kcg.edu
Kyoto Computer Gakuin
京都コンピュータ学院

URL: https://www.kcg.ac.jp/
E-mail: admissions@kcg.edu

Inquiries: Admissions Section,
Kyoto Computer Gakuin
10-5, Nishikujoteranomae-cho, Minami-ku,
Kyoto-shi, Kyoto 601-8407 Japan
Tel: 075-681-6334 (+81-75-681-6334 outside Japan)
Fax: 075-671-1382 (+81-75-671-1382 outside Japan)

In Japan フリーコール 0120-829-628

英語 202508

The University of Informatics™

kcg.edu

KCG: Kyoto Computer Gakuin Academic Programs

Japan's first computer education institute 京都コンピュータ学院

Established in 1963　A full-day curriculum was established in 1969

Kyoto Computer Gakuin(KCG) is Japan’s first computer education institute.

- To provide a high-standard education that emphasizes the academic aspects of computer technologies and their theories
- To provide an education that keeps up with the advancement of computer technologies
- To foster creative abilities in computer technologies
- To establish broader viewpoints on information-oriented society
- To develop both aspects of intelligence and sensitivity

Tradition and Results

Founder and President

Yasuko Hasegawa

Bachelor of Science in Physics and Astronomy, Faculty of Science, Kyoto University (the first woman to do so)
Completing the Doctor of Science Course, Kyoto University
The first to use the computer for astrophysics research
Visiting Scientist at Pennsylvania State University, the US
Awarded from the Ministries of Education and their like, of Thailand, Ghana, Sri Lanka, Peru and others
Awarded the Special Prize for International Cooperation from the International Telecommunication Union in 2006
Testimonial from the Information Processing Society of Japan in 2011

Kyoto Computer Gakuin (KCG) was established in 1963, becoming Japan's first computer training institution. Since then, KCG has consistently played a role on the cutting edge of each era.

The Pioneer Spirit of Kyoto Computer Gakuin

Kyoto Computer Gakuin (KCG) was established in 1963, at the dawn of Japan’s computer age, out of a passionate desire to create a new era. As Japan’s first dedicated institution of computer education, KCG was established by a group from the School (now Division) of Physics and Astronomy, Graduate School of Science, Kyoto University. In those days, informatics courses were unknown at Japanese universities. The new school set itself a mission of “developing information-processing engineers filled with creativity to meet the needs of the age.”

From the 1970s to early 1980s, KCG installed a series of medium-sized and large-scale computers, the leading edge in computers at that time, making them freely available to students for training purposes. In those days, it was virtually unheard of for a school to provide students with computing power on such a scale for training purposes, and the policy became the object of envy at other universities. Though the school building was little more than a barracks, KCG showed it was faithful to its educational philosophy of providing students with the most advanced educational environment available in each era. Today KCG continues to uphold the pioneering spirit of its foundation. In 2004, the school opened the Kyoto College of Graduate Studies for Informatics (KCGI), Japan’s first graduate school dedicated to IT.

To date KCG has produced over 50,000 graduates. These graduates, imbued with the pioneering spirit they cultivated at KCG, are continuously tackling fresh challenges around the world. KCG takes pride in its 60-year-plus legacy of tradition and results. Now the task of building the future falls to you.

Principal of Kyoto Ekimae Campus
President of The Kyoto College of Graduate Studies for Informatics

Yoichi Terashita

Graduated from the Faculty of Science, Kyoto University. Studied in the United States as a Fulbright scholar. Acquired Master of Science and Doctor of Philosophy degrees from the University of Iowa, majoring in Physical Astronomy. Lecturer at Iowa University. Successive positions as a researcher at Pennsylvania State University. Professor Emeritus, Kanazawa Institute of Technology. Former temporary specialist in informatics with the Japan International Cooperation Agency (JICA). Former principal, Rakuhoku Campus, KCG. Now serves concurrently as Vice Principal of KCGI, with responsibility for courses in the database field.

KCG is a comprehensive educational institution in the field of IT. The IT curriculum we offer covers every IT field needed by society: from IT theory to applied IT, from hardware to software and from IT as a technology to IT as a culture. Our faculty of highly accomplished IT professionals is equipped with the latest practical training materials, to implement this curriculum with utmost effectiveness.

I hope your dreams will come true at this school.

Principal of Kamogawa Campus

Shozo Naito

Bachelor of Engineering, Kyoto University. Completed master’s degree at Kyoto University with a major in mathematical engineering. Master of Engineering. Former chief research officer, Information Distribution Platform Laboratory, Nippon Telegraph and Telephone Corporation (NTT). Former Secretary, Internet Research Committee, Institute of Electronics, Information and Communication Engineers of Japan (IEICE). Former advisor and professor, Korea Information Security Agency (KISA). Professor, KCGI.

There is no question in my mind that IT will continue to advance and society’s need for IT specialists (engineers) will grow in leaps and bounds. In the IT field, where new technologies continually emerge in rapid succession, keeping one’s knowledge up to date is essential. For this reason people with a thirst for learning are in high demand.

It is my hope that, through your studies and student life at KCG, you will acquire the strengths you will need to take charge of a new era. We, the faculty, will support you in your endeavors, so I urge you to do your best.

Principal of Rakuhoku Campus

Hong Seung Ko

Bachelor of Engineering, Dongguk University, South Korea. Completed doctoral degree (with major in numerical engineering), doctor of engineering, Kyoto University. Former CIO, Strategic Planning Office, Information Strategy Department, Samsung Electronics Co., Ltd., South Korea. Former president and CEO, Harmony Navigation Co., Ltd. Former advisor and professor, KISA. President, Nippon Applied Informatics Society (NAIS). Special Committee Member, CALS/EC Society, South Korea. Former advisor, Jeju Special Self-Governing Province. Member, Jeju Intellectual Property Promotion Advisory Committee. First Lifetime Member, Korea EC Research Association. Professor, KCGI.

KCG is a forum for studying the IT needed by society in every field. We exert all our energy to provide students with a solid grounding in IT. Moreover, we strive to develop capable people who can play valuable roles in technology related to data science and in a variety of business environments.

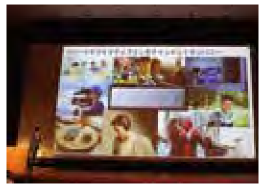
KCG is determined to contribute actively to developing the people who will be indispensable to companies’ sustainable growth in such rapidly changing fields as data science, AI and the Fourth Industrial Revolution.

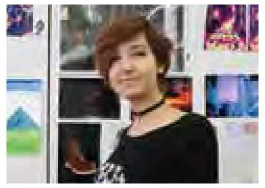
Key Features of KCG

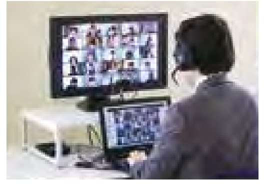
Our graduates are the tip of the spear! With 20 courses in five departments, you can study in-depth to your heart's content.

Lots of overseas students from a host of countries study at KCG!

- ▸ **The first dedicated computer learning institute founded in Japan**
- ▸ **A history of over six decades, with over 50,000 graduates**
- ▸ **With 20 courses in five departments, you can study virtually any field of IT.**
- ▸ **Studying in Kyoto, Japan's ancient capital and a student city, is unbeatable.**
- ▸ **State-of-the-art equipment creates an outstanding learning environment.**
- ▸ **A comprehensive acceptance posture welcomes numerous students from around the world.**
- ▸ **Partnerships with over 100 educational institutions worldwide**
- ▸ **Dedicated courses for overseas students provide opportunities to learn Japanese.**
- ▸ **A wide range of programs are available for overseas students for exemption and reduction of tuition and other expenses.**
- ▸ **Dedicated support staff make overseas students' academic and daily lives easier.**
- ▸ **KCG arranges accommodations.**
- ▸ **A wide range of bursary programs exclusive to KCG**
- ▸ **Exchange students can get to know each other through a full schedule of exchange meetings and informal get-togethers.**
- ▸ **Comprehensive job-search support, with an unbeatable track record**
- ▸ **Many overseas students progress to our sister institution, KCGI, to study IT and management.**
- ▸ **Interested students can attend our sister institution, Kyoto Japanese Language Training Center, to study Japanese before entering.**







Education at KCG

An education at KCG offers unique features you can't get at other schools. Rather than follow the conventional pattern of one-way transfer of knowledge from teacher to student, KCG respects each student's individuality, responding in detail to individual requests through repeated testing and tweaking of educational methods, as well as providing state-of-the-art educational facilities. KCG supports ambitious students in pursuing their dreams to the furthest extent.

◆ A Practical Curriculum with Outstanding Character Development

Lessons connected directly to the real world, guided by leaders in each field, develop truly capable people

■People Who Can Play Active Roles in the Future

Playing an active role in society requires much more than simply acquiring a corpus of techniques and knowledge. It requires the true capability to apply that learning effectively and relate it to real-world problems. At KCG, we offer a curriculum of on-site, practical training that reflects the needs of the industrial world, giving graduates the start they need for their future careers.

Our lecturers are leading professionals with practical corporate experience, including at major electronics manufacturers and game-software houses. Based on this real-world experience, these instructors provide practical education tailored to the needs of today's business world. Many lecturers are also members of the faculty of KCGI, Japan's first dedicated professional graduate school for developing IT professionals.

■Studying According to Your Own Aims and Dreams

At KCG, we adopt an elective system with a rich curriculum from which you can select exactly the courses for your needs. In this way you can pursue studies tailored to your own interests and experience. You can even study more courses than the units you need to graduate, including courses in different faculties and departments, broadening the scope of your intellectual inquiry.

The curriculum guides you gradually from the basics to advanced techniques and knowledge, so even computer novices can study with confidence.

◆ Develop Well-Rounded Abilities Through Project Study

The seminar format builds up your technical skills and job-seeking skills simultaneously

In the seminar format, students pursue project studies in each school year. In this way the skills and knowledge acquired in each course complement and reinforce each other, developing a well-rounded skill set that can readily be put to use and applied. Rather than simply study a problem, students work in groups, setting targets, planning, designing, fabricating and finally presenting, creating works on an ambitious scale and to high standards of quality.

Technical ability is vital in today's business world but it isn't enough. Modern professionals require skills in teamwork, leadership, interpersonal communication, time management and presentation, among others. By providing repeated experience with group work, project studies enable students to acquire these skill sets naturally. Themes set for the projects progress in difficulty from school year to school year, starting with rudimentary tasks and advancing to quite sophisticated undertakings. By the time you graduate, you will be amazed at the breadth and depth of the practical abilities you have acquired. Project study in your graduating year is the culmination of your studies to that point, constituting your graduate thesis.

Outstanding works created in project study are announced and honored at the KCG Awards Student Project Presentations, held every February.

ンの自由度・回避成功時の演出
の演出

◆ Full-fledged e-learning to satisfy the learning ambitions of students

Study at your own pace, unconstrained by location and time

■State-of the-Art e-Learning Studios

Kyoto Ekimae Campus Annex is furnished with an e-learning broadcast studio outfitted with the latest equipment, including a remote lecture system for live content and a lecture recording system for prerecorded content. With this e-learning studio as a base, KCG teaching staff produce and distribute the latest e-learning content with excellent broadcast quality. The system also assures students of access to diverse learning opportunities.

■24-Hour Support through KING-LMS, a State-of-the-Art Learning Management System

In today's world of pervasive internet access, it's so easy to access information from around the world instantly that we take this ability for granted. Anticipating this development, KCG was one of the first educational institutions in Japan to implement an exclusive learning management system (LMS).

Using this system, students can freely and easily study the content they desire, anywhere and at any time, by means of a PC or smartphone.

Learning with KING-LMS	
	●Students can access digitized class materials from their individual pages. Not only from the school, but also from home or other places, KING-LMS allows students to learn at any time on the Internet. ●KING-LMS enables students to preview or review the material, submit their assignments and communicate with other students and professors on a bulletin board to ask questions or share opinions. ●If they wish, students can pursue their own studies of subjects available in other departments to satisfy their interests or needs. ●Through KING-LMS, students can view announcements from school.

KING Network	At KCG, all computers used by students are part of the KCG Information Network Galaxy (KING), which connects them directly to the internet via a dedicated optical-fiber circuit.

Exclusive Student Website	KING-LMS, an exclusive website for KCG students, always provides the latest information about classes, job searches and careers. Students can check important information for their daily lives anywhere and anytime. Access by smartphone is also enabled.

◆ A Comprehensive Job Search Support System

Achieving ideal support through a double-advisory system and IT

■Steady Recruitment Results Amid a Shortage of IT Personnel

KCG delivers steady recruitment results. This is because, in addition to a chronic shortage of IT personnel in Japan, particularly of advanced IT personnel, KCG students benefit from learning state-of-the-art skills closely tailored to the current needs of society. Amid the wrenching changes brought about by the pandemic, a rapidly expanding range of fields are responding through the application of IT, such as through telework and by conducting events online. KCG graduates are exactly the kinds of people today's businesses need.

■Active Roles in a Wide Range of Industries and Fields

It is now all but impossible to imagine business without IT. A knowledge of computers has become essential not only in the computer industry itself but in virtually every field of business. At companies in fields as varied as manufacturing, retailing, finance, construction and media, personnel with computer-related skills and knowledge are in constant demand. The fields in which KCG graduates can play active roles are truly limitless.

■Attentive Individual Guidance Enables an Ideal Job Search Experience

Achieving a job-search experience with which students and graduates can be satisfied requires the right advisors. With that perspective in mind, KCG class instructors and Career Center advisors coordinate closely, assessing each individual student's characteristics and needs to support each one with vital job-search advice. Repeated interviews are conducted from the freshman year, giving each student attentive guidance on selection of a career path, academic goals and more. Career Center staff are available to provide career advice at any time. The distinguishing characteristic of KCG's job-search and career-guidance services is thorough attention to the detailed needs of each individual.

Colors of the KCG Group

kcg.edu
Kyoto Computer Gakuin

KCG Blue (School color of Kyoto Computer Gakuin (KCG) and the KCG Group)

Because all of the founders of KCG were graduates and graduate students of Kyoto University, the color of KCG and the KCG Group is selected on the basis of the Kyoto University's school color, which is dark blue. We began using the color from around 1970 and defined it as "KCG Blue" on our 35th anniversary in 1998.

kcg.edu
The Kyoto College of Graduate Studies for Informatics

KCG Red (School color of The Kyoto College of Graduate Studies for Informatics (KCGI))

In addition to managing the school, Shigeo Hasegawa, founder of the KCG Group, studied again in his later years at Harvard University to tackle subjects he could not study when he was young. He rented an apartment in Boston and attended a class of literature and philosophy with young students. Inspired by the crimson of Harvard University, the founder's alma mater, the school color of KCGI is established as KCG Red, contrasting with KCG Blue. This color expresses a determination to tackle challenges and discover new horizons enterprisingly regardless of age or sex.

kcg.edu
Kyoto Japanese Language Training Center

KCG Green (School color of Kyoto Japanese Language Training Center (KJLTC))

For international students, the Center is the entry point into the KCG Group. The Center is a Japanese-language educational facility, certified by the Minister of Justice, and assigned as a preparatory education curriculum by the Ministry of Education, Culture, Sports, Science and Technology. From the image of the green earth of seven continents, a shade of green is selected as the school color, contrasting with KCG Blue and KCG Red mentioned above.

kcg.edu
Kyoto Computer Gakuin Automobile School

KCG Orange (School color of Kyoto Computer Gakuin Automobile School (KCGM))

The school color of Kyoto Computer Gakuin Automobile School was decided in 2013, when the school entered the KCG Group fold. The color orange projects a dynamic, positive image, yet it is used to enhance visibility for safety. As such it symbolizes the pursuit of safety in today's car-driving society, as well as students' vigorous efforts to overcome difficulties.

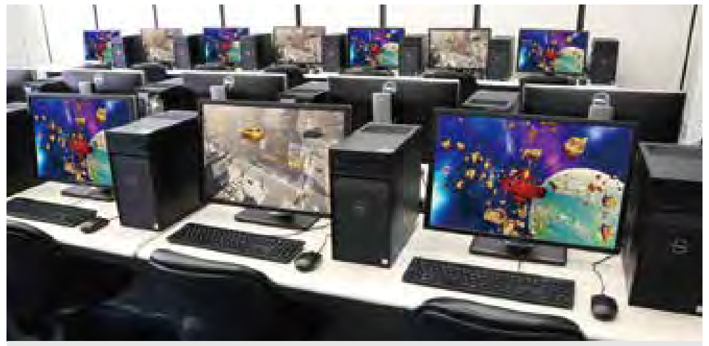
Latest Equipment

Learn more

An equipment environment other schools can't match 700 of the latest PCs

At KCG, we make every effort to fulfill our highest priority: Creating an environment in which students can freely study the most advanced technologies. Quality of education is everything to us. Even today, as our school experiences rapid growth, our commitment to that educational philosophy is as steadfast as ever.

