

Computing

1. General Overview

The School of Computing at the College of Information Technology has the greatest number of students in Korea and educates about 5,000 students every year. Our students are playing central roles at various leading companies, research centers, public organizations, government offices, businesses, and financial institutions in Korea.

Our students find jobs as computing directors, college professors, software developers, researchers, and even owners of computer manufacture companies and demonstrate outstanding abilities and capacities as reputable computer specialists and researchers. Our graduates are establishing promising small/medium businesses in the rising fields of information communication and software development. One of the unique characteristics of the School of Computing is that our graduates continue to collaborate with the faculty members after graduation for academic and industrial research and development.

The School of Computing is located at a modernized building equipped with the latest computer equipment and high-speed communication network. It offers the most advanced learning environment in Korea with the 21st-century virtual college and electronic library that supports lectures, seminars, and researches 24 hours. Anyone who is dreaming of self-development in various related fields or their own venture companies would find the School of Computing at Soongsil University crucial for their future. The School of Computing at Soongsil University particularly offers each individual student the opportunity to draw the blueprint of their leadership in the 21st century

Our School obtained the ABEEK accreditation in 2009, becoming one of the world-best education systems in the field of computing.

2. Educational Goals/Objectives

The educational goals of the School of Computing are to teach students various computer-related theories and applied skills and to cultivate creative IT experts who have comprehensive and practical problem-solving capabilities. Specific objectives are as follows:

- To teach fundamental principles for students to become respected leaders in the field;
- To teach professional programming skills;
- To teach basics of computer science; and
- To provide advanced technical training based on experiments and practices.

3. Career Opportunities/Job Situation

Our graduates are working at various areas like large corporations, private institutes, government institutions, and financial institutions as computer experts. They usually find their jobs in the

following areas:

- Information communication corporations (Samsung Electronics, LG Electronics, Samsung SDS, KT, IBM, NHN, etc);
- Computer game developing companies (NC Soft, Nexon, etc);
- Financial institutions (KB Kookmin Bank, WooriBank, Citibank Korea, etc);
- Two-year/four-year college professors;
- Institutes (Electronics and Telecommunications Research Institute, etc);
- Government agencies (Ministry of Knowledge Economy, Ministry of Education, Science and Technology, etc); and
- Overseas jobs and venture start-up.

4. Related Licenses

Engineer Information Processing, Industrial Engineer Information Processing