYWORDS

- Programming Skill
- Electric Circuit
- New Interaction

Studio Work ▶

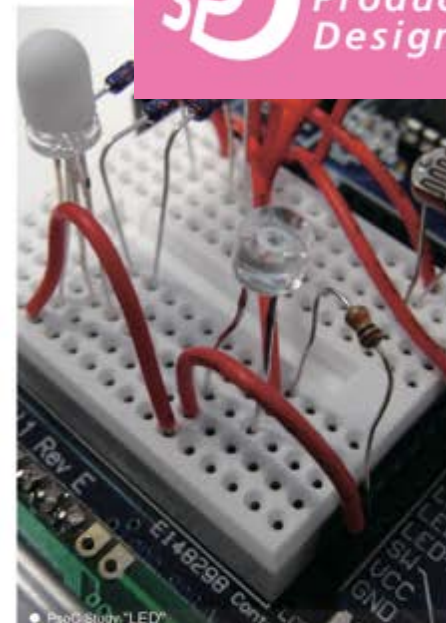
The skill of programming and wiring with different sensors on the actual circuit was acquired by the studio work. Students carried out the task of developing and proposing a new interaction design according to their own concepts.



● Processing Study



● Making Prototype



● Proo Study "LED"

Design Solution Planning

Second term, Tuesday, Period4-5

Supported by

Human Interface Inc.
/ MITSUGU OBATA

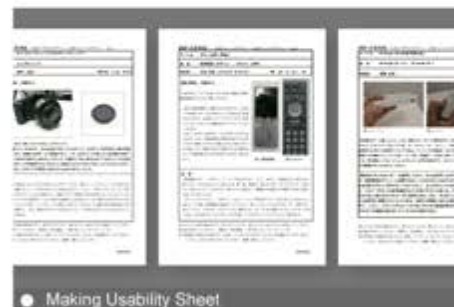
During the lecture, the technique of usability test and the way of thinking about usability evaluation to designed products were obtained by case studies.

KEYWORDS

- Usability Evaluation
- Testee
- Design Improvement

Studio Work ▶

Each team conducted the experiment of usability evaluation based on the self-developed plan. Through the practices with invited testees, students were able to learn the entire flow of the usability evaluation from the data extraction to suggestions for improvement.



● Making Usability Sheet



● Practicing Test



● Practicing Test

01: CAR OF THE FUTURE

2008.5.20 - 2009.2.5

Future Interaction System of Mobility for Young Generation

It has been said for a long time that young people don't use cars. Why is that? What do they expect from cars? In this project, we decided to think about what kind of cars current young people like us would use in the future.

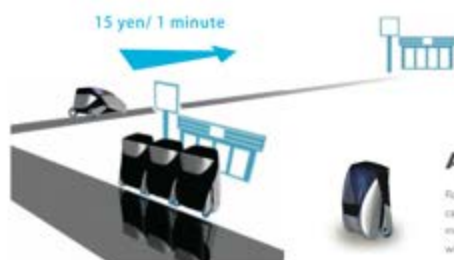
Collaborated with

DENSO

WORKS

RCS
Room & Car Sharing

RCS: a car sharing system based in convenience stores which are everywhere, are opened 24 hours, and where young people like stop by freely.



As a room

Room Mode is the state when this car is folded and parked. During this mode, one can use this car even without holding a driving license.

Why convenient

It is important to make the car sharing system convenient, for example located where we can access them anytime we want. Therefore, we focused on convenience stores as touch-points.



As a transport

When holding a driving license, one can change RCS into drive mode, and thus can use it as a car for 2 passengers. Basically, when one uses this service, it is possible to decide the time length of use and

02: CAMCORDER

2008.9.1 - 2009.2.20

New Kansei Interface Design for Camcorder

this project is a collaboration project between Victor and Chiba University. the theme of the project is new kansei interface design for camcorder.

Collaborated with

Victor JVC
The Perfect Experience

WORKS



JOTO

Video recording is meant to collect memory, memory of every piece of object, sound and light happening at one period, memory of the one who took the movie and the one being taken at. JOTO with its name asserted, it is a device to join together the shooter and the model.



Remocam

For making it possible that anyone in the scene can become a cameraman, and even Cameraman can order and shoot by recording.

Remocam

As current cameras require the Cameraman to pay his full attention on recording for good quality movies, they can not join the scene or simply enjoy



CONNECTED TOYS

CONNECTED TOYS WORKSHOP

Workshop for Service and Interaction Design

TaiK | University of Art and Design Helsinki, Finland
Chiba University, Japan
Sony Creative center, Japan

Introduction

This workshop has been held in October 5th - 9th. In this workshop, the theme is connected toys. We can create new kinds of toys that feature network connections and connect to services with inexpensive and ubiquitous network access. The toys and services should be suitable for young children (age 3-5).