Game Development Practical Study Room

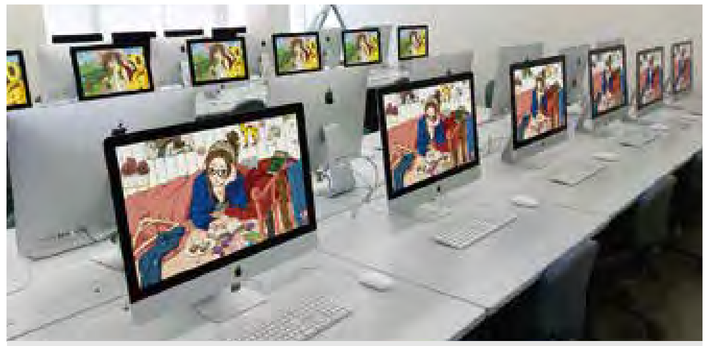


Programming Practical Study Room

Network Practical Study Room

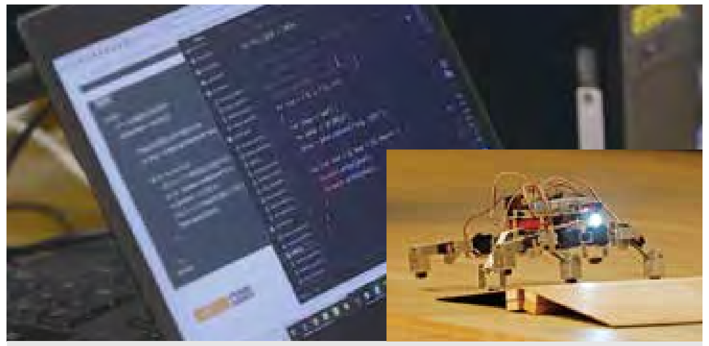
Mac App Development Lab

Database Practical Study Room



Mac Design Lab

Mechatronics Practical Study Room



CAD/Engineering Programming Practical Study Room

Special Effects and Anime Lab

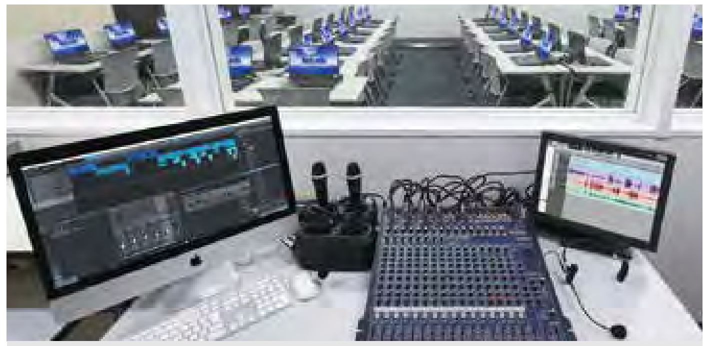
Electrical and Electronic Circuit Production Practical Study Room

3D CG Production Practical Study Room

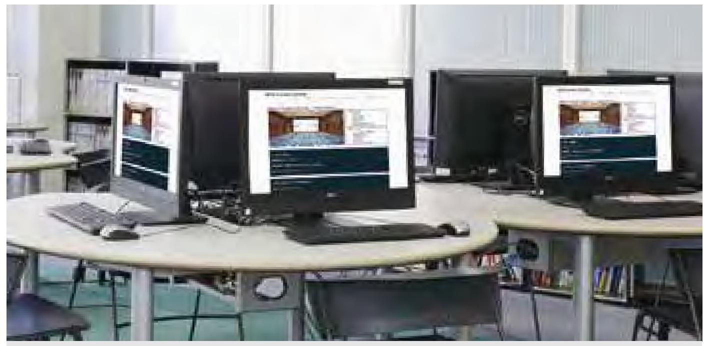
Automobile Control Practical Study Space

Hybrid-Flexible Classes Room

Great Hall



e-Learning Studio



Info Station

Recording Studio

Student Lounge

KCG AWARDS

Learn more

Student Project Presentations

◆ **Our graduates are truly the tip of the spear. The KCG Awards prove it.**

Every year, KCG presents the KCG Awards Student Project Presentations. At this annual event, students announce the results of their annual projects, including their *magna opera*, the graduation-year projects. From among these student projects, the most outstanding works are selected and honored with an Award for Excellence in a public presentation. Many projects are ready for immediate commercialization, earning kudos from the worlds of business and academia.

◆ **International Students Also Participate Enthusiastically, Even Winning Best Project Award and Award for Excellence.**

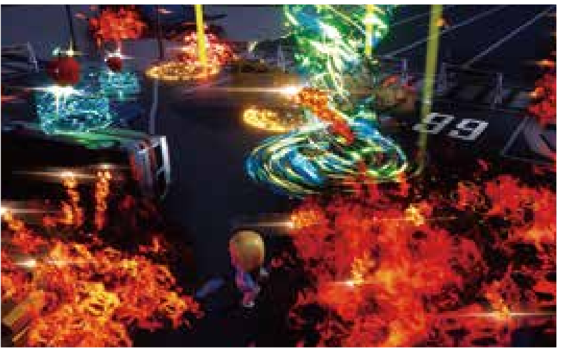
Every year international students participate enthusiastically in the KCG Awards Student Project Presentations. In 2019, Lu Langbiao of China and a Japanese classmate, both enrolled in Introduction to Game Development, created a game, Haptic Game: Magic Folders, that won Best Project Award. In 2021, Nguyen Tan Manh, a Vietnamese student enrolled in Information Engineering, shone with the Award for Excellence, also in partnership with a Japanese classmate, for a robot vacuum cleaner.

KCG AWARDS 2019
Best Project Award

Haptic Game: Magic Folders

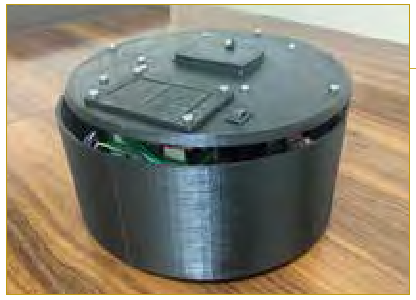
Introduction to Game Development **Lyu Langbiao, Tsubasa Ueda**

This game works something like Twister, using an arcade controller and linking to a "magic spell synthesis" system to pit players against each other mentally and physically.



くらえ!
BIG
フレイムサンダー
ファイアLv.1

In this new-concept, magic-spell-synthesizing, player-on-player shooting game, players use unique game play to synthesize spells on each other in real time. Barriers to entry are low, yet the full-fledged combat action soon becomes complex.



Robot vacuum cleaner

KCG AWARDS 2021
Award for Excellence

Information Engineering
Nguyen Tan Manh, Kaoru Araki

This robot vacuum cleaner cleans rooms automatically. The upper control panel is used to start and stop cleaning. The robot can be operated remotely from a smartphone using the Wi-Fi feature.

KCG AWARDS 2025
Best Project Award

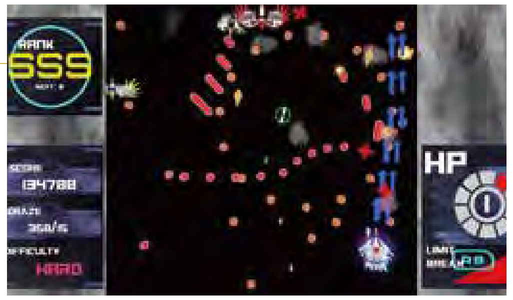
AnchorRoute

Computer Science
Ogawa, Okamoto, Kiri, Suzuhigashi

Unlike other route-search applications, AnchorRoute can be used indoors as well. Even those with poor sense of direction can find their way unerringly to a destination or agreed meeting point. Routes are set using the sensors embedded in the smartphone. Augmented-reality (AR) objects, called anchors, are generated along the route, and the user follows these through the camera viewfinder to reach the goal unerringly. The app is available for both iOS and Android.

KCG AWARDS 2025
Award for Excellence

DANTALION



Digital Game & Amusement
Hattori, Fujita

DANTALION is a score-attack-type, vertically scrolling shooting game. Using customization and decoupling of extension units, the game accommodates a wide range of playing styles. Players freely devise and apply their own strategies to aim for the high score. The game also includes so-called "bullet hell" elements, so players can enjoy the tension of continuously evading overwhelming volleys of enemy bullets.

KCG AWARDS 2025
Award for Excellence

DisasterMap

Engineering for Embedded Systems
Hirakawa, Takada

When a disaster strikes, this online service enables users to post photos indicating the extent of damage and shares the information on a map. It notifies large numbers of people of dangerous locations and assists them in evacuating safely.

KCG AWARDS 2025
Award for Excellence

Voice Code

Digital Game & Amusement
Otsuka, Aoki, Ozaki, Shimasaki

In this voice-operated strategy game, players operate three types of characters by voice command to clear game stages. Audio input gives users a satisfying feeling of issuing real commands. The fun of "the chatter of a battle unit moving in unison" is the concept of this game.

KCG AWARDS 2025
Award for Excellence

Parlare

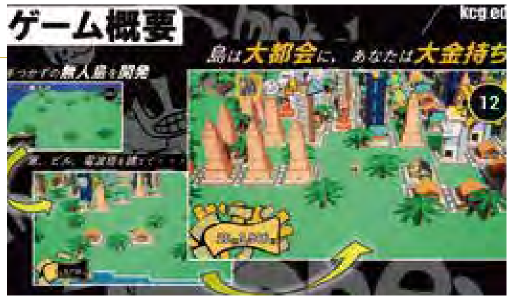
python
kcg.edu
SQLite

Computer Science
Fujita, Nagashima, Terai, Niikawa

This Web application enables users to modify AI characters by performing a variety of settings and hold conversations with the characters. The app is highly flexible in comparison with similar apps, so users can create original characters and use image generation to create images and backgrounds exactly as they envision them. A wide range of voice types are available. Applying the VoiceVox API from Future Environment Laboratory, users can choose from a total of 19 characters and 50 voices.

KCG AWARDS 2025
Award for Excellence

Okumanto ja!



Digital Game & Amusement
Kawasaki, Hirayama, Kakitani, Yanagida

The object of this game is to see how much money you can make within a limited time. The player develops an empty, uninhabited island, turning found resources into tools and buildings. The player can also sell resources to accumulate money, which can be spent to upgrade tools and buildings and make the island more luxurious. At the end of the game, the value of the money and property the player holds is totaled up and displayed as a "Net Worth" ranking.

Games and Anime

KCG Takes Part in a Wide Range of Game and Anime Events!

Japanese video games and anime are executed with high levels of technique, earning the love and admiration of fans around the world. At KCG, we offer courses in producing games and anime. KCG participates enthusiastically in a wide range of related events, boosting students' levels of skill and accomplishment. The events listed here are only a sampling of the many trade fairs and tournaments in which KCG participates.

Annual Participation in Management of **BitSummit**, an Indie Game Convention

kcg.edu
京都コンピュータ学院

Game creators on the cutting edge of the industry gathered from throughout Japan and around the world to showcase the latest games at BitSummit, one of Japan's largest indie game conventions. KCG took part in managing this event, with over 130 student staff members contributing to its success. The students serving as event staff gained an understanding of the communication and problem-solving skills necessary to achieve the goals of a convention with so many attendees. KCG exhibits works by students every year. The event is highly regarded by the industry, with Famitsu.com and other game media providing extensive coverage.

Sponsoring KYOMAF to Share Kyoto Pop Culture with the World

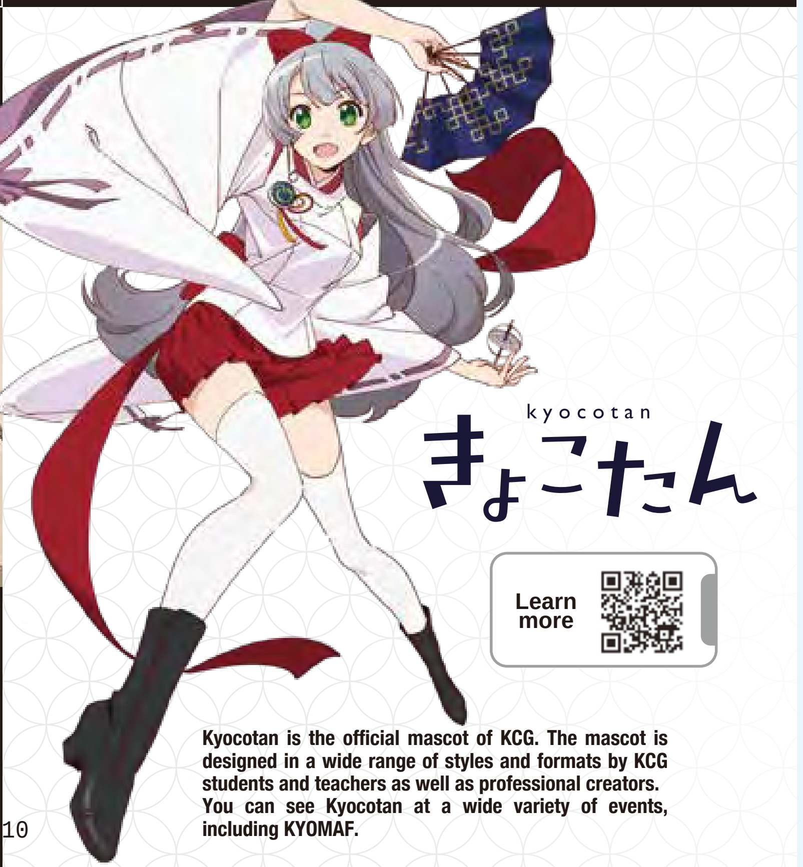
京都コンピュータ学院
京都情報大学院大学
液タブ体験
ワークショップ
無料

The KCG Group is proud to sponsor the Kyoto International Manga Anime Fair (KYOMAF), which is held in Kyoto every fall. Through this event, KCG pours its efforts into bringing pop culture from Kyoto to the wider world. Every year, thousands of manga and anime fans converge on KYOMAF from across Japan, some forming long lineups at the KCG booth. During the COVID-19 pandemic, professional animators streamed digital art demonstrations online and presented live lectures explaining the process of creating anime.

High Levels of Participation in Unity Dojo Kyoto Special

unity 道場
京都スペシャル

The Unity game engine is used in the development of such popular games as Fate/Grand Order, Pokémon GO and Super Mario Run. KCG hosted Unity Dojo Kyoto Special, a large-scale study session focusing on Unity, at KCG Kyoto Ekimae Campus, with hundreds of students taking part. The sponsor, Cloud Creative Studios, Inc., is a game developer that hires numerous KCG graduates. Many of the emcees and VR game-experience booth attendants at this year's event were graduates of KCG.



Learn more

Kyocotan is the official mascot of KCG. The mascot is designed in a wide range of styles and formats by KCG students and teachers as well as professional creators. You can see Kyocotan at a wide variety of events, including KYOMAF.

KCG Computer Museum

Certified as the First Satellite Museum of the Historical Computers by Information Processing Society of Japan

About KCG Computer Museum

In 1963, student researchers of Kyoto University formed a computer study group for IBM 709/7090 and held workshops. It was the time when Information system department had not yet existed at any universities in Japan.

Since then, Kyoto Computer Gakuin, Japan's first private computer education institution, has been producing distinguished graduates who build up the foundation of information industry in Japan.

We would like to introduce our culturally valuable computers which were used for our computer education. Equipment in our College, such as the NEAC System 100 in 2012 and the MZ-80K in 2013, has been gradually recognized as information processing technology heritage.

The KCG Computer Museum was certified as the very first "The Satellite Museum of Historical Computers" in Japan.

Information processing technology heritage
TOSBAC-3400 (Authorized March 2, 2009)

Information processing technology heritage
OKITAC-4300 System (Authorized March 2, 2009)

Information processing technology heritage
NEAC-2206 (Authorized March 2, 2011)

Information processing technology heritage
NEAC System 100 (Authorized March 6, 2012)

Information processing technology heritage MZ-80K
(Authorized March 6, 2013)

Information processing technology heritage PDP 8/I
(Authorized March 17, 2015)

Information processing technology heritage
TOSBAC-1100D (Authorized March 10, 2016)

京
K computer

Institute of Physical and Chemical Research (Riken), Fujitsu Limited K computer

Lectures Presented by Professionals from the Front Lines of Business

Representative Director, Crypton Future Media, Inc., producer of Hatsune Miku

Professor, The Kyoto College of Graduate Studies for Informatics

Hiroyuki Itoh

With a name derived from the Japanese phrase "mirai kara kita hajimete no oto" ("the first sound from the future"), Hatsune Miku is a virtual singer who will sing with a synthetic voice when a user inputs lyrics and a melody into a computer. Hatsune Miku has held live concerts not only in Japan but overseas as well, swaying the hearts of a multitude of fans. Hiroyuki Itoh, Representative Director at Crypton Future Media Inc., the company which created the Hatsune Miku synthetic voice software that is the cause of this sensation, has joined KCGI as a professor.

