

LIGHT

GALA

WED 17.06.2026
3.00 ~ 9.00 PMTECHNO-ART
(CAPSTONE PROJECT)OUR
THREE
MAJORS**Culture and Design
Management**

The Culture and Design Management (CDM) major aims to nurture and train globally talented individuals who can plan, produce, and manage creative contents and new businesses in the culture industry through the convergence of culture, design, and technology. As the supply exceeds the demand and the technical barriers decrease, companies and countries are investing aggressively to ensure design capabilities that expose their own cultural identities.

**Creative Technology
Management**

The Creative Technology & Management (CTM) major prepares students to become global business leaders and management experts in the field of creative technology, especially from the perspective of information systems and applications. The courses in the CTM major constitute a broad program of study designed to provide a managerial, technical, and entrepreneurial background, which will enable students to qualify for opportunities in IT business, creative industry consultancy, entertainment, digital media and IT related services.

**Information and
Interaction Design**

The Information and Interaction Design (IID) major focuses on developing effective information systems and exploring new forms of interaction through the study and practice of design. We believe that designers of the future are not mere form-givers to 2D screen or 3D objects; they are creative thinkers who are able to discover new possibilities and meticulously shape the form and behavior of products, services, environments, and systems that embrace real-world challenges.

CAPSTONE
PROJECT
GALA NIGHT

The DFK Gala is an annual event celebrating the final results of Yonsei University's Techno-Art Capstone Project course.

The interdisciplinary teams have worked hard for the Spring semester of 2026 to complete their design challenge given by the Incheon Metropolitan City and the Korea Labor and Employment Service. Our students have carried out a diverse range of projects under three core themes: urban revitalization, Island stay innovation, and labor management.

As a result, twenty four teams have created working prototypes, that will be presented to the public during the Gala event.

Event Rundown

3.00-5.00 PM	Opening Remarks and Keynote Lecture by Rep. Eun-seok Choi
5.00-7.00 PM	Techno-Art Capstone Project Presentation
7.00-9.00 PM	Exhibition Viewing and Networking

Location

- **ZER01NE**
B1, 311, Gangnam-daero, Seoul
For keynote session and team pitches
- **Information Cafe**
B1, 21, Yeoksam-ro, Seoul
For exhibition & standing reception

OUR PROJECT

청관로그



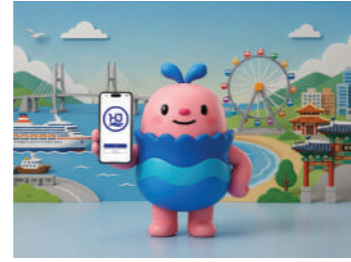
Cheongwan-log with the mascot Bokbok rediscovers Incheon Chinatown through personalised, engaging experiences that strengthen emotional connections and challenge outdated perceptions. By showcasing its hidden stories, and local identity, we reposition Chinatown as a vibrant destination for discovery, connection, and renewed appreciation.

My Secret Coast



Manseok-Hwasu was a forgotten promenade hidden by industrial factories. Now, there are various of discoveries to be made along the 1.5km trail! From outdoor reading, to shaded relaxing areas, learning about forgotten history, and enjoying the community, Manseok-Hwasu now has so much to offer.

Hello Jemulpo



Hello Jemulpo is a government-run, non-profit, public-service program designed to encourage cruise tourists to explore Jemulpo. Our service provides in-depth, up-to-date information about local landmarks and events, as well as gift vouchers which incentivize local spending, and more.

Jemulpo Time-Log:1883



Jemulpo Time-Log:1883 is an all year-round immersive experience for visitors to enjoy all that Jemulpo's open port cultural district offers. The experience is divided into four main hubs: food, dress-up, activity and history for visitors to enjoy!

Re:Pier



A web-app driven urban revitalization project transforming Incheon's Yeonan Pier from an outdated seafood market into a youth-friendly destination. It overlays a digital experience layer—featuring gamified stamp rewards and live navigation—onto physical night market infrastructure to maximize youth engagement.

Jemulpo Suda



Jemulpo Suda is a storytelling tourism platform that connects travellers with elderly residents of Jemulpo, transforming local memories into authentic guided experiences while creating social, cultural, and economic value for the community.

Shinheung.zip



Shinheung.zip is a shared commercial space in Shinheung Market, Jemulpo, where local businesses, pop-up stores, and cafés can set up and come together. Paired with the Shinheung.zip app, we revitalize a forgotten corner of Incheon.

SanChaek



Sanchaek is a book pub in Baedari that connects people through books, drinks, and conversation. Visitors can enjoy curated books, local makgeolli, and community events in a cozy retro atmosphere, creating meaningful connections while supporting the neighborhood's unique cultural identity.