We can either choose an existing service and develop a new toy that connects to it, or you can start with an existing toy and develop a service to enhance the use of that toy. When we start out with a toy, we think about how the addition of a network connection would change existing toys. Is it possible to design services around archetypal toys like dolls, footballs, model cars or train sets? In order to communicate the results of our work, we produce imagined 'evidence' of our toys services: rather than trying to prototype a working device or service, we illustrate the proposed experience by creating by-products such as brochures, advertisements, reviews, packaging or traces of play.

Schedule

5th.Oct



Opening
SONY introduction
Lecture

6th.Oct



Lecture
Work
First presentation

7th.Oct



Work
Mid presentation

8th.Oct



Work

9th.Oct



Work
Final presentation

Members

team A



Lisa De Laurentis
Hiroyasu Kosuge
Jari-Pekka Kola

team B



Maria Kulse
Hiroyumi Fukagawa
Sami Koponen

team C



Sara Widmer
Masao Kurino
Jussi Mikkonen

team D



Sam Dunne
Wang Qian
Tuukka Kingelin

team E



Chia-Chin Chen
Park Jiwon
Lauri Johansson

team F



Kaspars Jursons
Mayuka Ota
Timo Halko

Sony

Sony Creative center

Matthew Forrest (Designer)
Hirotaka Tako (Designer)
Phillip Rose (Designer)

TaiK

School of Design

Peter McGrory (Professor)
Aila Laakso (amanuensis)

Chiba University

Division of Design Science

Makoto Watanabe (Professor)



Introduction

This workshop has been held in October 10th - 11th. In this workshop, the theme is connected toys. We can create new kinds of toys that feature network connections and connect to services with inexpensive and ubiquitous network access. The toys and services should be suitable for young children (age 3-5). We can either choose an existing service and develop a new toy that connects to it, or you can start with an existing toy and develop a service to enhance the use of that toy. When we start out with a toy, we think about how the addition of a network connection would change existing toys. Is it possible to design services around archetypal toys like dolls, footballs, model cars or train sets? In order to communicate the results of our work, we produce imagined "evidence" of our toys/services: rather than trying to prototype a working device or service, we illustrate the proposed experience by creating by-products such as brochures, advertisements, reviews, packaging or traces of play.

Schedule



Members

Sony
Sony Creative Center
Matthew Forrest (Designer)
Hirotaka Taka (Designer)
Philip Rose (Designer)

TaIK
School of Design
Peter McDermott (Professor)
Alla Leake (Lecturer)
Makoto Watanabe (Professor)

Chiba University
School of Design Science
Makoto Watanabe (Professor)



SANKARI
Voice changer cape

team C

CONCEPT

My dream is to be a HERO. There are many child saying such a thing. It is aspiration for a child to be a HERO. We propose a cape with the voice changer. You can speak like a super hero's voice with a microphone and a speaker. Child play freely using voice-changer and doing secret conversation with a friend. For example being surprised the person with a voice-changer and doing secret conversation with a friend. The hero helps somebody. This cape has the side of helping the parent. If the child who wore this cape helps the parent, he can get new voice change power.



Playt

Play with the plate



CONCEPT

In the restaurant only popular with the adults? We thought about the service for the child who wants to have a funny meal. The service can interact with the child, the food and the waiter. We also considered about the product that supporting the service. The special plate, spoon, cup, fork which has digital display and LED lights, can show the interactive image to the child like magic. For example, the child can draw a picture on the plate with the spoon, and then the picture will be saved, and send to the kitchen, then the child will have a cake which has cream-painting after meal, and the painting is the child's painting he draw before.



team D

team A

SOUND SCAPE
Enrich child's play

Enhance imagination through sounds!!



CONCEPT

We paid attention to play while emitting "airplane" sound by a small child. Every child five-year-old from 3 experiences. Then, we proposed it, that is, "Sound Scape" additionally produced to the thing and movement that the child was playing because of the sound. The sound enriches child's play. The child can enjoy using the sound mutually. A new rule need not be remembered. It is possible to play usually. When the lion is mimicked, the sound at which the lion barks is. The voice changes into the animal as which the voice is the same as differ in each person considering the voice-print. Moreover, the function additionally changes into geographical features such as on water and caves for instance, too. Child's play is made happier.

leap

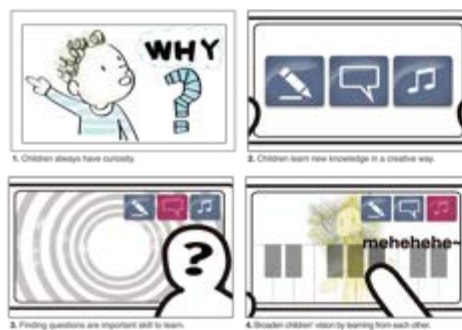
The color connect children

team B



CONCEPT

We proposed "leap" new communication service for kids by using a skipping rope. At first, child gets a skipping rope having peculiar color. He can get new color from his friends by connecting skipping ropes each together. And after doing it again and again, his rope is bright with various color. When one of children which connected ropes with friends starts to play with the skipping rope, other children's ropes inform it with brightness, then they gather to play with him. "leap" is a communicating way for children. Connected ropes make larger fields and provide new games for children.