Professor Itoh, who continues to develop the software which produces the computerized voices, offers the following message for the young people who will lead the IT industry of the future. "The frontier of the information revolution of which we are only midway through is vast without limit and your future prospects spread before you without limit. I ask that you dedicate yourselves to your studies with this concept firmly in mind.", says Professor Ito.

Professor Hiroyuki Ito of KCGI speaks passionately as he recalls the development of Hatsune Miku, a Vocaloid software voicebank. (Great Hall, Ekimae Campus, KCG)

SEKAI
COLORFUL STAGE!
feat.

Crypton Future Media is neither a video game nor an anime company. Although we are involved with making music, we are also not a record company. Because we made the hobby of computer music into a business, I think of us as a "sound seller." Hatsune Miku was first offered for sale in August 2007, but I believe that the software became a chance for people to get involved in a creative activity.

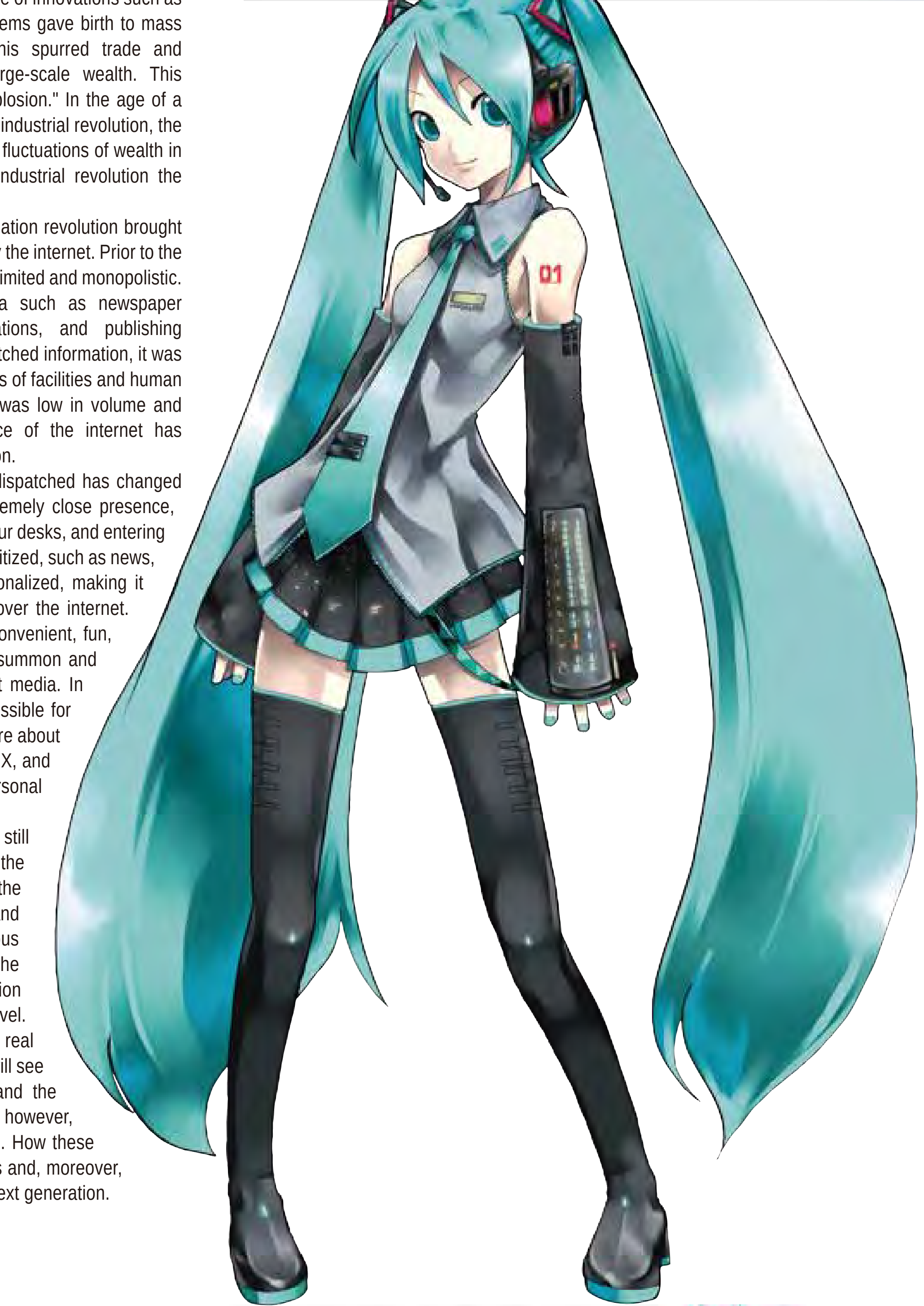
It is said that humanity has experienced three revolutions in its past. The first was the agricultural revolution. Due to this revolution, human beings, who had been forced to be nomadic due to their reliance on hunting, produced food systematically and came to be able even to store it and thus began living in fixed settlements. Due to this, societies and states formed, also creating disparities in wealth. It could be said that the development of economics also became a cause of war.

The second revolution was the industrial revolution. Sources of power were discovered and the advance of innovations such as the ability to efficiently create identical items gave birth to mass production and mass consumption. This spurred trade and commerce, helping to bring about large-scale wealth. This revolution also caused a "population explosion." In the age of a high birth and high death rate prior to the industrial revolution, the human population was virtually fixed and fluctuations of wealth in society were also slight, but with the industrial revolution the human population rapidly increased.

And the third revolution is the information revolution brought about by the value of IT as represented by the internet. Prior to the internet, transmitters of information were limited and monopolistic. Sources of information included media such as newspaper companies, television and radio stations, and publishing companies, but when these groups dispatched information, it was accompanied by a significant cost in terms of facilities and human power. Further, information at this time was low in volume and unidirectional. However, the appearance of the internet has brought about this revolution in information.

The way in which information was dispatched has changed significantly. Now the internet is an extremely close presence, appearing in the palms of our hands, on our desks, and entering our pockets. Information which can be digitized, such as news, movies, and music, is entirely informationalized, making it possible to easily transmit and store it over the internet. Life and work have become extremely convenient, fun, and comfortable; in an instant you can summon and view your favorite videos and broadcast media. In addition, this information has made it possible for anyone to easily and instantaneously share about themselves with the world via Facebook, X, and blogs, including the tiniest pieces of personal news.

I believe, however, that we are still merely experiencing the prelude to the changes that will occur due to the information revolution. The agricultural and industrial revolutions brought about serious changes to the way human beings lived. The changes caused by the information revolution have not yet reached that level. This is merely a transition period, and the real changes have yet to begin. I believe we will see drastic changes to peoples' lifestyles and the world in 20 to 30 years from now. I do not, however, know what sort of changes these will be. How these will be changed has been entrusted to us and, moreover, the young people who will shoulder the next generation.



Art by KEI © Crypton Future Media, INC. www.piapro.net piapro 初音ミク

Lectures Presented by Professionals from the Front Lines of Business

Lead Vocalist of Cirque du Soleil

Professor at KCG and KCGI
Singer/Songwriter

Nitza Melas

Nitza Melas is a singer/songwriter from Montreal, Canada who thrills audiences around the world in multiple languages. She was selected for the prestigious position of lead vocalist with Cirque du Soleil, an entertainment troupe that performs circuses and musicals in countries the world over. Prof. Melas is unique, as she is the only singer who writes her own songs and performs them in shows with Cirque du Soleil. Unaffiliated with any record label, Prof. Melas not only sings and composes but also handles graphic design, promotion and sales.

Nitza Melas collaborates with a wide range of artists active in North America, creating stage scenes of unprecedented creativity.

Message

At KCG, students do more than just accumulating knowledge. A KCG education is an opportunity to acquire powerful tools for burnishing artistic and technical knowledge that can be applied to many aspects of the business world. Advances in expressive techniques such as projection mapping are stoking demand for information processing engineers who can work with the fine arts, leading to original expressions that far exceed audience expectations. KCG is on the front lines of this area of study, furnishing a learning environment in which students can reach achievements they never though possible.

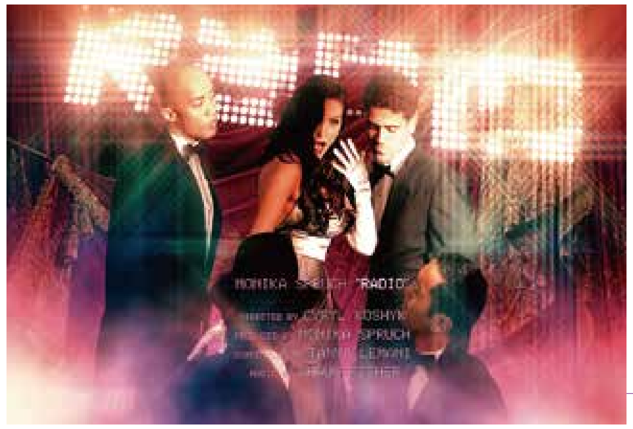
Lectures Presented by Professionals from the Front Lines of Business

VFX artist active in Hollywood

Professor at KCG and KCGI

Cyryl Koshyk

Cyril Koshyk is visual-effects supervisor and artist with an impressive track record. He has engaged in the production of numerous big-budget film dramas and TV series. Prof. Koshyk brings a wealth of experience and skills to the field of visual effects and technologies. He dramatically enhances the value and quality of artworks. Leveraging knowledge of both software and hardware, for over 20 years Prof. Koshyk has has worked with many of Hollywood's most talented artists. Problem-solving techniques discovered by Prof. Koshyk are regarded as vital in the IT world today.



Message

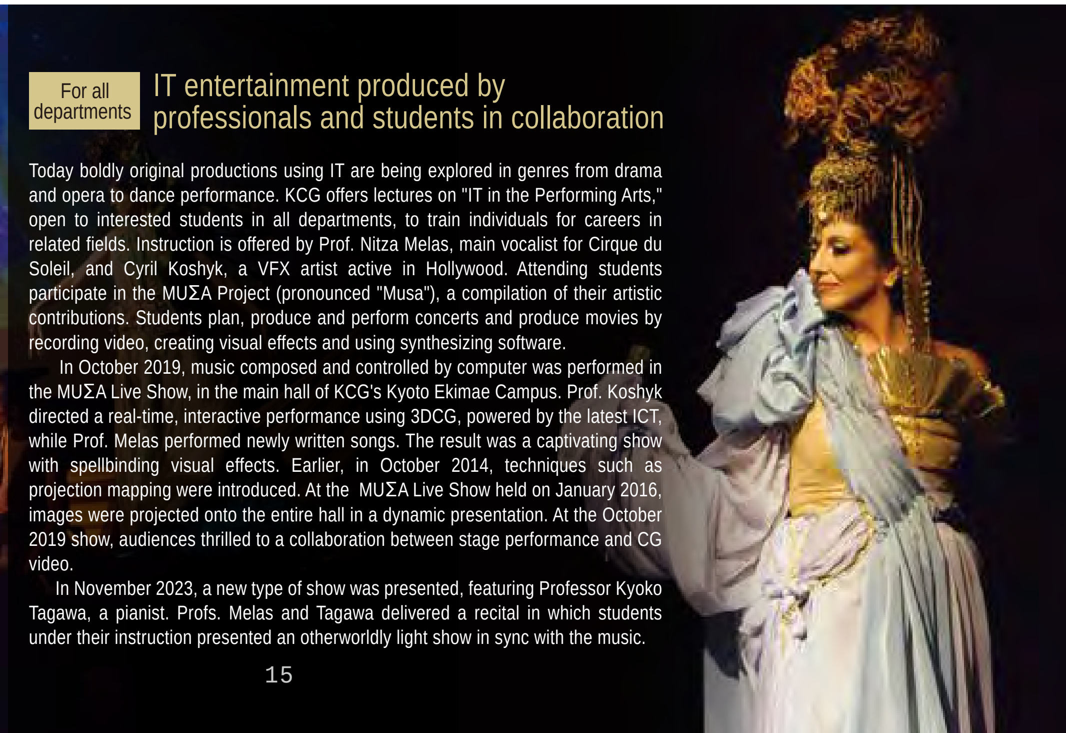
As a new member of the KCG Group, I am proud and honored to be able to teach students the secrets to creating high-quality content. Through advanced IT-related projects, live performances and multimedia projects, I look forward to passing on to students all of the knowledge I have accumulated and the secrets to artistic creation, in both software and hardware.

CG works created under Cyril Koshyk's supervision (excerpt):

- 300
- Skyfall
- Prometheus
- Captain America: The First Avenger

The MUΣA Project

Performing arts × IT



For all departments

IT entertainment produced by professionals and students in collaboration

Today boldly original productions using IT are being explored in genres from drama and opera to dance performance. KCG offers lectures on "IT in the Performing Arts," open to interested students in all departments, to train individuals for careers in related fields. Instruction is offered by Prof. Nitza Melas, main vocalist for Cirque du Soleil, and Cyril Koshyk, a VFX artist active in Hollywood. Attending students participate in the MUΣA Project (pronounced "Musa"), a compilation of their artistic contributions. Students plan, produce and perform concerts and produce movies by recording video, creating visual effects and using synthesizing software.

In October 2019, music composed and controlled by computer was performed in the MUΣA Live Show, in the main hall of KCG's Kyoto Ekimae Campus. Prof. Koshyk directed a real-time, interactive performance using 3DCG, powered by the latest ICT, while Prof. Melas performed newly written songs. The result was a captivating show with spellbinding visual effects. Earlier, in October 2014, techniques such as projection mapping were introduced. At the MUΣA Live Show held on January 2016, images were projected onto the entire hall in a dynamic presentation. At the October 2019 show, audiences thrilled to a collaboration between stage performance and CG video.

In November 2023, a new type of show was presented, featuring Professor Kyoko Tagawa, a pianist. Profs. Melas and Tagawa delivered a recital in which students under their instruction presented an otherworldly light show in sync with the music.

With 20 courses in five departments, there are no limits to where your ambitions can take you

Graduates of a Four-Year Program Earn an Advanced Technical Diploma

Students who fulfill certain conditions and have completed a four-year program of specialist training at an advanced vocational school are granted an “Advanced Technical Diploma” *(kodo senmonshi)* from the Minister of Education, Culture, Sports, Science and Technology (Minister of MEXT). Holders of an Advanced Technical Diploma are recognized by society for possessing both knowledge and skills in a specialized field, equivalent to or greater than the Bachelor's degree of a university graduate in many cases. At KCG, courses toward a four-year program for which you can earn an Advanced Technical Diploma are offered in departments A, B, C, D and E. When you complete the four-year course, you earn the option of enrolling in graduate school. Many KCG graduates go on to enroll at KCGI, a fellow KCG Group institution.

Four-Year Programs in Five Departments are Certified as Practical Occupational Specialist Programs

With the aim of “upholding and improving the level of vocational education in specialist programs at specialized schools,” MEXT has introduced “Practical Occupational Specialist Programs.” Practical Occupational Specialist Programs are composed of courses and educational programs in partnership with companies and organizations. To obtain certification, students must train and acquire skills at partner workplaces. At KCG, four-year programs in five departments are certified as Practical Occupational Specialist Programs. These programs offer practical, specialized education in partnership with companies and currently active professionals on the front lines of industry. KCG plans to make preparations to receive certification for other departments in succession.

kcg.edu
京都コンピュータ学院
京都情報大学院大学

A Art & Design

Join the cutting edge of digital artists

Program	Length
Art and Design Informatics Program Art and Design Informatics Course / Manga and Anime Course	4years
Advanced Art and Design Program	3years
Manga and Anime Program	3years
Art and Design Program Art and Design Course / Manga and Anime Course	2years

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B Business & Management

Reach the leading edge of business through IT

Program	Length
Business and Management Informatics Program Management Information Course / Data Science Course	4years
Applied Informatics Program Medical Informatics Course / Marine IT Course / Agricultural IT Course / FinTech Course / Business IT Course	3years
Information Business Program	2years
IT Medical Administration Program	2years

p.19

C Computer Science

Supporting the leading edge of today's information society

Program	Length
Computer Science Program	4years
Multimedia Computing Program	3years
Computer Networking Program	3years
Information Processing Program Information Processing Course / IT Voice Actor/Actress Course / Graduate Study Transfer Program	2years

p.20

D Digital Game & Amusement

Pursue a career as an advanced game creator

Program	Length
Advanced Digital Game and Amusement Program	4years
Advanced Digital Game Development Program	3years
Digital Game Development Program	2years

p.21

E Engineering for Embedded Systems

Aiming to be the cutting edge of control engineer

Program	Length
Information Engineering Program	4years
Advanced Computer Engineering Program Computer Engineering Course / Automobile Control Course	3years
Computer Engineering Program	2years

p.22

Flexible Online Course

Burnish Your Skills While at Home

Program	Length
International Applied Informatics Program ▼ Courses can be converted to full-time programs	4years

p.37

Information & Communication

Study while you work or attend two schools at once

Program	Length
Information & Communication Course Information & Communication Course / University Graduate Skills Upgrading Course / One-year Evening Course	1year
Information & Communication Course Night Studies Department	2years night course

p.22

Setting Subject

A Art & Design

Art and Design Informatics Program 4years

★Advanced Technical Diploma
★Vocational Practical Specialist Program

To become an art director who leads the industry.

