

< Learning Intensive Course, Master of System Design and Management >

(1) Research and Educational Goals

In a society where all manner of challenges are becoming larger scale, more complex, and harder to solve, building new technological and social systems necessitates the ability to see both “the forest and the trees,” namely, the ability to take a big-picture approach to problem solving and to intricately design the target system down to the finest detail. The Keio University Graduate School of System Design and Management strives to give students with existing specialist knowledge the skills to design and manage large-scale and complex systems through education in the cross-disciplinary field of system and design management (SDM), which integrates the principles of system engineering and project management with system and design thinking. Students will learn the basics of SDM through core subject, then deepen their specialist knowledge through major subjects targeted at each student’s interests. Additionally, they will heighten their practical skills by engaging in project and special research subjects.

(2) Diploma Policy

● Educational Goals

Based on the diploma policy outlined by Keio University, this program aims to cultivate students with the ability to see both “the forest and the trees,” namely, the ability to take a big-picture approach to problem solving and to intricately design the target system down to the finest detail. To achieve this, students first take core and project subjects, paired with subjects that provide a big-picture perspective. Students then gain the practical-oriented thinking, knowledge, and skills provided by system design management through research in fields primarily related to social systems design and compiling their research into a master’s thesis. The graduate school will confer a master’s degree on those students who apply for degree conferral and meet the necessary requirements, with the aim to facilitate the cultivation of professionals with the qualities described in this program’s “Research and Educational Goals.”

● Competency Objectives

This program seeks to instill the following competencies into its students through practical learning that supports their ability to troubleshoot a wide range of problems, from advanced and complex technical issues, to hard-to-solve, complexly intertwined societal challenges.

Competency Objective (1): To obtain the practical knowledge necessary to perceive any subject as a system and to address a diverse array of challenges using the system design management process, and the ability to apply that knowledge

Competency Objective (2): To obtain the ability to perceive contemporary society at the macro level by gaining a practical understanding of knowledge from a wide range of fields including the humanities, social sciences, and natural sciences, and to learn the fundamental approaches, analytical, and practical skills required to conduct research

Competency Objective (3): To obtain the ability to perform innovative research related to system design management and produce research papers

(3) Curriculum Policy

- Curriculum Design

To develop the competencies described in the diploma policy, this program's curriculum is organized systematically from the following components: core subject, project subject, research on project design and management, recommended basic subjects, and recommended advanced subjects (systems and socio-tech engineering / safe, reliable, human, symbiotic & innovation system / political, economic and business systems).

- Program Delivery

To allow students to engage with both theoretical and practical perspectives under this curriculum, this program incorporates a variety of teaching methods, including classroom learning (in-person, live online, recorded online, and hybrid formats), active learning, field work, and internships.

- Evaluation and Grading Criteria

Academic achievement as it relates to the competency objectives established by the Graduate School of System Design and Management's curriculum is assessed in accordance with the university-wide assessment policy. Assessment may be conducted using direct indicators, such as the graduate school's grading system, and indirect quantitative and qualitative indicators, such as questionnaires and surveys.

- How Courses Reflect the Competency Objectives

Competency Objective (1): To obtain a basic knowledge of system design management, and

the ability to apply that knowledge

- The program will provide the practical knowledge and skills of system design management through core and project subjects

Competency Objective (2): To obtain the ability to perceive contemporary society at the macro level by gaining a practical understanding of knowledge from a wide range of fields including the humanities, social sciences, and natural sciences, and to learn the fundamental approaches, analytical, and practical skills required to conduct research

- The program will provide the fundamental approaches, analytical, and practical skills required to conduct research, and knowledge from a wide range of fields including the humanities, social sciences, and natural sciences through recommended basic subjects and recommended advanced subjects (systems and socio-tech engineering / safe, reliable, human, symbiotic & innovation system / political, economic and business systems).

Competency Objective (3): To obtain the ability to perform innovative research related to system design management and produce research papers

- The program provides the opportunity to perform master's research and compile that research into a master's thesis through research on project design and management. This will cultivate the ability to conduct unique research and write papers related to system design management.

(4) Admissions Policy

- Desired Qualities in Potential Students

1. Students who aspire to be able to design and engineer groundbreaking new social systems that will contribute to solving the large-scale and complex problems facing contemporary society through research based on the process of system design management

2. Students who aspire to be able to solve the varied problems facing contemporary social systems and deliver results through research of the leadership and management strategies necessary to guide projects to success.

3. Students who possess the character, ability, and drive necessary to proactively learn through collaboration with diverse peers, and apply that learning in the real world

4. Students who possess at least three years of work experience and existing specialist skills

To cultivate individuals with qualities commensurate to the requirements of the master's degree, the Graduate School of System Design and Management admits people from all walks of life, including those advancing to graduate school immediately after completing their undergraduate studies, and early career and veteran professionals with work experience at organizations in both the public and private sectors.

- Student Screening Process

To ensure that a diverse body of students such as those described above are admitted to this program, the selection process will include a document screening, written examination, and interview.