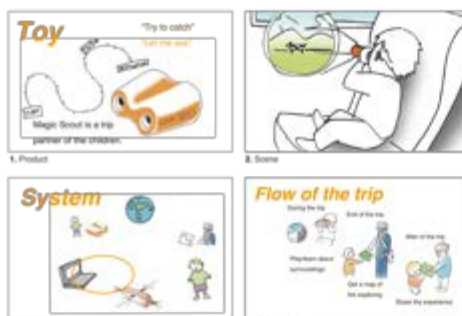


WIKIDS
Made by kids

team E

CONCEPT

Children always ask "WHY" with big curiosity about the world. We focused on this characteristic of children and have designed the service that allows children to share questions and answers easily by themselves. We put a name "wikids" to our service in expectation of it being evolved as powerful as "Wikipedia". This product has simple functions such as drawing pictures, recording sounds, and playing music. Throughout the simple functions, children can express themselves more easily and intuitively than just use words. Also, when children have questions, they can ask to other children with the same device and share each other's opinion in real time. This product supports new communication among children.



MAGIC SCOUT
Explore your trip

team F

CONCEPT

Magic Scout is a toy for the children who travel long trips by train. In this situation children get bored, because they are too small to see the outside world, and they have to be stay still which is hard for this age. With this toy, children are able to see their surroundings 360° through the train wall or everything inside train. The cameras around the train take pictures of the surroundings and send the data to the toy. After the trip, children get the map with their exploring which they can share with someone, for example, grand father in the destination. Lending this toy is a part of the service from railway company.



2005	2007	2011	2015	2016	2018
SPD	GADSP	CODE	PULI	CAPE	JUSU
GSPD 2007					+VIP
					
Service & Product Design Program	Global Asia Design School Program	Inter-Continents Design Education Program	Post Urban Living Innovation Program	Campus Asia Plant Environmental Innovation Program	Japan US Unique Program
					