In addition to pursuing the possibilities of digital art, we foster competent person to become the art director who has management skills and planning ability to lead the project to success.

Target Occupation

- Art Director
- Web Designer
- Game CG Designer
- CG Creator
- Advertisement Designer
- Image Creator
- DTP Designer etc.

Advanced Art and Design Program 3years Diploma

To become a creator or designer with creativity and proposal ability.

We foster competent person who has high skill for production and consulting that fill the gap between a creator and a client, as well as highly skilled concept making ability and presentation ability.

Target Occupation

- CG Creator
- Web Designer
- DTP Designer
- Image Creator
- Advertisement Designer
- Game CG Designer etc.

For Foreign Students Only International Manga and Anime Technology Course

Manga and Anime Program 3years Diploma

To become a manga artist, animator or creator with skills in manga and anime digital production.

We will work on digital production based on the techniques and history of analog manga and anime production to train students for the production room as well as for the fields of publishing and distribution.

Target Occupation

- Animator
- Manga Artist
- Digital Painter
- CG Animator
- Illustrator
- Advertising Designer etc.

Art and Design Program 2years Diploma

To become a creator or a designer who supports the digital art industry.

We foster competent person who has skill to create artworks by software and ability to produce creative works continuously with fundamental knowledge and skills about color and art.

For Foreign Students Only International ICT Business Course

Target Occupation

- CG Creator
- Web Designer
- Game CG Designer
- DTP Operator
- Non-Linear Editing Operator etc.

B Business & Management

Business and Management Informatics Program 4years

★Advanced Technical Diploma
★Vocational Practical Specialist Program

To become a consultant who leads business by proposing optimum information systems.

Students will learn business knowledge including each industry's dominant knowledge and analytical method about income, as well as information and communication technology for utilizing such technology to become a leader. We foster competent person with knowledge about production management and customer relationship management so that they will be able to propose and to design optimal information systems between different sections in enterprises as an IT consultant or a project manager. KCG offers the Management Information Course and the Data Science Course.

Target Occupation

- IT Consultant
- Sales Personnel for Technology
- e-Business Producer
- Data Scientist
- Systems Engineer
- Project Manager etc.

Applied Informatics Program 3years Diploma

To become a system engineer and support the IT revolution in industry.

This program develops people who have an advanced understanding of fabrication techniques and have the skills in concept development and presentation to negotiate and propose ideas while listening to client needs. Courses in this program are International Automobile Controls, Medical Informatics, Marine IT, Agricultural IT, Fintech and Business IT.

For Foreign Students Only International Automobile Control Course
International Business Management Course

Target Occupation

- Automotive Engineer
- Marine/Aquacultural Engineer
- Agricultural/Forestry Engineer
- Financial Engineer
- Medical Information Technician etc.

Information Business Program 2years Diploma

To become a successful businessperson with computer skills and well trained business manner.

Students will learn about the office tools such as Microsoft Word, Excel and Access as well as accounting, business manner and communication skills. We foster students who will be a successful business person with basic business knowledge. They will play active role in any situation.

Target Occupation

- Systems Administrator
- Sales & Marketing Staff
- Instructor for Computer Operator
- Administrative and Accounting Staff etc.

IT Medical Administration Program 2years Diploma

Gain knowledge of both the medical and computer fields, becoming an expert who can lead the computerization of the medical workplaces of the future.

Computer-related knowledge is vital in the medical workplace of today, yet personnel who can respond to this need are in short supply. In the Medical Office Administration Program, students acquire both medical knowledge and IT skills, becoming experts who can lead the computerization of the medical workplaces of the future.

Target Occupation

- Medical administration at hospitals, clinics etc.

C Computer Science

Computer Science Program 4years

★Advanced Technical Diploma
★Vocational Practical Specialist Program

To become a specialist to lead industry.

We foster students who can analyze customer's needs and propose solutions by information systems as a solution engineer or IT Architecture.

Target Occupations

- Solution Engineer
- Project Manager
- Systems Engineer
- Network Engineer
- IT Architect etc.

Multimedia Computing Program 3years Diploma

To become a leader who leads software development.

In this Program, we develop engineers capable of planning, designing and running communication systems that can send and receive video, audio and other content interactively.

Target Occupations

- Systems Engineer
- Programmer
- Database Engineer
- CG Engineer
- Web Engineer etc.

Computer Networking Program 3years Diploma

To become an engineer who can build systems.

We foster competent person to become an engineer who knows about information security, computer networking and database, and can build steady information systems.

Target Occupations

- Networking Engineer
- Network Administrator
- Database Engineer
- Security Engineer
- Systems Engineer etc.

Information Processing Program 2years Diploma

To become a technician who has mastered the basics of programming and IT.

This program develops programmers, system engineers and system operators with a basic grounding in computers, networks and information theory. Courses in this program are International IT, Information Processing and IT Voice Acting.

For Foreign Students Only International Business IT Course

Target Occupations

- Programmer
- Web Programmer
- System Engineer (SE)
- Voice Acting
- Applications Operator
- Narrator etc.

D Digital Game & Amusement

Advanced Digital Game and Amusement Program 4years

★Advanced Technical Diploma
★Vocational Practical Specialist Program

To become a leader of game production in the next generation.

We foster competent person to become a general director or a technical director who leads production team with leadership as well as knowledge of programming and technical skills.

Target Occupations

- Game Director
- Game Producer
- Game Planner
- Technical Diretor
- Game Programmer
- Game CG Designer etc.

Advanced Digital Game Development Program 3years Diploma

To become a game creator who has cutting edge skills.

We foster competent person to become a game programmer who creates 3D games and online games with high level skills, or to become a game planner who designs games from a broad viewpoint to entertain players.

Target Occupations

- Game Programmer
- Game Scenario Writer
- Game Planner
- Game CG Designer etc.

Digital Game Development Program 2years Diploma

To become a creator with steady knowledge about game development.

Student will learn about C++ language, graphic design, game scenario and rule designing. We foster competent person who plays active role with director's supervision as a game planner, a game programmer, or a development assistant.

Target Occupations

- Game Programmer
- Game Scenario Writer
- Game Development Assistant etc.
- Game Planner
- Game CG Designer

E Engineering for Embedded Systems

Information Engineering Program 4years

★Advanced Technical Diploma
★Vocational Practical Specialist Program

To become an expert in embedded systems.

Students learn about not only hardware and software but also consulting, design, development, maintenance and administration of embedded systems. With such broad knowledge, they can become a project manager or IT architect in a development team.

For Foreign Students Only
International Art Information Course
International Informatics Course
International Management Information Course

Target Occupation

- IT Architect
- Mechatronics Engineer
- Embedded Systems Engineer
- Systems Engineer
- Hardware Developer
- etc.

Advanced Computer Engineering Program 3years Diploma

To become an engineer who can advance product development with embedded technology.

Students engage in the full-fledged study of embedded systems, by practicing the fabrication of robots, communication devices, automotive engineering and microprocessor controls. Graduates of this program become system engineers, programmers and mechatronics engineers, capable of playing central roles on the front lines of product development. Courses in this program are International Information, Computer Engineering and Automobile Control.

For Foreign Students Only
International Art Design Course
International Information Course
Global Tourism Advanced Information Course

Target Occupation

- Embedded Systems Engineer
- Mechatronics Engineer
- Systems Engineer
- Customer Engineer
- Control Programmer
- ECU Developer
- On-board Electronics Engineer
- etc.

Computer Engineering Program 2years Diploma

To become a control systems engineer by learning the foundations of hardware and software.

Students will learn the basic skills and knowledge for the hardware and software required to become a specialist in integrated systems development, and will be trained to be a control systems engineer with the ability to provide sound service to the leaders in development.

For Foreign Students Only
Global Tourism Information Course

Target Occupation

- Embedded Systems Engineer
- Systems Engineer
- Control Programmer
- Customer Engineer
- etc.

Information & Communication

Information & Communication Course 1year/2years night course

This is a course for those who want to learn IT skills in a short term. Select the appropriate classes for your needs and skill level. You can learn programing, system development, Information system, or study for the application qualification depending on your purpose.

Special Courses for KCG International Students

Students can enroll in either April or October

To produce IT engineers who can play active roles around the world, KCG has established special courses geared to the needs of international students. Students can enroll in either April or October.

KCG employs many staff members responsible for the affairs of international students. These staff support students for affairs ranging from studies to campus life, and finding part-time jobs. Thanks to their hard work, the many international students who join KCG from all over the world can enjoy a fruitful student life.

Programs for International students

Study IT abroad and set your sights on the world

Find great careers in Japan or in your home country!

International ICT Business Course 2years Kamogawa Campus p.24
International Automobile Control Course 3years Kyoto Ekimae Campus p.25
International Business IT Course 2years Kyoto Ekimae Campus p.26
Global Tourism Information Course 2years Rakuhoku Campus p.27

Leading to a Master's program at KCGI! Enrollment possible

International Manga and Anime Technology Course 3years Kamogawa Campus p.28
International Business Management Course 3years Kyoto Ekimae Campus p.29
International Informatics Course 4years Rakuhoku Campus p.30
International Art Information Course 4years Rakuhoku Campus p.31
International Management Information Course 4years Rakuhoku Campus p.32
Inernational Information Course 3years Rakuhoku Campus p.33
International Art & Design Course 3years Rakuhoku Campus p.34
Global Tourism Advanced Information Course 3years Rakuhoku Campus p.35

Application requirements/Selection for admission p.36

Find great careers in Japan or in your home country!

International ICT Business Course

Art and Design Program 2years Diploma
Kamogawa Campus

In this course, students will first learn basic knowledge of ICT, which is essential in the new era of business, and learn "information gathering, information analysis, information transmission, and connection building" to utilize social networking services (SNS) in business, as well as trendy skills in the ICT field. This course will train students to become global professionals who can fully utilize SNS for business use while thriving in a rapidly changing society. Upon graduation, the title of "Diploma" will be awarded. This can help students with employment opportunities in their home country or in Japan.

1st year In the first year, you will strengthen your business-related Japanese language skills and learn the basics of ICT and business. Courses will cover Microsoft Office, computer fundamentals, presentation skills, and Japanese language subjects such as "Technical Japanese," where you will develop writing and communication skills.

2nd year Students choose subjects of their choice from a wide range of subjects related to business and ICT to further develop their skills and knowledge. Students will learn the basic knowledge of social media and the content necessary to create content for various SNS such as X (formerly Twitter) and Facebook, and they will also develop business design skills that will enable them to globalize their companies.

Career Opportunities

- Web (SNS) marketing
- Web planning and public relations
- SNS consultant
- Web (SNS) director
- SNS operation manager
- General administrative work (general affairs, human resources, accounting, sales administration, etc.)

Qualification Examination Preparation

- Illustrator® Creator Proficiency Test
- Photoshop® Creator Proficiency Test
- SNS Marketing Proficiency Test

TikTok
YouTube

Specialist Subjects

First Year

- Basics of Computing Systems A
- Basic Practice on Business Documents
- Basic Spreadsheet Practice
- Special Lectures 1
- Introduction to Use of Information 1
- Basic Practice on Presentations
- Technical Japanese 1A
- Practice in Japanese 1
- Technical Japanese 1B
- Japanese Conversation 1
- Japanese Culture 1
- Introduction to Graphic Tools
- Special Lectures 2
- Introduction to Use of Information 2
- General Practice on Document Preparation
- Basics of Computing Systems B
- Introduction to CAD
- Technical Japanese 2A
- Practice in Japanese 2
- Technical Japanese 2B
- Japanese Conversation 2
- Japanese Culture 2

Second Year

- Project Based Learning 1
- Basics of Computing Systems B
- Applied Web Animation
- Basics of Web Content Production 2
- Practice in Career Formation
- Technical Document Preparation A
- General Japanese Practice 1
- Technical Japanese 3
- Business Japanese 1
- Project Based Learning 2A
- Introduction to 3DCG
- Information Security
- Basic Practice on VBA A
- Technical Document Preparation B
- General Japanese Practice 2
- Technical Japanese 4
- Business Japanese 2

International Automobile Control Course

Applied Informatics Program 3years
Diploma Kyoto Ekimae Campus

Find great careers in Japan or in your home country!

Aiming to realize a digitally transformed society and green transformation, automotive services leveraging state-of-the-art technology should be available to the public. In this course, KCG aims to respond to new social needs by cultivating automotive engineers who can lead the auto industry of the future. Graduates of the course are awarded the title of "Diploma," enabling them to work professionally in their home countries or Japan, or to enroll in KCG's Group school KCGI and pursue a master's degree.

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kcg.e
VERNOTOKAI

1st year This course is for people aiming to join the top echelons of service engineers, who earn the satisfaction and confidence of customers. Students strenghten their proficiency in the Japanese they will need for speciallity studies while gaining a correct understanding of the basic structure and functions of automobiles. Studies begin with automotive engineering as well as the basics of IT, including programming, computer systems and digital circuits. Also acquired in this course are communication skills necessary for business.

2nd year The curriculum focuses on the automobile, embracing deep examination of the basics of automobiles from electrical structures to electronics, logic circuits and servicing. Students put the technology and knowledge they learn in class into practice in experiments, practice and self-directed activities, to experience servicing skills as close as possible as those used in the practical world.

3rd year Through disassembly, inspection and adjustment of electrical equipment, students deepen their knowledge of the automobile. Students learn the theory in class and put it thoroughly into practice, learning automotive control technologies they can apply as a ready skill in the automotive industry. IT passports and other IT qualifications can also be aimed for.

Specialist Subjects

First Year

Mandatory

- Basics of Computing Systems A
- Basics of Japanese Automobiles 1
- Introduction to Use of Information 1, 2
- Basic Spreadsheet Practice
- Basics of Gasoline Engines 1A
- Basics of Automobile Chassis 1A
- The Japanese Automotive Industry

Recommended by the Department

- Basic Practice on Business Documents
- Basics of Information Mathematics
- Information Ethics
- General Practice on Document Preparation
- Basics of Electrical and Electronic Circuits
- Basics of Industrial Physics

Second Year

Mandatory

- Basics of Gasoline Engines 1B
- Basics of Automobile Chassis 1B
- Basics of Structure of Automotive Electronics 1A, 1B
- Special Lectures 1, 2
- Project Based Learning 2
- Practice in Basic Automobile Maintenance 1

Recommended by the Department

- Electrical, Electronic and Theoretical Circuits 1, 2
- Basics of Computing Systems B
- Basics of Diesel Engines 1
- Career Formation A, B
- Introduction to Algorithms A
- Practice in C Language 1, 2
- Introduction to Algorithms B
- Introduction to System Development

Third Year

Mandatory

- IProject Based Learning 3
- Basic Practice in Measurement 1

Recommended by the Department

- Practice in Automotive Electronics A, B
- Practice in IT Passport Measures 1, 2
- Database Design
- SPI Practice
- Basic Practice on Access
- Company Research

Find great careers in Japan or in your home country!