JEMULPO GO



<JEMULPO GO> is a location-based character-nurturing RPG that turns exploring Jemulpo into an exciting game adventure. Complete missions across 22 local attractions to grow your companion 'Poromi' as you uncover the city's history, culture, and hidden gems!

흐름대로, 개항장



Moving with the Flow, Open Port Area. Incheon's Open Port Area preserves over 130 years of history, yet many visitors experience only a single destination. This project reimagines wayfinding as the urban experience itself. Streets become the guide, connecting landmarks and cultural narratives into one intuitive journey.

Deokjeok Sunset Tour



Deokjeok Sunset Boat reimagines the island's idle fishing boats into a one-hour coastal sunset tour. With nothing to spend on, tourism revenue stalled despite rising visitors—this solution revives it, strengthening local businesses and the island's identity for lasting sustainability.

Sindo Sunset Island



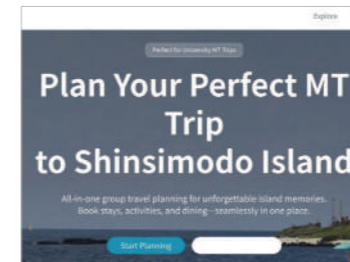
Welcome to the Sindo Sunset Island capstone project. We are actively transforming a simple pass-through island into a beautiful, experiential destination. Through integrated branding and hands-on winemaking, our unique tourism ecosystem creates meaningful memories while driving local economic growth.

LayGo



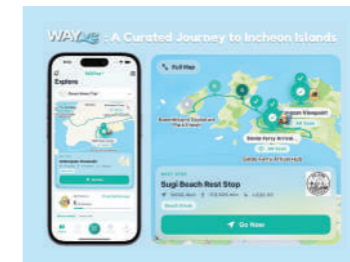
LayGo is a public-private tourism platform that curates trips for layover passengers. Collaborating with Incheon Airport, we aim to shape layovers into an unforgettable part of the journey by introducing destinations like Sindo-Sido-Modo Islands to passengers from around the world.

ModuModo



ModuModo is an integrated MT planning platform that bundles accommodations, activities, and dining into bookable packages, helping university groups discover and enjoy overnight experiences in Sinsimodo with less planning effort.

WAYve



WAYve is a hybrid physical-digital bike trail experience across Sindo, Sido, and Modo — three connected islands in Incheon. Through an illustrated map and mobile app, visitors explore curated routes, collect stamps, and unlock rewards at local businesses.

RiderShield



RiderShield is a smart helmet + mobile app that captures delivery data to cut through algorithmic black boxes - giving gig riders the transparent, numbers-driven insights they need to make smarter decisions about when, where, and how to ride.

WorkBridge



WorkBridge is a scenario-based learning platform designed for E-9 migrant workers in Korea. Through repeatable workplace simulations and quizzes, workers build the judgment and readiness needed to navigate real situations before they face them.

GachiWork



GachiWork is an AI-powered, industry-based peer network for structurally isolated E-9 foreign workers. It combines peer, AI, and official-source answers, translates across 17 languages, and flags legal risks to close gaps that formal channels cannot reach.

Incheon Fish Market Guided Experience



Experience the rich coastal culture of Incheon's Yeonan Pier Fish Market! Our tour packages on our new interactive website provides multi-lingual guided experiences to help both local and foreign tourists to enjoy the maritime heritage of the Incheon Islands.

WorkTrack



A multilingual support tool that helps foreign workers record workplace problems, understand their rights, and prepare clearer evidence before seeking help from KLES or trusted organizations.

Verdian Venture



We transform the traditional SJT into an immersive fantasy RPG game, offering candidates an engaging experience while bypassing social desirability bias to reveal authentic soft skills and provide data-driven behavioral insights that empower recruiters to make evidence-based, informed hiring decisions.

매일매일 Vitamin Sea



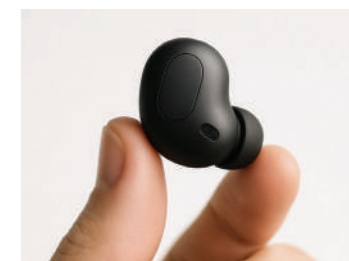
매일매일 Vitamin Sea turns Deokjeokdo's everyday island life into a box of stories, souvenirs, and local products by transforming everyday island life into a sustainable income source. The project creates a flexible, community-driven income stream that visitors can take home and support.

Fish in the Sea



A curated social nightlife experience that combines creative workshops, guided social interaction, and rave-inspired entertainment. Designed to foster connection and community, the event supports local businesses while reimagining Incheon as a vibrant destination for youth culture and engagement.

ARC Work



Hear everything. Lose nothing. ARC is an active transparent earable that caps dangerous sound in real time — without muting the music, the crowd, or the conversation.