Global Asia Design School Program

GLOBAL
ASIA
DESIGN
SCHOOL
PROGRAM

Study and Work in Japan

China
Korea
Thailand
Malaysia
Indonesia
Singapore

Professional Master & PhD Program

MADE Program (2013-)
Master of Asia Design Education Program

Study New Design Area

GLOBAL
ASIA
DESIGN
SCHOOL
PROGRAM

DESIGN in BUSINESS

DESIGN and Social Innovation

DESIGN Engineering

DESIGN Management

REGIONAL DESIGN

INCLUSIVE DESIGN

SUSTAINABLE DESIGN



Cooperate with JDP

UNIVERSITY & ORGANIZATION

GLOBAL
ASIA
DESIGN
SCHOOL
PROGRAM



JDP

公益財団法人日本デザイン振興会
Japan Institute of Design Promotion

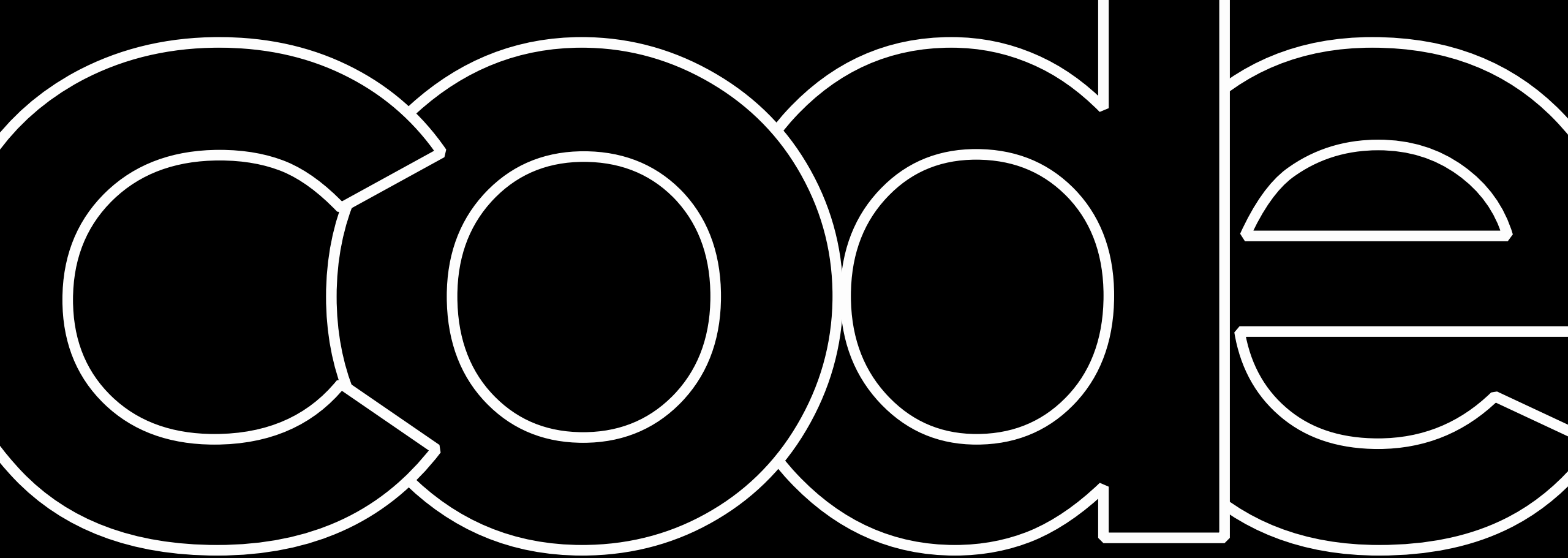


GOOD DESIGN
AWARD 2017



PROJECT BASED LEARNING
INCLUSIVE DESIGN

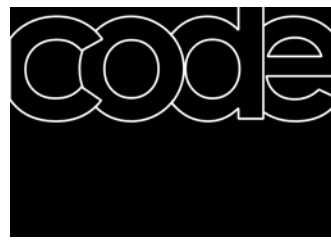
DESIGN MANAGEMENT
CORE COMPETENCE DESIGN



CHIBA UNIVERSITY STUDENT
PARTNER UNIVERSITY STUDENT

STUDY TWO UNIVERSITIES within A YEAR
GLOBAL PROGRAM TAUGHT in ENGLISH

13 CODE PARTNER UNIVERSITIES



USA

Parsons School of Design, The New School
School of Design Strategies / School of Constructed
Environments
New York, USA

University of Cincinnati
School of Design
Cincinnati, USA

CCS | College for Creative Studies
Detroit, USA



USA

Parsons School of Design, The New School
School of Design Strategies / School of Constructed
Environments
New York, USA

University of Cincinnati
School of Design
Cincinnati, USA

CCS | College for Creative Studies
Detroit, USA



Strate, School of Design
Sèvres, France



THE GLASGOW
SCHOOL OF ART



KISD
Köln International School
of Design



EXCHANGE STUDENT

code

Chiba University Students
who accomplished CODE
Exchange Studies:

37

Chiba University Students
sent to Partner Universities:

60

Partner Universities Students
whom Chiba University hosted:

56

EUROPE



University of Lapland



L'École de design Nantes Atlantique



Strate, School of Design



USA

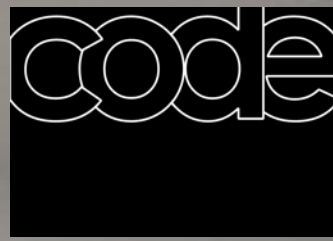
Parsons School of Design



University of Cincinnati



WORKSHOP



Total Workshops:

41

Workshops in Japan:

21

Workshops Abroad:

20

Chiba University
Students in
Total Workshops:

354

Chiba University
Students in
Home Workshops:

228

Chiba University
Students in Away
Workshops:

126

Students in
Total workshops:

688

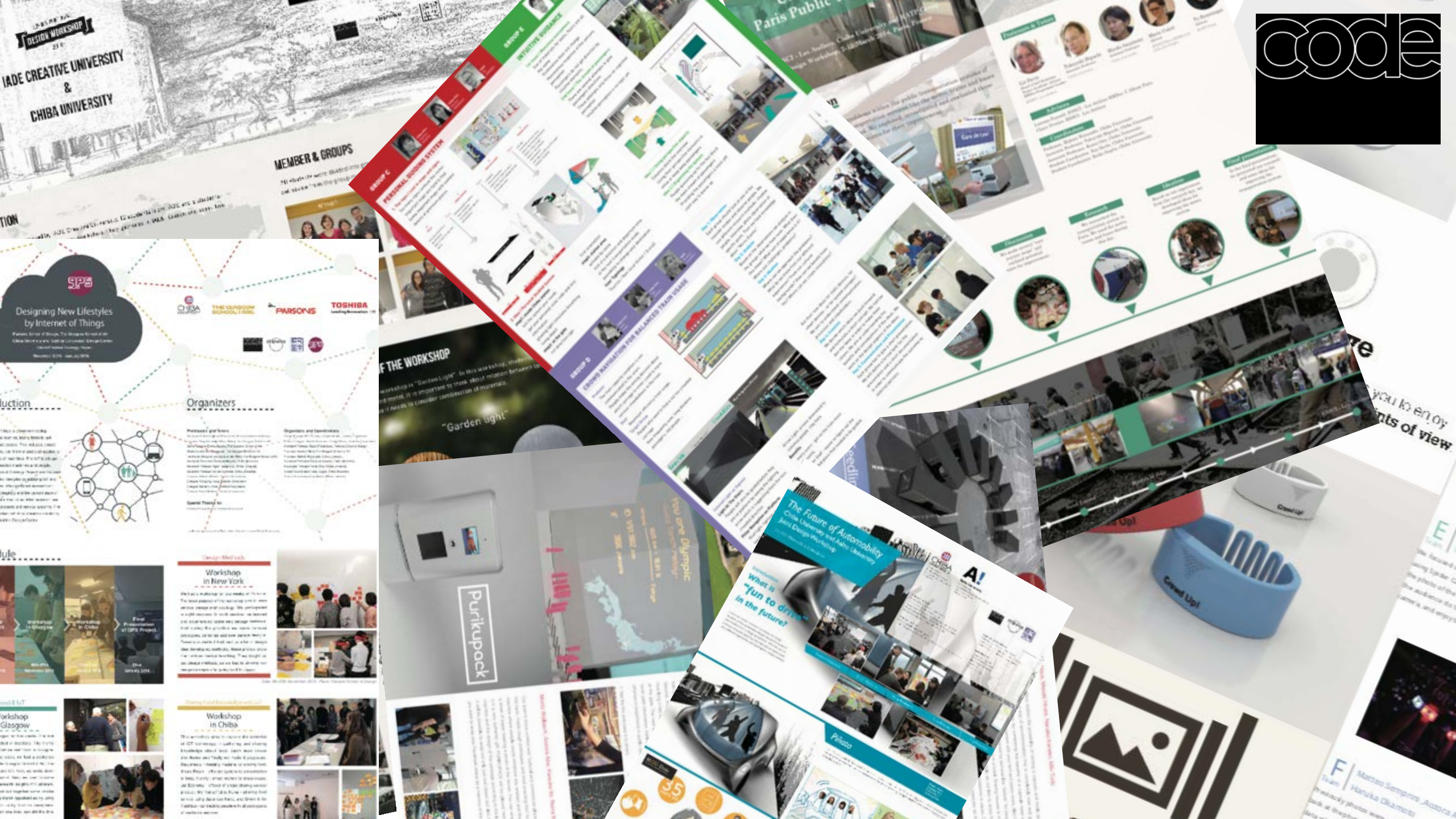
Partner Universities
Students in
Workshops in Japan:

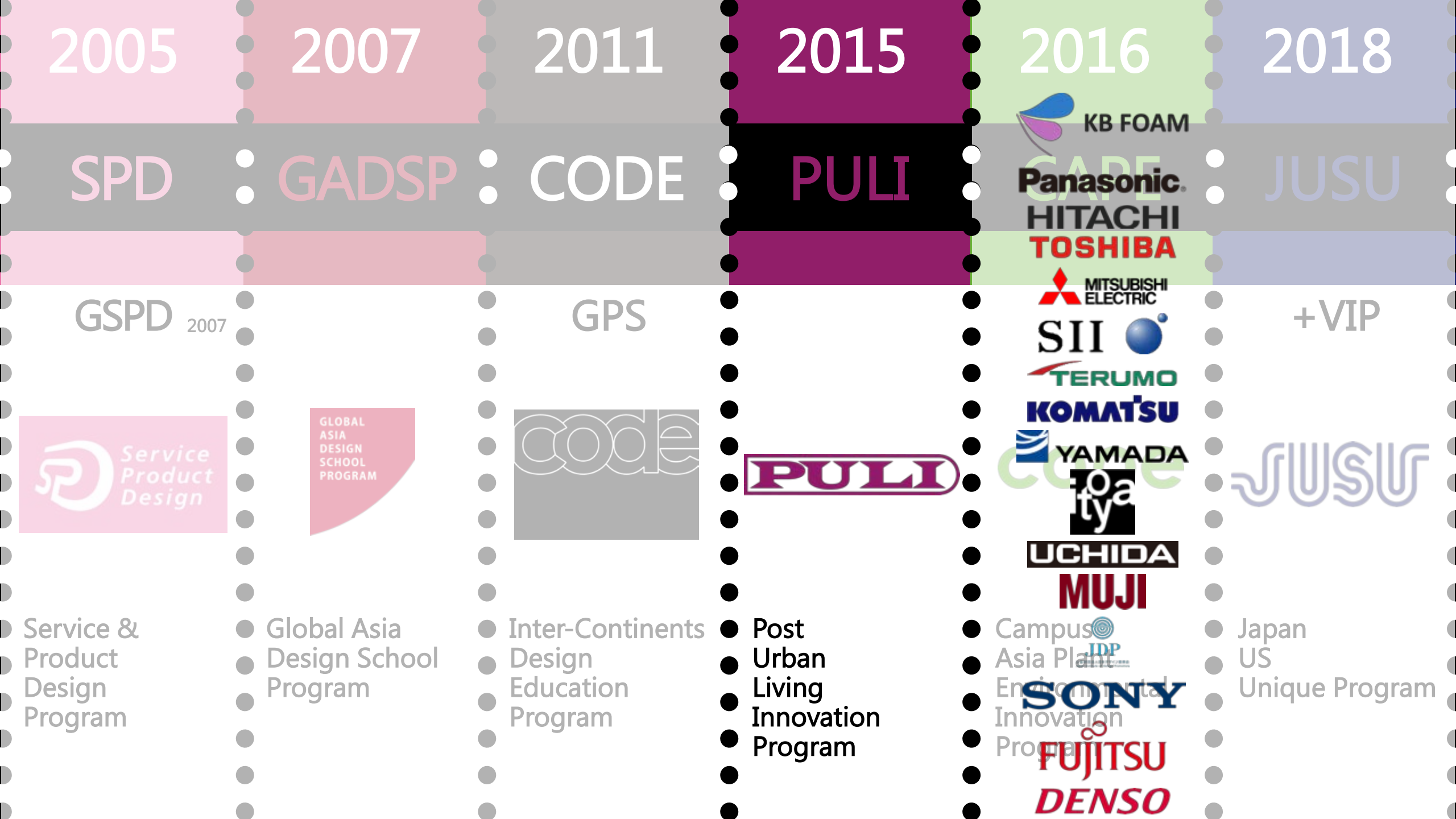
156

Partner Universities Students
in their Home Workshops in
alliance with CODE Program:

178









**Post Urban Living Innovation
Education and Research Program**

Running SIX Projects

PULI

PULI 001

ICT Future House
Design Against Crime Project

UDEM



PULI 002

Hydrogen Station
Future City by Hydrogen Energy



PULI 003

QOL for Over Crowded City
Metropolitan Structure and Facade

UDEM



PULI 004

Living Environmental Project
Regional Renewing



Universidad Veracruzana



PULI 005

Metropolitan Greening
Edible Garden Development



PULI 006

Future House LABO
Container House Project



UNIVERSIDAD
PANAMERICANA
Campus Aguascalientes



Research about initial container house in UP.

Number of Exchange Students

FY 2015-2017

to Japan

149

Total

279

to Mexico

130

Type of Exchange Studying

Bachelor

Workshop / Semester Program / Internship Program

Master Course

Workshop / Internship Program / Project Work

Doctoral Course

Project Management / Research Program



PULI003 Workshop in Mexico 2017 Video

PULI003 QOL in Overcrowded City

🕒 2018-10-30



PULI003 Workshop in Japan 2017 Video

PULI003 QOL in Overcrowded City

🕒 2018-10-30

for urban life Time: October 10, 2018 14:00-17:00
Place: Presentation Space, Aca



🕒 2018-10-09



Bioclimatic & sustainable architecture workshop at Chiba University



WORKSHOP IN MEXICO

PULI007 ROOF GREENING
IN OVERCROWDED CITY

MEXICO CITY

2018.3

PULI007 Green roof project at Ibero-American University Campus

In March 2018, ten students from College of Liberal



PULI003 Quality of Life in Overcrowded City Video

PULI003 Quality of Life in Overcrowded City -

PULI007 Bioclimatic & sustainable architecture workshop at Chiba University

In August 2018, six students from Department of Architecture from Ibero-American University, fifteen students from Faculty of Engineering (Architecture and...

🕒 2018-09-04

2016

CAPE

GPS



Campus
Asia Plant
Environmental
Innovation
Program



cape

Campus Asia Plant Environment Innovation Program

cape



Practical applications of advanced technologies
Campus Asia Plant Environment Innovation Program



PLANT ENVIRONMENT INNOVATION

cape

AGRICULTURE SIXTH INDUSTRIALIZATION

LANDSCAPE

PLANT FACTORY

E-COMMERCE

AGRI-BUSINESS



TSINGHUA UNIVERSITY ZHEJIANG UNIVERSITY
YONSEI UNIVERSITY CHIBA UNIVERSITY



FUNFOOD Expected Benefit for Foreign Tourists

'A' Team suggested to people to food information app. it have 3 benefits. First, people can get food information quickly and easily. Second, they don't need other's help for Information. Last, they can avoid foods that they don't want.





Make more funny

GAMIFARMI

Background

Goal For the Disabled

More Productivity

Target

Developmental Disorder

Aggressive behavior

Fearfulness or anxiety

6-7 year old kid's intelligence

Feel difficulty in concentrating

Design



Wristband

For each person
Task notifier
Audio function

Task assistant

Notify the task

Give instructions

Makes sound when
the task is done



Herbie Farm

cape

Background

Goal Smart farm For disabled

Make more harvest

Target

Persons with Developmental

Disabilities

Concept

Enjoy with Herbie!

Herbei friends

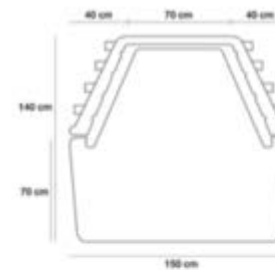


Solution 1 : Communicate with Herbie!