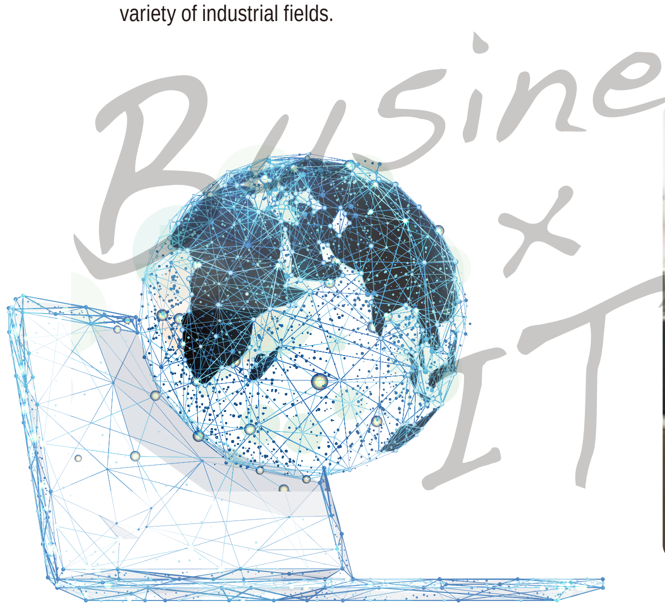
International Business IT Course

Information Processing Program 2years Diploma
Kyoto Ekimae Campus

Proficiency in both business and IT is a must-have skill in today's global society. With new digital technologies emerging one after the other, including AI, IoT, cloud computing, VR/AR, drones and 5G, the pace at which existing business models are being overturned is accelerating. In this course, we teach IT and business to cultivate the global DX personnel of the future, people who can put new technologies to work to create fresh business models and revolutionize existing business models. Graduates of the course are awarded the title of "Diploma,"enabling them to pursue professional careers in their home countries or Japan.

1st year Offered mostly for the benefit of students from non-Chinese-character cultures, this course teaches specialized knowledge and strengthens proficiency in Japanese necessary for business, while providing a foundation in IT and business. In addition to computer basics, Microsoft Office and presentation skills, classes are offered in engineering Japanese and other Japanese-language subjects, honing students' skills in document preparation and communication.

2nd year From a wide range of subjects related to business and IT, students select their desired courses, further enhancing their skills and knowledge. In addition to SAP Introduction and Logistics, a system for general administration of enterprise management, courses are prepared on programming, management and so on, ingraining the ability to respond to DX needs in a wide variety of industrial fields.



Specialist Subjects

First Year

- Basics of Computing Systems A
- Basic Practice on Business Documents
- Basic Spreadsheet Practice
- Special Lectures 1
- Introduction to Use of Information 1
- Basic Practice on Presentations
- Technical Japanese 1A
- Practice in Japanese 1
- Technical Japanese 1B
- Japanese Conversation 1
- Japanese Culture 1
- Introduction to Graphic Tools
- Special Lectures 2
- Introduction to Use of Information 2
- General Practice on Document Preparation
- Basics of Computing Systems B
- Introduction to CAD
- Technical Japanese 2A
- Practice in Japanese 2
- Technical Japanese 2B
- Japanese Conversation 2
- Japanese Culture 2

Second Year

- Project Based Learning 1
- Global Economics
- Introduction to ERP
- Overview of e-Business
- Practice in Career Formation
- Technical Document Preparation A
- General Japanese Practice 1
- Technical Japanese 3
- Business Japanese 1
- Project Based Learning 2A
- Supply Chains
- International Qualification Examination Practicum A
- Basic Practice on VBA A
- Technical Document Preparation B
- General Japanese Practice 2
- Technical Japanese 4
- Business Japanese 2

Find great careers in Japan or in your home country!

Global Tourism Information Course

Computer Engineering Program 2 years
Diploma Rakuhoku Campus

Amid the ongoing series of international events such as the 2021 Tokyo Olympics and Paralympics, and the 2025 Osaka-Kansai Expo, there is a growing need for practical tourism business IT professionals who can respond to new tourism businesses and inbound demand.

In the Global Tourism Information Course, students will acquire the skills and knowledge to utilize ICT in addressing challenges in tourism, such as inbound tourism, regional revitalization, tourism digital transformation (DX), and AI tourism. This course aims to contribute to the development of the local tourism industry.

1st year Primarily aimed at international students from non - kanji (non - Chinese character) countries, the program begins with the required course "Introduction to Tourism Business", where students systematically learn the fundamentals of tourism studies and start their academic journey at the vocational school. In addition to the basics of tourism studies, Microsoft Office skills, and presentation skills, Japanese language courses such as "Technical Japanese" are also offered to help students develop writing and communication abilities.

2nd year To enhance practical problem-solving skills, the program emphasizes hands-on experiential learning in real-world settings. Through collaborative projects with local communities aimed at boosting tourism businesses, students acquire skills that are directly applicable in the professional world. The program also supports students in obtaining qualifications such as the National Government Licensed Guide Interpreter. Upon completion of the course, students are awarded the title of "Diploma". Graduates are able to pursue employment opportunities in their home country or in Japan.

Specialist Subjects

- Basics of Computing Systems
- Basic Practice on Business Documents
- Basic Spreadsheet Practice
- Introduction to Use of Information
- Basic Practice on Presentations
- Technical Japanese
- Practice in Japanese
- Japanese Conversation
- Japanese Culture
- Introduction to Graphic Tools
- General Practice on Document Preparation
- Introduction to Tourism Business
- Project Based Learning
- Global Economics
- Theory of Tourism Information
- Tourism Data Analysis
- Practice in Career Formation
- Technical Document Preparation
- General Japanese Practice
- Tourism Media Production
- Basic Practice on VBA

Career Opportunities

- **Domestic Travel Supervisor**
- **General Travel Supervisor**
- **Tour Manager**
- **Travel Agent Supervisor**
- **Licensed Guide Interpreter**

etc.

Leading to a Master's program at KCGI! Enrollment possible

International Manga and Anime Technology Course

Advanced Art and Design Program 3years
Diploma Kamogawa Campus

Working from a global perspective, this course cultivates digital anime and manga production engineers with skills in AI, management and marketing. After acquiring a grounding in basic knowledge, students learn to use drawing applications such as Maya and AutoCAD and 3D computer-graphics applications such as Blender. Students also work on production of promotional videos using AI. In collaboration with educational institutions in other countries, students gain opportunities to study illustration and leading-edge AI. The course particularly deepens students' knowledge of applied generative AI.

Specialist Subjects

First Year

Mandatory

Basics of Computing Systems A
Basic Practice on Business Documents
Basic Spreadsheet Practice
Introduction to Use of Information 1, 2
Basic Practice on Presentations
Introduction to Graphic Tools
Special Lectures
Basics of Web Animation
Basics of Web Content Production 1
Design Practice

Recommended by the Department

Technical Japanese 1A, 1B, 2A, 2B
Practice in Japanese 1, 2
Japanese Conversation 1, 2
Japanese Culture 1, 2

Second Year

Mandatory

Project Based Learning 1, 2A
Basics of Computing Systems B
Applied Web Animation
Basics of Web Content Production 2
Practice in Career Formation
Introduction to 3DCG
Introduction to CAD
International Qualification Examination Practicum A

Recommended by the Department

Technical Document Preparation A, B
General Japanese Practice 1, 2
Technical Japanese 3, 4
Business Japanese 1, 2

Third Year

Mandatory

Overview of UI/UX
Basics of Painting A, B
Basics of Character Creation
3DCG Modeling and Animation 1
Video Editing (Special Effects)
Project Based Learning 2B
SPI Practice
3DCG Modeling and Animation 2
Application of GenAI (Adobe)

Recommended by the Department

General Japanese Practice 3, 4
Technical Japanese 5, 6
Practice in Japanese 3, 4
Technical Document Preparation C

Leading to a Master's program at KCGI!

International Business Management Course

Applied Informatics Program 3years
Diploma Kyoto Ekimae Campus

This cross-disciplinary course explores the use of generative AI in a diverse range of genres, including innovation for sustainable regional industry, trade, finance, logistics, medical information and international investment. Students in this course also acquire skills and knowledge about enterprise resource planning (ERP), an integrated management system that enables companies to manage their business resources centrally to maximize value. From a next-generation value perspective, the course develops management skills for proposing management strategies for a global enterprise and moving its organization forward.

Collaborate with travel agencies
Collaborate with locals & places with history
Have an open source solution with a large community

Specialist Subjects

First Year

Mandatory

Basics of Computing Systems A, B
Basic Practice on Business Documents
Basic Spreadsheet Practice
Special Lectures
Introduction to Use of Information 1, 2
Basic Practice on Presentations
Introduction to Graphic Tools
General Practice on Document Preparation
Introduction to CAD

Recommended by the Department

Technical Japanese 1A, 1B, 2A, 2B
Practice in Japanese 1, 2
Japanese Conversation 2
Japanese Culture 1, 2

Second Year

Mandatory

Project Based Learning 1, 2A
Global Economics
Introduction to ERP
Overview of e-Business
Practice in Career Formation
Supply Chains
International Qualification Examination Practicum A
Basic Practice on VBA A

Recommended by the Department

Technical Document Preparation A, B
General Japanese Practice 1, 2
Technical Japanese 3, 4
Business Japanese 1, 2

Third Year

Mandatory

Information Mathematics
Overview of Enterprise Systems
Database Design
International Qualification Examination Practicum B
Project Management Techniques
Business Administration
Operations Research
Project Based Learning 2B
Basic Practice in Statistics
SPI Practice
Data Mining

Recommended by the Department

General Japanese Practice 3, 4
Technical Japanese 5, 6
Practice in Japanese 3, 4
Technical Document Preparation C

Leading to a Master's program at KCGI!

International Informatics Course

Information Engineering Program 4years Rakuhoku Campus
★Advanced Technical Diploma ★Vocational Practical Specialist Program

This program provides a thorough grounding in embedded systems, from basic programming and system design to advanced technology. Students aim to become solution engineers and IT architects capable of analyzing the needs of global companies to propose and implement solutions using IT systems. The program cultivates global personnel who can respond to the demands of an advanced IT-driven society using generative AI, IoT and so on.

Specialist Subjects

First Year

Mandatory

- Basics of Computing Systems A
- Basic Practice on Business Documents
- Basic Spreadsheet Practice
- Special Lectures 1
- Introduction to Use of Information 1
- Basic Practice on Access
- Special Lectures 2
- Introduction to Use of Information 2

Recommended by the Department

- Basic Practice on Presentations
- Basics of Computing Systems B
- Basics of Web Content Production 1
- Introduction to Graphic Tools

Second Year

Mandatory

- Project Based Learning 1
- Introduction to Algorithms
- Project Based Learning 2A

Recommended by the Department

- Basic Practice on VBA A
- Basics of Web Content Production 2
- Practice in Career Formation
- Basic Practice on VBA B
- Introduction to CAD
- International Qualification Examination Practicum A

Third Year

Mandatory

- Introduction to System Development
- Overview of Enterprise Systems
- Project Based Learning 2B

Recommended by the Department

- Basics of Web Animation
- International Qualification Examination Practicum B
- Database Design
- Overview of Management Information Systems
- Introduction to PHP
- SPI Practice
- Basic Practice in Statistics
- Introduction to Python
- Introduction to Network Management

Fourth Year

Mandatory

- Project Based Learning 3A
- Project Based Learning 3B

Recommended by the Department

- International Qualification Examination Practicum C
- AI Programming 1
- Introduction to Audio and Acoustics
- Basics of 3D Animation
- Advanced Studies in Fintech
- AI Programming 2
- Overview of Environmental Information Processing
- Appllied 3D Animation

Leading to a Master's program at KCGI!

International Art Information Course

Information Engineering Program 4years Rakuhoku Campus
★Advanced Technical Diploma ★Vocational Practical Specialist Program

This program is for aspiring art directors. Students learn how to pursue the possibilities of digital art to the utmost limits, imagine artworks in their complete form before projects begin, and acquire the planning and management skills to bring projects to successful fruition. Students aim to possess advanced production techniques; skills in concept-making, including listening to client requirements, and the ability to negotiate and table proposals.

Specialist Subjects

First Year

Mandatory

- Basics of Computing Systems A
- Basic Practice on Business Documents
- Basic Spreadsheet Practice
- Special Lectures 1
- Introduction to Use of Information 1
- Introduction to Graphic Tools
- Special Lectures 2
- Introduction to Use of Information 2

Recommended by the Department

- Basic Practice on Presentations
- Basics of Web Animation
- Basics of Web Content Production 1
- Design Practice

Second Year

Mandatory

- Project Based Learning 1
- Introduction to CAD
- Project Based Learning 2A

Recommended by the Department

- Applied Web Animation
- Basics of Web Content Production 2
- Practice in Career Formation
- Introduction to 3DCG
- Applied CAD
- International Qualification Examination Practicum A

Third Year

Mandatory

- Overview of UI/UX
- Basics of Painting A
- Project Based Learning 2B

Recommended by the Department

- Basics of Character Creation
- International Qualification Examination Practicum B
- Database Design
- Basics of 3D Animation
- Overview of Architecture
- SPI Practice
- Basic Practice in Statistics
- Basics of Painting B
- Appllied 3D Animation

Fourth Year

Mandatory

- Project Based Learning 3A
- Project Based Learning 3B

Recommended by the Department

- International Qualification Examination Practicum C
- Research in 3D Animated Video 1
- Introduction to Audio and Acoustics
- Video Production Practicum 1
- Research in 3D Animated Video 2
- Practicum in Digital Sound Production
- Video Production Practicum 2
- Screenwriting Techniques

Leading to a Master's program at KCGI!

International Management Information Course

Information Engineering Program 4years Rakuhoku Campus
★Advanced Technical Diploma ★Vocational Practical Specialist Program

Students learn methods by which to integrate and handle the overall management resources of a company—people, goods, funds and information—using IT. The aim is to cultivate IT consultants and project managers who can play active roles in global society. KCG has prepared a curriculum that teaches skills businesspeople need, to develop personnel with the skills to succeed in the IT world in a wide range of industrial fields.

Specialist Subjects

First Year

Mandatory
- Basics of Computing Systems A
- Basic Practice on Business Documents
- Basic Spreadsheet Practice
- Special Lectures 1
- Introduction to Use of Information 1
- Introduction to Graphic Tools
- Special Lectures 2
- Introduction to Use of Information 2

Recommended by the Department
- Basic Practice on Presentations
- Basics of Web Animation
- Basics of Web Content Production 1
- Overview of Tourism Studies

Second Year

Mandatory
- Project Based Learning 1
- Photography Practice
- Project Based Learning 2A

Recommended by the Department
- Overview of Tourism Attraction Management
- Basics of Web Content Production 2
- Practice in Career Formation
- Introduction to 3DCG
- Applied CAD
- International Qualification Examination Practicum A

Third Year

Mandatory
- Overview of UI/UX
- New Tourism Businesses
- Project Based Learning 2B

Recommended by the Department
- Introduction to System Development
- International Qualification Examination Practicum B
- Database Design
- Basic Practice on VBA A
- Overview of Management Information Systems
- SPI Practice
- Basic Practice in Statistics
- Practice in Dynamic Statistics in Tourism
- Basic Practice on VBA B
- Basic Practice on Access

Fourth Year

Mandatory
- Project Based Learning 3A
- Project Based Learning 3B

Recommended by the Department
- International Qualification Examination Practicum C
- Introduction to ERP
- Advanced Studies in Fintech
- Inbound Tourism
- Practicum in ERP Development
- Business Administration
- Kyoto Cultural Field Practice

Leading to a Master's program at KCGI!

International Information Course

Advanced Computer Engineering Program 3years Diploma
Rakuhoku Campus

Today advanced technologies such as AI and cyber-physical systems are being applied in a wide variety of social scenes, while DX is progressing fast. Meanwhile the implementation of 5G continues and the metaverse is spreading on a global scale. In this course, students fortify the skills in Japanese they will need to pursue specialized studies and acquire a thorough grounding in the computer and information technology that forms the basis for advancing DX. Students also select subjects that appeal to them from a wide range of electives, gaining a sophisticated level of IT skills. Numerous topics vital in the IT business field are covered, including databases, programming and network technology, as well as Technical Japanese and other subjects on the Japanese language. Through these subjects, the Program cultivates personnel who are proficient in computer technology and the Japanese-language ability they need for business. Graduates of the course are awarded the title of "Diploma," enabling them to enroll in KCG's Group school KCGI and pursue a master's degree.

Specialist Subjects

- Basic Practice on Presentations
- Basic Practice on VBA
- General Practice on Document Preparation
- Practice in Preparing for Qualification Examinations
- Overview of Enterprise Systems
- Overview of Management Information Systems
- Introduction to Network Management
- Introduction to Graphic Tools
- Introduction to Python
- Basics of Computing Systems
- Introduction to System Development
- Introduction to PHP
- Database Design
- Project Based Learning
- Practice in Career Formation
- Basic Practice in Statistics
- Technical Japanese
- SPI Practice
- Basics of Web Content Production
- Introduction to Algorithms
- Basic Spreadsheet Practice
- Basic Practice on Access

Note: Selection and study of subjects in other departments is also possible.

Artificial
Intelligence
Reasoning
AI
Science
Computer
Knowledge
Technology
Learning

Pascal
pyth
HTML
css
php
java
C#
asp

Leading to a Master's program at KCGI!

International Art & Design Course

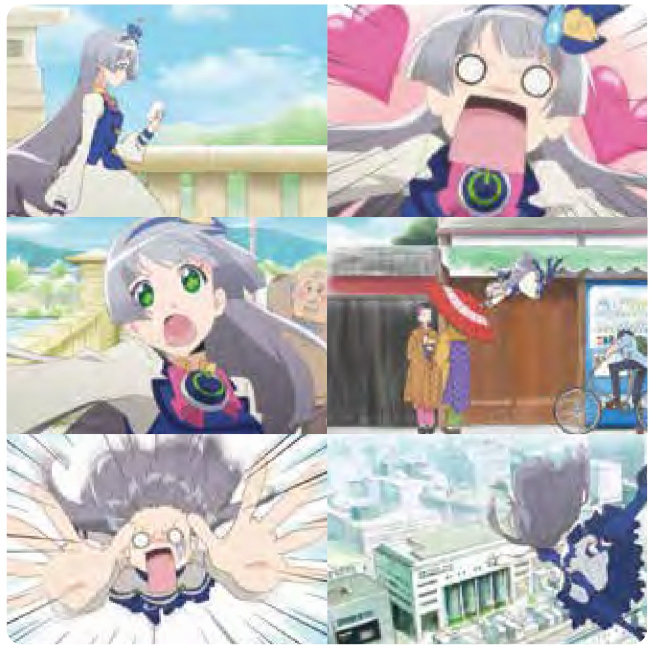
Advanced Computer Engineering Program 3years Diploma Rakuhoku Campus

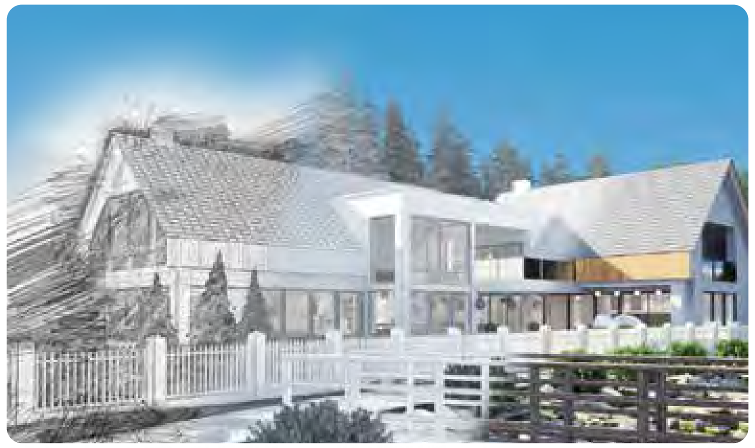
In this course, after students have acquired the basic computer skills and knowledge society demands, they accumulate the basics in art and concept-making and learn practical production skills, becoming proficient in the use of industry-standard software. The course cultivates creative people and designers imbued with the latest IT skills as well as creativity and the ability to develop and present proposals. Graduates of the course are awarded the title of "Diploma," enabling them to enroll in KCG's Group school KCGI and pursue a master's degree.

Specialist Subjects

- Introduction to Graphic Tools
- Design Practice
- Basics of 3D Animation
- Practice in Preparing for Qualification Examinations
- CAD Practice
- Basics of Web Content Production
- General Practice on Document Preparation
- Overview of Architecture
- Basics of Web Animation
- Basics of UI/UX Design
- Basics of Painting
- Project Based Learning
- Practice in Career Formation
- Introduction to Manga
- Introduction to Anime
- Character Production
- Practice in Character Illustration
- Video Production
- Basic Practice on Presentations
- Technical Japanese

Note: Selection and study of subjects in other departments is also possible.


50th anniversary commercial for the KCG Group (URL: kcg.ac.jp/gainax)



Leading to a Master's program at KCGI!

Global Tourism Advanced Information Course

Advanced Computer Engineering Program 3years Diploma Rakuhoku Campus

This course makes full use of KCG's location in Kyoto, one of Japan's most iconic sightseeing areas. It provides a full curriculum studying new tourism services and business models applying IT. Students strive to solve a wide range of issues that sightseeing areas confront, such as provision of tourist information, conversion of tourist activity records into usable data, analysis and forecasting. The course develops personnel who can contribute to the establishment of a resilient and sustainable tourism industry. Graduates of the course are awarded the title of "Diploma," enabling them to enroll in KCG's Group school KCGI and pursue a master's degree.

Specialist Subjects

- Overview of Tourism Studies
- Photography Practice
- Overview of Tourism Attraction Management
- Tourism Transportation Business
- Tourism Communication
- Practice in Preparation for Qualification Examinations A/B
- New Tourism Businesses
- Kyoto Cultural Field Practice
- Practice in Dynamic Statistics in Tourism
- Inbound Tourism

Note: Selection and study of subjects in other departments is also possible.

Available Qualifications

Itinerary Control Manager

Qualification as an Itinerary Control Manager is mandatory for senior tour conductors who accompany tours and group trips planned by travel agencies.

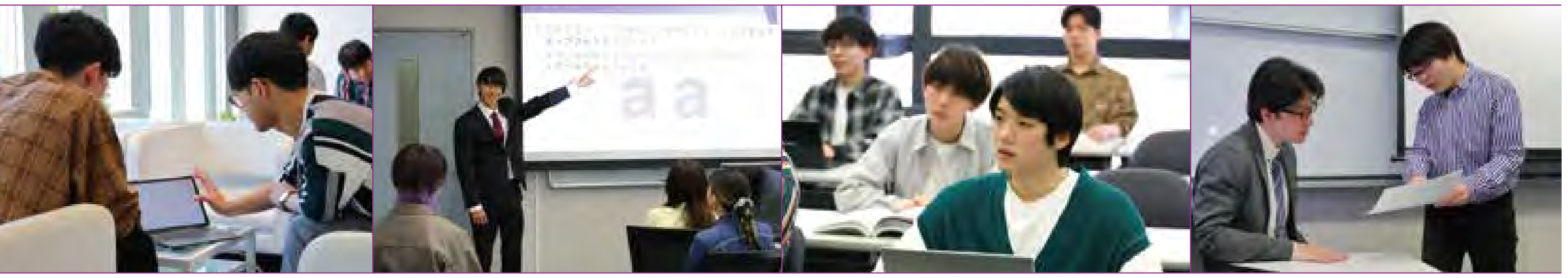
Certified Travel Supervisor

"Certified Travel Supervisor" is a national qualification stipulated under the Travel Agency Act. It is required to sell domestic or overseas travel on behalf of a travel agency. The Travel Agency Act mandates that every sales office of a travel agency must be staffed by at least one Certified Travel Supervisor.

Inbound Business Director Certification Examination

The Inbound Business Director Certification Examination is a proficiency test that certifies that the holder has the necessary knowledge to develop inbound tourism business targeting foreign visitors to Japan. Passing this test requires knowledge of current conditions and trends in inbound tourism, ability to plan inbound business projects that can attract customers, understanding of and ability to respond to foreign visitors to Japan and knowledge of "the new tourism" and the formation of sightseeing areas.

Travel Guide



KCG foreign students: Application requirements

Qualified applicants are foreign nationals who satisfy each of the following criteria.

(1) The applicant has completed or is expected to complete 12 years of school education in Japan and/or in the applicant's home country; or is qualified to enter university in the applicant's home country; or has qualifications commensurate with the above.

The applicant is in good standing with KCG, is 18 years of age or over, satisfies one or more of the following five conditions, and has the Japanese proficiency to understand the lectures.

1) The applicant has passed N1 (level 1) or N2 (level 2) of the Japanese-language Proficiency Test (JLPT) conducted by the Japan Foundation and Japan Educational Exchanges and Services.

2) The applicant has obtained a total score of at least 200 points (combination of reading, listening and listening/reading comprehension) on the Examination for Japanese University Admission (EJU) conducted by the Japan Student Services Organization (JASSO).

3) The applicant has obtained a total score of at least 400 points on the Japan Kanji Aptitude Test conducted by the Japan Kanji Aptitude Testing Foundation (JKATF) or the JLRT listening/reading test (writing test).

4) The applicant has received 6 months or more of Japanese-language education at an educational facility for teaching Japanese to foreign nationals that is recognized by notice of the Minister of Justice on the opinion of the Minister of Education, Culture, Sports, Science and Technology (with attendance rate at said facility of 90% or more).

5) The applicant has received 1 year or more of education at an educational institution as specified in Article 1 of Japan's School Education Act (a primary school, junior high school, high school, technical college, junior college, university or graduate school).

*Includes international baccalaureate degree (please inquire for details).

(2) The applicant possesses the necessary status of residence (visa status) to stay in Japan without hindrance from the time of admission to KCG to the time of graduation.

*Foreign student, permanent resident, spouse or family member of Japanese national, etc.

(3) The applicant is recommended by a principal or teacher of the school the applicant attended.

(4) All expenses for the applicant's stay in Japan are guaranteed.

Selection for admission (entrance examination for foreign students)

Selection by documents	The applicant is examined on the basis of submitted documents, etc.
Selection by interview	The applicant is provided with an interview and oral examination based on submitted documents, etc.

*Interviews and oral examinations can be held at a designated location or online by video chat (Zoom, etc.). Applicants who take the examination online are required to have the necessary environment for online communication in place at their home, etc. at the time of the examination, including PC, microphone, speakers, camera (the applicant must be able to transmit live video) and internet connection.

*Applicants will be notified of the times, dates and locations (formats) of interviews and oral examinations when their admission tickets for examination are sent to them. (In principle these are sent out within two weeks of receipt of the submitted documents.)

Flexible Online Course

Learn more

International Applied Informatics Program

Japan is currently faced with a severse shortage of IT personnel. By 2030 this shortage is expected to grow to around 450,000 people. (Survey on Demand for IT Personnel (Overview), METI, April 2019)
Facing this predicament, KCG wants capable people to study IT and lead the global IT industry.
With that goal in mind, KCG established the Flexible Online Courses.

Advantages of the Flexible Online Courses

Study at your own pace, wherever you like!

KING-LMS, KCG's state-of-the-art learning management system, provides access to study resources 24 hours a day. With KING-LMS, you can attend classes on your own schedule, using pre-supplied lecture videos and class materials.

You can watch and listen to lectures as many times as you wish, advancing your studies at your own pace.

Convert any course to a full-time course!

Flexible Online Courses ▶

- Art & Design
- Business & Management
- Computer Science
- Digital Game & Amusement
- Engineering for Embedded Systems

Obtain an Advanced Diploma upon Graduation!

The Advanced Diploma is a qualification that can be obtained by satisfying certain conditions and completing a four-year program of specialist training at an advanced vocational school. MEXT recognizes the Advanced Diploma as equivalent to a Bachelor's degree conferred by a university.

The Advanced Diploma is awarded to people who have amassed not only knowledge but also skills in a specialized field. As such, the Advanced Diploma is increasingly regarded as equivalent or even superior to a Bachelor's degree. Advanced Diploma holders who have studied IT are expected to be more vitally needed than ever in the coming era.

Intensive Study through Schooling: Increase Your Effectiveness!

In International Applied Informatics, we offer an intensive study program called "Schooling." In Schooling, students engage in intensive, in-person study under the direct guidance of an instructor.

Schooling is offered for a two-week period, twice a year: In the summer, from August to September, and in the spring, from February to March. The classrooms for Schooling are at KCG's Kyoto Ekimae Campus, a seven-minute walk from Kyoto Station. Transportation connections are excellent, making commuting easy.

Curriculum

In-person Classes	Basic Courses	Applied Courses	Career Response Courses
Production of original works and implementation of challenging projects	Obtaining a broad base of knowledge in a variety of fields	Obtaining a broad base of knowledge in a variety of fields	Supporting your job search

KCG International Students Have Their Say

Thousands of international students have come to KCG to study and launch exciting careers.

Warm support and an excellent general education for international students.

Nguyen Sy Nam

Interview video ►

Information Processing Program
Information Processing Course

Socialist Republic of Vietnam

I've always loved Japanese games, manga and anime. When somebody suggested that I study abroad, I decided that I wanted to prepare for my future in a completely new environment. After attending Japanese language school, I wanted to study IT because I realized that it had the power to create the society of the future. So I enrolled at KCG. KCG offers many kind support programs for international students and provides plenty of opportunities to pursue a general education outside of IT. I studied diligently and was able to join an IT company in Japan. Shortly after I joined, I passed the basic IT engineer's exam.

The KCG Award for Excellence gave me confidence.

Lyu Langbiao

Interview video ►

Digital Game Development Basics Program

People's Republic of China

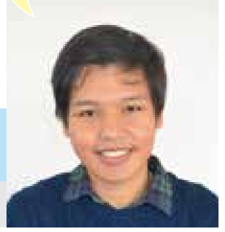
After graduating from university in China, I worked as a network engineer, but increasingly I found myself wanting to do creative work. After studying at Kyoto Japanese Language Training Center, I began studying about games at KCG. After I joined KCG, my professors really hammered engineering knowledge into me. Thanks to them, a Japanese friend and I won the KCG Award for Excellence for a game we created together. I was able to land a job at the game company I was most interested in. I'm continuing to hone my skills with a view to becoming team leader.

I'd like to work in international marketing one day.

Sukandar Ipung Ismaya

Business IT Program

Republic of Indonesia



I wanted to study in Japan, a country I'd always been interested in. In Japan I wanted to study IT because it will be indispensable in the future, and I wanted to study business as well. So I enrolled in KCG. I basically had no training in computers, so my professors patiently taught me everything. Gradually I acquired knowledge and skills and I could feel the progress I was making. One day I'd like to get a job specializing in overseas marketing. I want to spread Japanese products and technology to my motherland, Indonesia, and to the world.

It's my dream to establish a game company in my home country.

Gil Giron Andres Francisco

Digital Game Development Basics Program

Republic of Guatemala

In my country my options for pursuing a career in IT were limited, as we don't have many universities, so I decided to come to Japan. everyone at KCG was friendly and I can really focus on learning about games here. I get a lot of practice and it's fun. Japan is safe and the natural environment is wonderful. Here in Kyoto I'm enchanted by the beauty of the fall colors on Mt. Arashi and things like that. After I graduate, I'd like to work at a Japanese company, gaining experience, then one day return to Guatemala and launch a game software development company.

I want to study the world's greatest technology.

Natasha Maria Devina

Business IT Program

Republic of Indonesia

I wanted to study in Japan, a leading country in technology. If possible, I wanted to become like my mother, who worked in accounting. So I enrolled at KCG, to gain knowledge and skills in IT and business. I had been teaching myself about computers. Now I'm learning from my professors at KCG, who teach me kindly and patiently, so I'm having fun as I attend business-related classes and so on. In the future I want to work in online business programming.

I want to contribute to the development of IT in my homeland.

Shakhzodshokhi Shamsiddin

Information Processing Program
Information Processing Course

Republic of Tajikistan

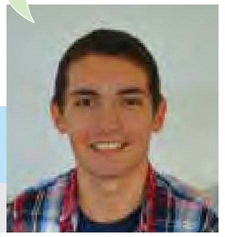
One of my seniors went to study in Japan, so I thought, "that's for me, too!" So I enrolled in KCG. It was the first time for me to study IT seriously and it was really hard. But my instructors guided me very kindly, and the computer equipment was the latest stuff. It was lots of fun and I enjoyed my life as a student. After I graduate, I want to join an IT company in Japan, apprentice there and save my money, then return to Tajikistan to set up a software application development company. I hope to contribute to the development of IT in my homeland.

Studying manga in Japan using the latest equipment.

Normans Sagastume Javier Alexander

Art and Design Program
Manga and Anime Course

Republic of Guatemala



I'd always wanted to go to Japan and become a manga artist because I was attracted to the depth and subtlety of Japanese manga. So after attending Japanese school I enrolled in KCG. At KCG they have all the latest equipment for studying manga. The professors at KCG explain everything patiently and create an environment where it's easy to ask questions. My student life is well-rounded and I'm enjoying it to the fullest. After I graduate, I hope to go to work for a Japanese publisher. It would be great to have my own manga series.

Feeling the results of a KCG education.

Chanvongnaraz Khampasith

Information Processing Program
Information Processing Course

Lao People's Democratic Republic

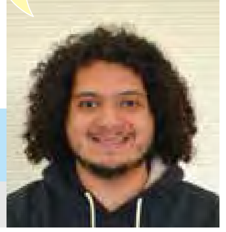
Technology makes people's lives more fulfilling. I joined KCG because I was determined to study IT and play a valuable role in society. As Japan's first educational institution focused on computers, it has a history and track record in IT education. I feel that I've enrolled in a really good school. I felt uncertain because I'd never studied computers before. Fortunately, my professors at KCG explain everything to me patiently in terms that are easy to understand. Before I knew it I realized that I enjoyed programming. In the future I want to find work at an IT-related company in Japan and continue programming, doing work that makes life more convenient for people all over the world.

The unit system lets me assemble my own career.