- Help developmental disabled to understand how to do task
- Communicate with developmental disabled



Solution 2 : Herbie bed



Advantage

1. We can plant more crops.
2. Space can be used efficiently.
3. It can reduce working time.



2011	2015	2016	2018	
CODE	PULI	CAPE	JUSU	阿里巴巴 Alibaba NAVER KB FOAM Panasonic HITACHI TOSHIBA MITSUBISHI ELECTRIC SII TERUMO KOMATSU YAMADA foa ty UCHIDA MUJI JDP SONY FUJITSU DENSO AEON RICOH
GPS			+VIP	
code	PULI	cape	JUSU	
Inter-Continents Design Education Program	Post Urban Living Innovation Program	Campus Asia Plant Environmental Innovation Program	Japan US Unique Program	

Japan-U.S. Unique Program using COIL

**Foster the development of
"human resources capable of creating future employment"**

Self-design major of the International Graduate School of Liberal Arts and Sciences is to be launched in 2020.

Participating students = Students who can create new majors on their own from a broad perspective

Develop new modes of learning with Smart COIL

Smart Learning (possible to study anywhere) + COIL (online international joint study)

Environment where students study off campus through the use of e-learning, video content, internet classes, and social media

Six characteristic strategies for assuring the quality of education

1. Establish a mutual guarantee based on a curriculum and learning agreement
2. Conduct invitation-only classes on research units in the graduate school minor program
3. Establish a system for sending and receiving students smoothly through the use of a six-term system
4. Develop a self-design major
5. Broaden the International Japanese Studies minor
6. Develop a double degree

4



Subjects studied only at 4 universities in the U.S.



12

Conduct COIL in the characteristic fields of the 4 universities Entice Japanese students to study overseas with unique programs

University of Alabama



Social Education

- (1) Social Education
- (2) Civil Study
- (3) Global IPE

University of Cincinnati



Cosmetic Science

- (1) Cosmetic Science
- (2) Business
- (3) Landscape

The New School



Business Design

- (1) Business Innovation
- (2) Design Thinking
- (3) Service Design

Stony Brook University



Entertainment

- (1) Art & Entertainment
- (2) American Literature
- (3) Wellness

COIL JUSU (Japan-U.S. Unique) Program

Achieve a high level of international joint education by having students mutually share their knowledge & skills

School of Nursing

1. Disaster nursing, first-aid nursing
2. Aged care, healthcare for the aged
3. Global IPE
4. Medical engineering, healthcare system

Faculty of Horticulture

1. Comprehensive Artificial Plant Factory
2. Landscape Architecture
3. Urban greening, environmental issues
4. Image sensing

Liberal Arts and Sciences

1. Noh and Kyogen, Japanese traditional performing arts
2. Zen and Japanese culture
3. Agriculture as a "sixth industry"
4. Community regeneration care

12



School of Medicine, Faculty of Pharmaceutical Sciences, School of Nursing, Faculty of Science, Faculty of Engineering, Faculty of Horticulture, College of Liberal Arts and Sciences, Faculty of Letters, Faculty of Law, Politics and Economics, Faculty of Education

Offer subjects studied only at Chiba University (Japan)

The programs will be led by the School of Nursing, Faculty of Horticulture, and College of Liberal Arts and Sciences, faculties that no other national university has



Volunteer



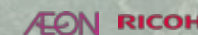
International organizations: WHO, JICA, Chiba Prefecture public institutions



Internship



Distribution business, IoT companies, Agriculture + 6th Industry



Professional Study



University hospitals, farm fields, National Museum of Japanese History



50

Planned internship in US companies: P&G, University of Alabama, venture companies, etc.

COIL +VIP Program

Volunteer
Internship
Professional Study

Conduct social learning linked with COIL

Plans for participation of 25 Japanese students + 25 American students in the full COIL + VIP program