Francis Daniel Cader Olivares

Information Processing Program
Information Processing Course

Republic of El Salvador



Japan has lots of companies that boast superb technology in games, like Nintendo, Sega and Capcom, and they're establishing a presence in Latin America. I wanted to visit those companies and study them, so I enrolled in KCG. One thing about KCG that's absolutely great for me is the unit system. I can assemble my own career, taking classes in things I'm interested in, such as CPUs and Web programming. Once I get a thorough grounding in languages, I'd like to get a job making multilingual websites related to tourism.

I want to learn the Japanese language and video technology.

Ralambozatovo Narianja Vololoniaina

Art and Design Program
Art and Design Course

Republic of Madagascar

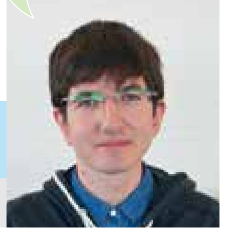
I was interested in Japan because it has a culture completely different from my home country. I wanted to study more deeply about the things I'd seen video and photos of at university in Madagascar, so I enrolled at KCG, based on a recommendation from MEXT. I'm really glad I came to study at KCG. In my classes, my professors provide a thorough education, beginning with the basics. The instructors and my fellow students are all very kind. We get together in our free time. My dream is to convey Japanese culture to Madagascar and the rest of the world through video.

I'd like to get involved in the global content business.

Naranjo Bejarano Carlos

Digital Game Development Basics Program

Kingdom of Spain



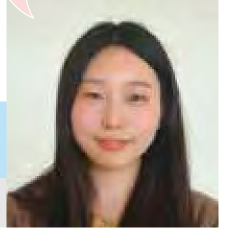
I always admired Japan's leading-edge technology. Games like Pokémon are fun and the technology is without equal anywhere in the world. Nothing could make me happier than to study games in Japan. KCG offers an amazing study environment, with the latest computer hardware and software. My aim is to join a major content company in Japan. I can speak Japanese and Spanish, so acquiring IT knowledge will enable me to take part in global business.

In-depth study of game programming.

Kim Hae Rang

Information Processing Program
Information Processing Course

Republic of Korea



The girls' high school I attended has a partnership with KCG, and one of my seniors went to study there, so KCG felt familiar to me. I knew that the school was fully kitted out with computers and other equipment and that I could get a specialized education. I wanted to learn game programming because I love the story-type games they make in Japan, so I enrolled in KCG. My dream is to work as a programmer at a Japanese game company one day. If I can create a game from my own imagination and have people all over the world enjoy it, I will be really happy.

Four Seasons

KCG conducts various events for students through a year.

- Briefing for 1st year students
- Entrance Ceremony
- Health checkups
- Start of spring term
- Welcome party for freshman class and introduction to clubs
- National Exam in Spring
- Freshman day camp
- Hiking Day
- Company Information Session in the Campus

4

Main Events in Kyoto During the Year

Toyotomi Hideyoshi Cherry Blossom Viewing Parade (Daigoji Temple)

April

Entrance Ceremony

- Anniversary of the establishment (First of May)
- Sports Tournaments
- Company Information Session in the Campus

5

Aoi Festival (Shimogamo and Kamigamo Shrines)

May

Hiking Day

Music Concert

- Music Concert
- Company Information Session in the Campus

6

Kyoto Takigi Noh (Heian-jingu Shrine)

June

- Cultural Lecture
- CG-Arts Certification Tests
- Career Guidance
- Company Information Session in the Campus
- Summer Festa

7

Gion Festival (Yasaka Shrine and elsewhere in Kyoto)

July

Summer Short Courses

Japanese Day

- End of spring term
- Spring term examinations
- RIT Summer Workshop
- Summer Holiday
- Seminar for the National Exam in Summer
- Summer Short Courses
- Business internship
- Career consultation meetings
- Career Guidance

8

Gozan Ceremonial Bonfire (Daimonjiyama, etc.)

August

Athletic meet of Vocational Colleges in Kyoto

Career consultation meetings

- J ken (Joho kentei), Information Technology Certification Series
- Athletic meet of Vocational Colleges in Kyoto
- Company Information Session in the Campus
- Fall term guidance
- Music Concert
- Health checkups

9

Moon viewing evening (Daikakuji Temple)

September

- Start of fall term
- National Exam in autumn
- Hiking Day
- Career Guidance

10

Festival of the Ages (Heian-jingu Shrine)

October

Hiking Day

- Cultural Festival
- Career Guidance
- Academic lectures
- Art Appreciation
- CG-Arts Certification Tests
- Consultation for parents

11

Arashiyama Maple Festival (Arashiyama)

November

Cultural Festival

Winter Short Courses

- Cultural Lecture
- Career Guidance
- Winter Holiday

12

Okera Festival (Yasaka Shrine)

December

- Resumption of lectures
- Music Concert
- Career Guidance

1

Long-range archery (Sanjusangendo Temple)

January

KCG AWARDS

- End of fall term
- KCG AWARDS
- Fall term examinations
- J ken (Joho kentei), Information Technology Certification Series
- Spring Holiday
- Career Guidance
- Company Information Session in the Campus
- Start of winter courses

2

Plum Blossom Festival (Kitano-tenmangu Shrine)

February

Graduation Ceremony

Farewell Party

- Spring Short Courses
- Graduation Ceremony
- Farewell Party
- Company Information Session in the Campus
- Seminar for the National Exams in Spring

3

Torchlight Festival (Seiryoji Temple)

March

Kyoto Japanese Language Training Center (KJLTC)

One-Year Preparatory Program (starts in April) **One-and-a-Half-Year Preparatory Program (starts in October)**

＊*Targets of the training : Those who have JLPT(Japanese Language Proficiency Test) N3~N5 level*

- At KJLTC: Kyoto Japanese Language Training Center, foreign students' special course of KCG, Japanese language education is performed for students to go to Japanese institution of higher education. KJLTC is notified by the Minister of Justice.
- This course is a propaedeutic course designated by Ministry of Education, Culture, Sports, Science and Technology designation. Even if the period of education in their own country is less than 12 years, by completing this course, students can get the qualification to enter Japanese higher education institution including KCG core course.
- As the preparation for entering KCG regular course, Application software operation training (basic IT) is a required subject. The obtained credit is admitted as the credit of KCG regular course.
- Students who have sufficient proficiency can attend the computer professional class of KCG regular course.
- Students who enter KCG regular course after finishing this course become a target of reduction or exemption of the entrance fee and the school expenses.

Classes of the subjects related Japanese language are divided by the levels considering the entrance exam and the results of the end of each term.
We recommend to take JLPT N2 or N1 exam held in July and December. Also we support students to take Examination for Japanese University Admission for International Students (EJU).

◆ Course Introduction

Propaedeutic course

"Propaedeutic course" of Ministry of Education, Culture, Sports, Science and Technology
The KJLTC's programs are authorized by the Ministry of Education, Culture, Sports, Science and Technology. Even if the students do not meet the requirement of 12-year term of their studies in primary and secondary education system in their home countries, they will become eligible to apply for higher education institutions in Japan after completing our programs.

Curriculum

Subjects related Japanese language

- The training of Japanese language proficiency which is necessary in Japanese higher education and preparation for JLPT N1 and N2.
- Classes are devided by the levels of students' Japanese.
- Japanese classes are held more than 20 hours a week.(20 weeks for 1 semester, 40weeks for a year)

Subject	Content
Japanese 1(grammar, vocabulary)	Grammar and vocabulary for general and academic use
Japanese 2 (listening, conversation)	Listening and conversation for general and academic use
Japanese 3 (reading)	Reading of general and academic writing, newspaper, magazines, and literary works
Japanese 4 (composition)	Writing of report, Email, Power Point, and business documents
About Japan	Learn Japanese culture, society, and Japanese sense of values

Subjects for Japanese Language Proficiency Test (JLPT) and Examination for Japanese University Admission for International Students (EJU)

The Classes are divided by the levels of students' Japanese.

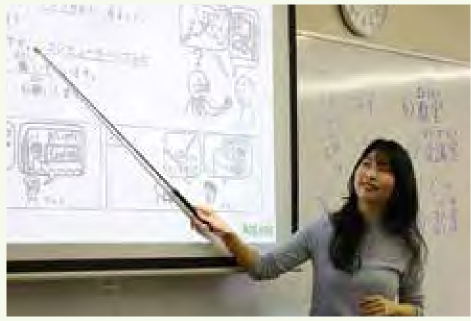
Subject	Content
General Japanese	Preparing for taking Japanese Language Proficiency Test (JLPT) and Examination for Japanese University Admission for International Students (EJU) by exercising the past exams or other materials.

Basic subject

Improve ability other than Japanese language, and acquire the knowledge for studying in higher education institution.

Subject	Content
Basic subject	English, Math, Science(Physics, Chemistry, Biology), general subject(history, geography, civics), IT Basics(Computer)

※ 6~8 hours in a week.



◆ Programs offered (Content and Capacities)

Semester start	Course Programs	Content	Number of people to be admitted
April	Preparatory Program (1year)	Propaedeutic course to learn Japanese, English, mathematics for people entering the Japanese higher education institution (university, special vocational school)	60students
October	Preparatory Program (1.5 years)		60students

◆ Qualifications for Application

Applicants must satisfy all of the following conditions.

① The applicant must be a high school graduate, a holder of diploma equivalent to high school graduate or other similar qualifications certifying successful completion of tests and requirements of general education (high school level).
② The applicant must have abilities equivalent to Level N5 (former Level 4) of the Japanese Language Proficiency Test (or the equivalent to 150 hours of Japanese language study) or more than the level.
③ The applicant must have basic academic ability necessary in Japanese higher educational institutions (universities or special vocational colleges).
④ The applicant must be either 1) under 23 years of age (for high-school graduates), 2) under 25 years of age (for college graduates), or 3) under 27 years of age (for university graduates).
⑤ The applicant must be able to finance tuition, other school fees and living expenses as a student in Japan.
⑥ The applicant must be physically and mentally healthy to perform the duties of a student and follow the rules of the school. The applicant must exhibit behavior and engage in activities that do not break Japanese laws and regulations at all times.

Enter The Kyoto College of Graduate Studies for Informatics (KCGI) to aim at the highest study of IT area **Master's Program**

KCGI

kcg.edu
The Kyoto College of Graduate Studies for Informatics

Learn more

After graduation from KCG, one career path available to you, apart from seeking immediate employment, is to advance to our Group educational institution, KCGI. KCGI is Japan's first graduate school specializing in IT. Students who complete a program at KCGI are awarded a Master of Science in Information Technology (Professional Degree). This degree is the pinnacle of the field of applied IT in Japan.

In principle, eligibility for enrollment in KCGI requires graduation from a four-year university or an Advanced Diploma following completion of a four-year course at a vocational school. However, graduates of KCG are considered eligible for enrollment under the following special conditions (see Application Guidelines).

"Applicants who have graduated from a three-year program at KCG, will be 22 years of age or older as of April 1 in the year that they enter KCGI and are judged to be qualified for enrollment based on evaluation of their academic results and therefore are recognized to have academic ability equal to or greater than that of a university graduate."

Enrolling in KCGI upon graduation from KCG in this way is thus the fastest route to the pinnacle of the applied IT field. We heartily recommend that you obtain an Advanced Technical Diploma at KCG, then proceed to obtain a Master's degree at KCGI.

◆ Unique Characteristics of KCGI

A full range of classes in "English mode" so students can complete their studies in English only

KCGI offers numerous courses exclusively in English ("English mode"), so students can complete their programs and receive Master's degrees studying in English only. Many of these courses are taught by top-level instructors from overseas. Currently foreign students from 17 overseas countries and regions are on campus at KCGI (including March 2025 graduates). Many of these students choose to attend classes in English.

A thorough grounding in practical skills to benefit society

- Curriculum design tailored to the needs of industry and the advancement of IT
- Curricula that thoroughly incorporate on-site, practical learning opportunities
- An effective educational approach that combines e-learning with in-person lessons

Studying a judicious balance of IT (ICT) and management

- Development of professionals in numerous specialized fields of IT, management, etc.
- Numerous instructors with professional experience establishing IT strategy in the private sector

Switching careers to work in the IT field

- Entrants are accepted from a wide range of fields, in both sciences and humanities
- Students can begin studies based on their level of knowledge when they enroll

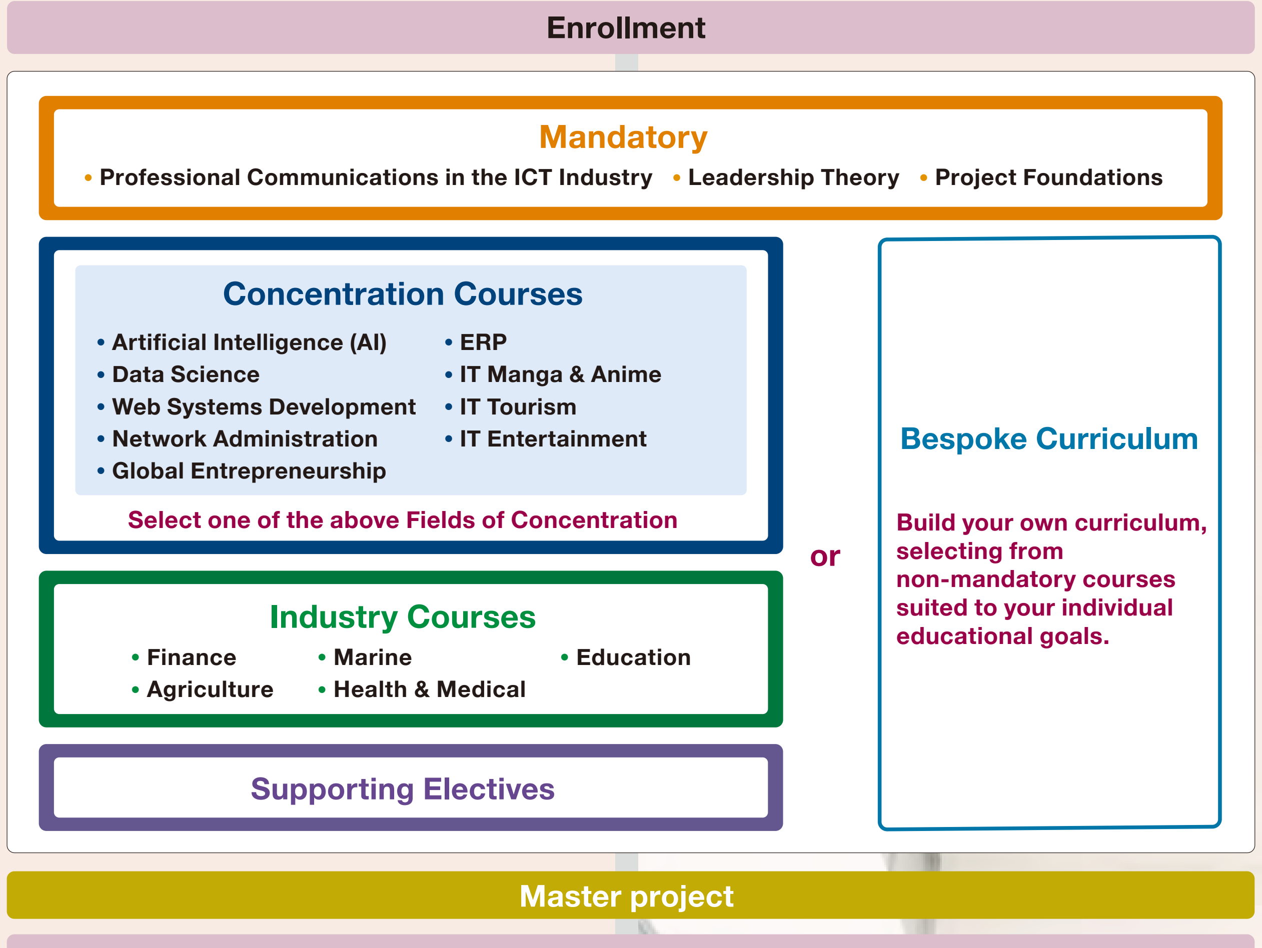
Aiming to play a part on the global stage

- Classes by top leaders in the IT field in countries worldwide

Using what you've studied to play a vital role in society

- Finding your ideal career thanks to attentive individual guidance
- Networking with fellow graduates

◆ Course Composition



Enrollment

Mandatory
- Professional Communications in the ICT Industry
- Leadership Theory
- Project Foundations

Concentration Courses
- Artificial Intelligence (AI)
- Data Science
- Web Systems Development
- Network Administration
- Global Entrepreneurship
- ERP
- IT Manga & Anime
- IT Tourism
- IT Entertainment

Select one of the above Fields of Concentration

Industry Courses
- Finance
- Agriculture
- Marine
- Health & Medical
- Education

Supporting Electives

or

Bespoke Curriculum

Build your own curriculum, selecting from non-mandatory courses suited to your individual educational goals.

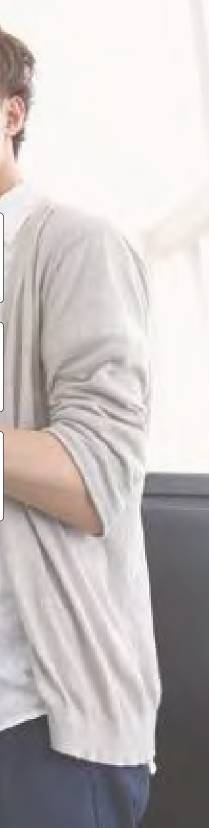
Master project

Master of Science in Information Technology (Professional Degree)

◆ Fields of Activity

KCGI offers curricula that develop the advanced IT professionals industry needs. Graduates of KCGI can expect to work in IT-related fields such as those listed below.

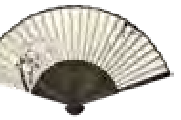
CIO (Chief Information Officer)	Project Manager	AI Architect
System Integration Consultant	Entrepreneur	IT Architect
Information Security Consultant	Content Production Manager	Data Scientist



Kyoto, the city for students

Kyoto has history more than 1200 years. It was once the capital city of Japan and is still the cultural heartland of Japan.
It is also an international city and many young students live in the city.
KCG campuses are located in the convenient areas and you can access them from every area of Kyoto city.
In addition, they are easy to reach from other places in the Kansai region such as Osaka, Nara, Kobe, and Otsu.

Surrounding Area of KCG Kyoto Ekimae Campus (KCGI Kyoto Ekimae Satellite)



Kyoto Station, where the JR, Kintetsu, and city subway lines run, is a doorway to Kyoto that a lot of people visit from the all over Japan. Both modern buildings and historical buildings coexist in this area, and we can feel a contrastive atmosphere.

Spot

- Toji
- Nishi Hongwanji Temple
- Higashi Honganji Temple
- Tofukuji Temple
- Kyoto Tower
- Sanjusangendo
- Kyoto National Museum
- Kyoto Station Building
- Kyoto Aquarium

Surrounding Area of KCG Kamogawa Campus

Shimogamo Shrine, related with Aoi Matsuri, which is one of the three biggest festivals in Kyoto, and the Imperial Palace in Kyoto are near the campus. This is an area rich in nature.

Spot

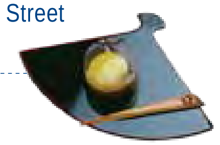
- Shimogamo Shrine
- Imperial Palace in Kyoto
- Kyoto City Historical Museum
- Tadasu no Mori(shrine forest)

Surrounding Area of KCG Rakuhoku Campus

It is convenient to go to Rakuhoku area, from the center of Kyoto and Kyoto Station by the subway and the city bus from the Kitaoji subway station and bus terminal near Rakuhoku Campus. Kamigamo Shrine is near, Kitayama Street lined with modern buildings, and we can enjoy nature at the botanical garden, Midoroga-ike Pond, and Kamo River.

Spot

- Kamigamo Shrine
- Midoroga-ike Pond (also called Mizoroga-ike Pond)
- Kyoto Botanical Garden
- Kitayama Street

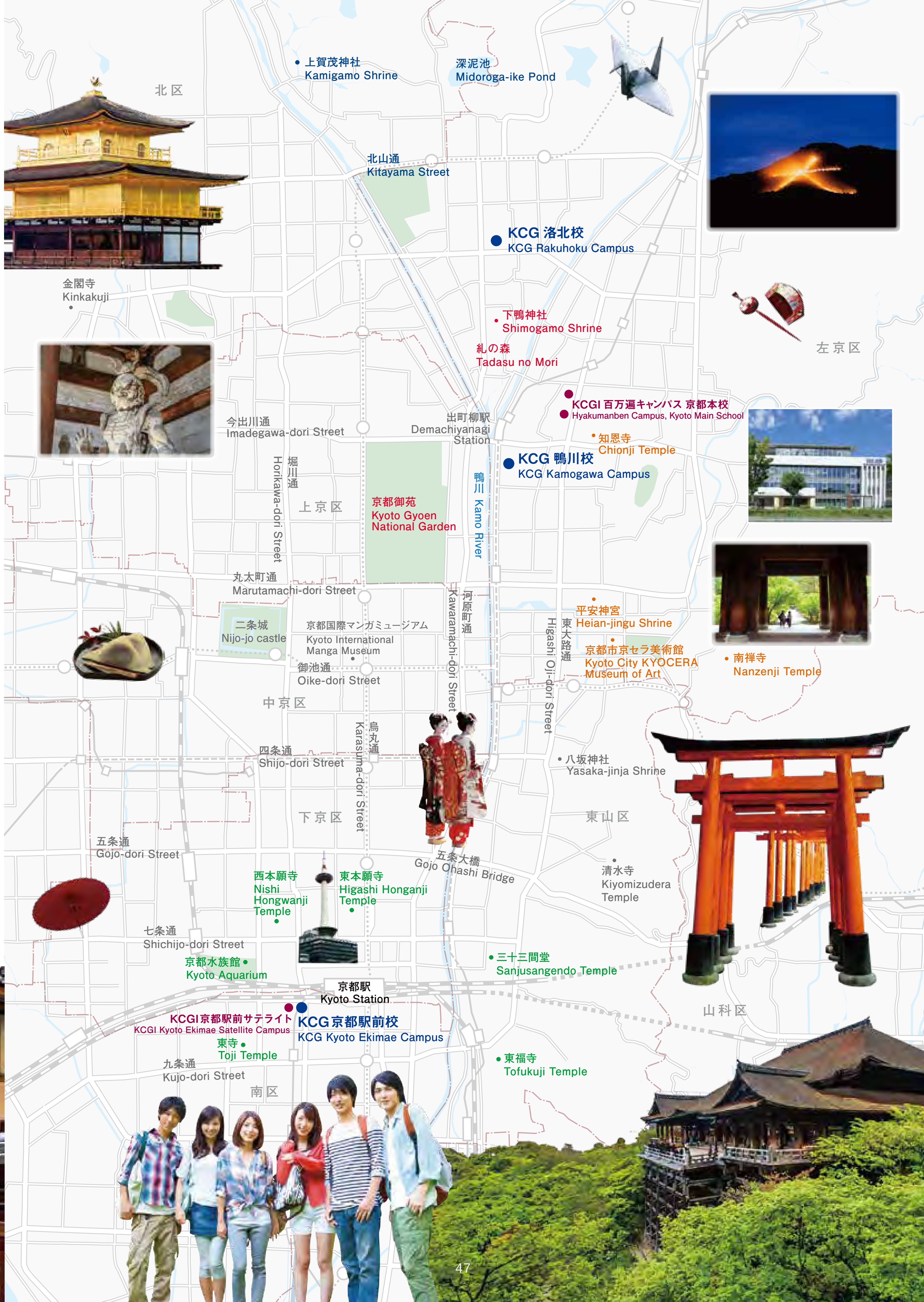


Surrounding Area of KCGI Hyakumanben Campus, Kyoto Main School

There are many spots such as Ginkaku-ji Temple, which is a representative temple of the Muromachi culture, Heian Jingu Shrine, which is connected with Jidai Matsuri (one of the three biggest festivals in Kyoto), Tetsugaku-no-michi, known for its cherry blossom trees, Kyoto City Zoo, the second oldest zoo in Japan, and Kyoto City KYOCERA Museum of Art are in this area (among many other spots). It is easy to come in touch with Japanese culture and history in this location!

Spot

- Ginkakuji
- Tetsugaku-no-michi (Philosopher's Walk)
- Nanzenji Temple
- Kyoto City KYOCERA Museum of Art
- Kyoto City Zoo
- Heian Jingu Shrine
- Eikando Zenrin-ji
- Chionji Temple
- National Museum of Modern Arts


上賀茂神社
Kamigamo Shrine
深泥池
Midoroga-ike Pond
北 区
北山通
Kitayama Street
KCG 洛北校
KCG Rakuhoku Campus
金閣寺
Kinkakuji
下鴨神社
Shimogamo Shrine
糺の森
Tadasu no Mori
左 京 区
KCGI 百万遍キャンパス 京都本校
Hyakumanben Campus, Kyoto Main School
今出川通
Imadegawa-dori Street
出町柳駅
Demachiyanagi Station
知恩寺
Chionji Temple
KCG 鴨川校
KCG Kamogawa Campus
堀川通
Horikawa-dori Street
上 京 区
京都御苑
Kyoto Gyoen National Garden
鴨川 Kamo River
丸太町通
Marutamachi-dori Street
河原町通
Kawaramachi-dori Street
平安神宮
Heian-jingu Shrine
東大路通
Higashi Oji-dori Street
京都市京セラ美術館
Kyoto City KYOCERA Museum of Art
南禅寺
Nanzenji Temple
二条城
Nijo-jo castle
京都国際マンガミュージアム
Kyoto International Manga Museum
御池通
Oike-dori Street
中 京 区
烏丸通
Karasuma-dori Street
四条通
Shijo-dori Street
八坂神社
Yasaka-jinja Shrine
下 京 区
東 山 区
五条通
Gojo-dori Street
五条大橋
Gojo Ohashi Bridge
清水寺
Kiyomizudera Temple
西本願寺
Nishi Hongwanji Temple
東本願寺
Higashi Honganji Temple
七条通
Shichijo-dori Street
三十三間堂
Sanjusangendo Temple
京都水族館
Kyoto Aquarium
京都駅
Kyoto Station
山 科 区
KCGI京都駅前サテライト
KCGI Kyoto Ekimae Satellite Campus
KCG京都駅前校
KCG Kyoto Ekimae Campus
東寺
Toji Temple
東福寺
Tofukuji Temple
九条通
Kujo-dori Street
南 区

kcg.edu Education Network

KCG aims to realize world-class, high level IT education as a global education institution and as a leader in IT education while creating a close network with other KCG Group education institutions and collaborating with governments and universities overseas.

Opened its courses in 2004, KCGI is Japan's first dedicated IT professional graduate school (offering Master's degrees). Students at KCGI acquire advanced knowledge and skills including IT, management and applied fields, aiming to play leading roles in society and on the world stage. Upon completion of their studies at KCGI, students obtain Japan's highest academic degree in IT applied fields: Master of Science in Information Technology (Professional Degree).

kcg.edu
The Kyoto College of Graduate Studies for Informatics
KCGI

The Rochester Institute of Technology is an engineering university founded in 1829 which is famous as one of the first universities in the entire United States to establish IT courses (1991). The university boasts the top results in the United States in the fields of computer graphics, games and IT. RIT has a sister school agreement with the Kyoto Computer Gakuin in 1996.

RIT
Rochester Institute of Technology

kcg.edu
Kyoto Computer Gakuin Automobile School
KCGM

kcg.edu
Kyoto Computer Gakuin
KCG

The Kyoto Computer Gakuin Automobile School fosters automotive mechanics with advanced techniques and knowledge in IT and networking applicable to next-generation automotive technologies.

kcg.edu
Kyoto Japanese Language Training Center
KJLTC

The Kyoto Japanese Language Training Center, a Japanese language education facility, is accredited by the Minister of Justice and has received designation as a Japanese language institute for students without 12 years of education in their countries from the Ministry of Education, Culture, Sports, Science and Technology.

kcg.edu
Kyoto Computer Gakuin - U.S.A.
New York Office

The New York Office was established in 2000 in the New York World Trade Center as a base for the KCG Group's overseas operations. Although affected by the simultaneous terrorist attacks on the United States on September 11, the New York Office is now located in Rockefeller Center and has resumed its activities.

kcg.edu
Kyoto Computer Gakuin - China
Beijing Office
Dalian Office
Shanghai Office

The KCG Beijing Office was established in 2002 within the National Library of China in Beijing as a base for exchange with China's universities, with which KCG is strengthening its relationships. KCG opened the KCG Dalian Office in 2008 and the KCG Shanghai Office in 2018, through which it provides IT educational support to Chinese universities, among other activities.

Campuses

Kyoto Ekimae Campus

Kyoto Ekimae Campus is ideally situated for student life. The location is incredibly convenient for commuting, just seven minutes' walk west of Kyoto Station. Clustered nearby are numerous retail conveniences, including restaurants, major shopping centers and department stores.

Main Building

This imposing, white-walled edifice stands to the west of Kyoto Station. It is the most stately building on campus.

Annex

Recognizable by its sunlit, open exterior, the Annex is equipped with an e-learning studio as well as space for automobile and motorcycle control practice used in the Automobile Control Course. Together the Main Building and Annex of Kyoto Ekimae Campus are the largest hub for leading-edge IT education in central Kyoto.

Rakuhoku Campus Technical College

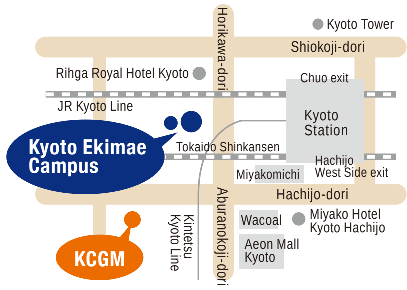
As the KCGI campus with the longest tradition, Rakuhoku Campus has sent many graduates into the working world. Located amid the quiet ambience of the Shimogamo district, Rakuhoku Campus offers an ideal environment for those who aspire to academic pursuits.

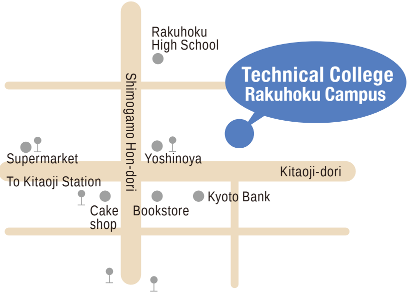
Kamogawa Campus Design College

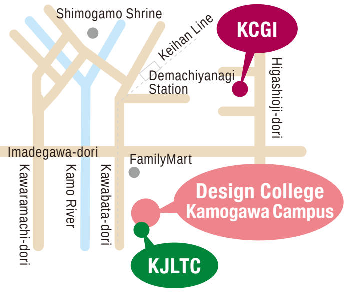
Enfolded by generous sunlight and gentle breezes on the banks of the Kamogawa River, Kamogawa Campus is a free-spirited digital-arts school that attracts aspiring young designers and other creative people. The Kamogawa River flowing nearby and its verdant banks offer students a relaxing milieu that inspires the imagination.

All campus buildings are linked by shuttle bus.

All campus buildings are linked by a free, dedicated shuttle-bus service.
By transiting on the shuttle bus, students can attend classes in other buildings.







Certified by Kyoto Prefecture Vocational school (technical program)

Kyoto Computer Gakuin

https://www.kcg.ac.jp/

Technical College Rakuhoku Campus

17 Shimogamo-honmachi, Sakyo-ku, Kyoto-shi, Kyoto 606-0862

- Information Engineering Program (4years)
- Advanced Computer Engineering Program (3years)
- Computer Engineering Program (2years)

Design College Kamogawa Campus

11 Tanakashimoyanagi-cho, Sakyo-ku, Kyoto-shi, Kyoto 606-8204

- Art and Design Informatics Program (4years)
- Advanced Art and Design Program (3years)
- Art and Design Program (2years)

Kyoto Ekimae Campus

10-5 Nishikujo,teranomae-cho, Minami-ku, Kyoto-shi, Kyoto 601-8407

- Business and Management Informatics Program (4years)
- Computer Science Program (4years)
- Advanced Digital Game and Amusement Program (4years)
- Manga and Anime Program (3years)
- Applied Informatics Program (3years)
- Multimedia Computing Program (3years)
- Computer Networking Program (3years)
- Advanced Digital Game Development Program (3years)
- Information Business Program (2years)
- IT Medical Administration Program (2years)
- Information Processing Program (2years)
- Digital Game Development Program (2years)
- Information & Communication Course (1year/2years night course)
- International Applied Informatics Program (4years Online Course)

Kyoto Computer Gakuin Automobile School

73 Tojihigashi-monzencho, Minami-ku, Kyoto-shi, Kyoto 601-8428
https://kyoto-jidousha.ac.jp/

- Automobile Maintenance Engineering Program

Kyoto Japanese Language Training Center

11 Tanakashimoyanagi-cho, Sakyo-ku, Kyoto-shi, Kyoto 606-8204
https://www.kjltc.jp/

The Kyoto College of Graduate Studies for Informatics

Graduate School of Applied Informatics Technology
Specialization in Web Business Technology
7 Tanakamonzen-cho, Sakyo-ku, Kyoto-shi, Kyoto 606-8225
https://www.kcg.edu/