2005 KEY FACTOR 2007

2011

2018

SPD

GADSP

CODE

PULI



JUSU

+VIP



GLOBAL EDUCATION II

GLOBAL COOPERATION



Service & Product Design Program

Global Asia Design School Program

Center for International Design Education Program

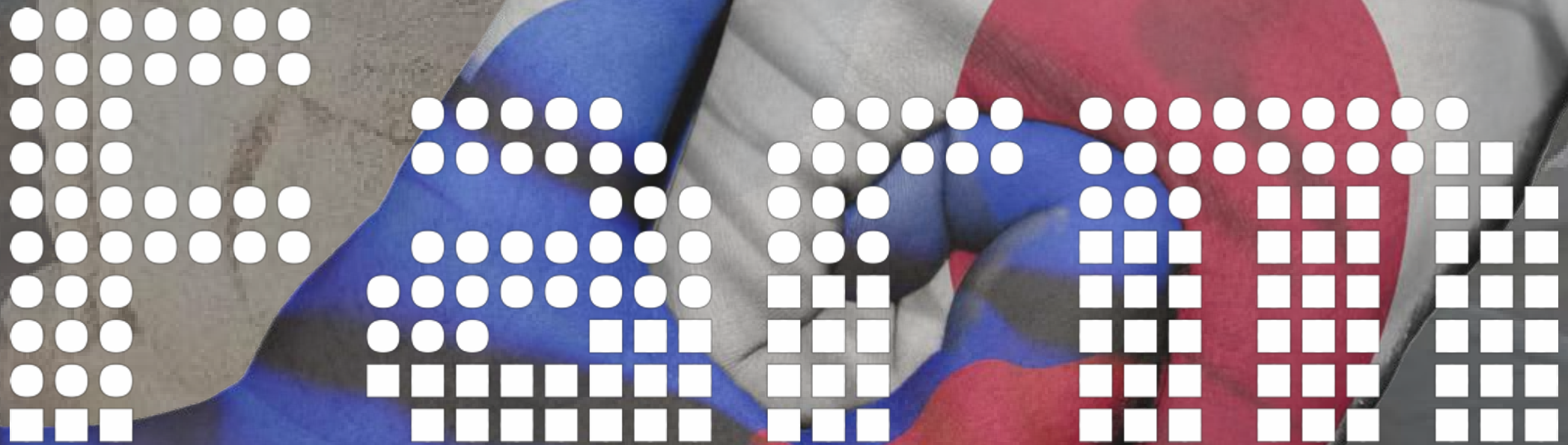
Post Urban Living Innovation Program

Campus Asia Plant Environmental Innovation Program

Japan US Unique Program

**design
chiba university**

END



Future Agriculture with Russia Pre-Master to PhD Program

Sunlight Plant factory
Development of greenhouse cultivation
Large-scale planned production is possible
Adjustment technology for high altitude environments

Artificial Light Plant Factory
Not affected by the climate
Integrated production and sales model
Adjustment technology for high altitude environments

Farm

FUTURE

AGRI

AIRTIFICIAL
LIGHT
PLANT
FACTORY

A

TRAINING

SUN LIGHT
PLANT
FACTORY
TRAINING

Developing Future Agriculture Specialist
Extreme Environment Arctic Areas
Japan and Far-east Russia Working Together

Mega Greenhouses Management Transfer Japan Cutting-Edge Technology

**Large-scale Greenhouses
Professional**

J Student



**Chiba
University**

**Agri-business
Professional**

J & R Student

**The Sakhalin
State University**



**Greenhouse
Professors**

R Student

**Primorskaya
State Academy of
Agriculture**





S SUN LIGHT
PLANT
TRAINING FACTORY



AIRTIFICIAL
LIGHT
PLANT
FACTORY **A**
TRAINING

Sunlight Cultivation Model
Planting, Raising Seedlings, Cultivation, Harvesting
Harvesting in 12 weeks total

Artificial Light Cultivation Model
Planting, Raising seedlings, Transplanting, Harvesting
Harvesting in 6 weeks total (1 study abroad term)

Multidisciplinary Agriculture Professional

Learning Both Farming Technology / Two to Four Study Abroad

PRE
Prior Study
Short Term

A
TRAINING

One Term Study

UNDERGRADUATE

S
TRAINING

A
TRAINING

Two Term Study

MASTER

S
TRAINING

Two Term Study

PhD

Adapt “8-Point Economic Cooperation Plan”

Environment, Health and Field Sciences KASHIWANOHA CAMPUS

LECTURE ROOM
LABORATORY
OFFICE



DORMITORY



ONE STOP CAMPUS



INTERNSHIP
&
FIELD STUDY

INTERNSHIP



Internship



2016



NOV
PROGRAM DISCUSSION



JAN
UNIVERSITY EXCHANGE
AGREEMENT

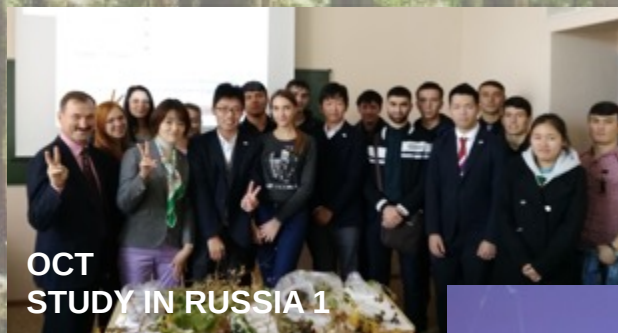


ACTIVITIES
2016
2017
2018

2017



SEP
OFFICIAL START



OCT
STUDY IN RUSSIA 1



DEC
STUDY IN JAPAN



FEB
SETUP
CONTAINER PLANT FACTORY



NOV
ATTEND ANIVERSARY

2018

22 MAR



JAN
PROGRAM MANAGEMENT MEETING
STUDY IN RUSSIA 2

Japan-Russia
Far East Agricultural
Business Forum 2018

