

Asians, Who Are We?

"Who are we?"

We share the regional and cultural identity of being Asian, yet we still seem unsure of who we are. The world is becoming smaller, as indicated by terms like global village and global citizen. We not only share and enjoy our values and synergies, but we also share in our hardships. This is an era when we need to come together and share our concerns more often.

This workshop explored the topic of "travel" with the format of "web content." It was a short period of time, but it was an experimental effort without precedent. Faculty from Korea and Thailand held a colloquium about manhwa and webtoons, while guest speaker Jaehoon Choi spoke about what it means to be an artist. And students from both countries collaborated to complete their projects in a tight schedule. We have seen several waves of globalization in the past, but I believe the next major wave will be about content. As we engage in deeper and more numerous content collaborations, we will come to better understand who we are. Thank you to everyone who prepared for and attended the workshop.

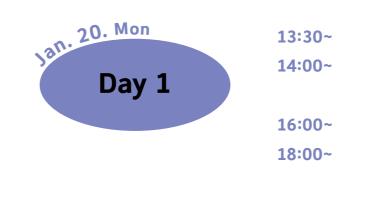


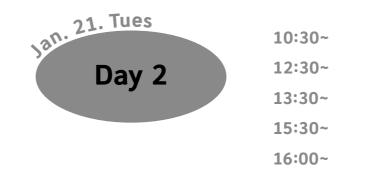
Jungmin Lee, Professor **Department of Animation** School of Film, TV & Multimedia Korea National University of Arts

CAMPUS Asia Plus Asian Animation Education Network: Establishment and Management

2025 K-Arts Winter Workshop

January 20 - 23, 2025 Korea National University of Arts | Seokgwan-dong Campus











Ministry of Education





Korea-Thailand Web Content Workshop

Participants Faculty Colloquium : Introduction to Korean and Thai Comics Self-introduction & Grouping Welcome Party

Expert Lecture Lunch Planning workshop Group work **K-Arts Degree show**

Cultural research Lunch

[Afternoon] Group work

Group work **Final Presentation Farewell Party**

Participants

Korea National University of Arts

Animation	Seoyoon Kim
Animation	Jihui Ryu
Animation	Useok Kim
Animation	Yeonsoo Shin
Animation	Sungha Hwang
Animation	Minru(Wenru) Lu
Animation	Dongin Jang
	Animation Animation Animation Animation Animation

King Mongkut's
University of
Technology Thonburi

- B1 AnimationB3 AnimationB3 AnimationB3 GraphicB3 Graphic
- Kanyanat Chuensakul Benyapa Patcharapimpisut Chanunchida Boonseng Chakriya Chawarndanaikul Waewprat Janethaisong

Silpakorn University

- B1 AnimationB3 AnimationAnimation
- Ponnapa Chuaykong Kwankao Poommaprang Supaporn Nhookan



Faculty Colloquium

The faculty colloquium was one of the programs presented at the 2025 K-Arts Winter Workshop. The faculty from both countries introduced the state of web content in their respective nations with the aim of improving their mutual understanding of each other's culture and education while also inspiring the creative aspirations of the students.

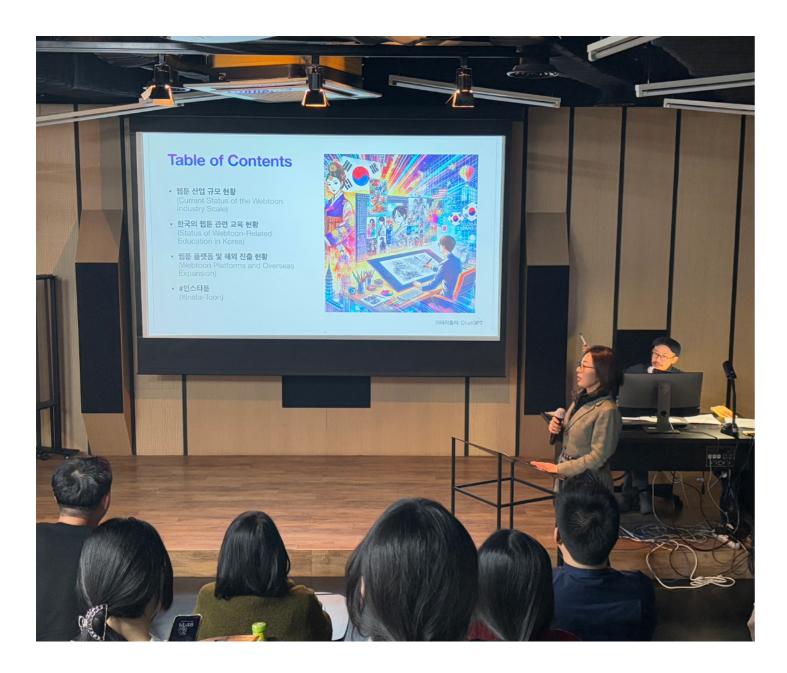
The History of the Korean Manhwa Format: Toward the Evolution of Webtoons

This lecture summarized the dynamic history of Korean manhwa, from the emergence of modern manhwa to the rise of webtoons as a new form of the medium. Creators must seek an artform that reflects the spirit of their times, understand the cultural appetites and tastes of the masses, explore the manhwa format that has mass appeal, and study ways to freely express their own ideas. And creators must develop their own abilities. These elements were combined with technical advancements to allow manhwa to evolve as a new art form. Today's manhwa grew into mainstream popularity along with developments in printing technology, later evolving into what we now know as webtoons thanks to advancements in digital technology. As a result, manhwa and webtoons have gone beyond Korea to become mediums that touch the hearts of people around the world.



State of the Korean Manhwa and Webtoon Industries

This presentation introduced students majoring in subjects related to manhwa and animation to the state of and trends in the Korean manhwa and webtoon industries. Toward this end, we look at current trends with a focus on studies provided by the Korea Creative Content Agency's 2024 Cartoon Industry White Paper. Korea's webtoon industry has seen steady growth since 2019 to the present. Educational institutions with webtoon-related programs include 69 universities and 26 high schools as of 2024. Webtoon platforms like Naver, Kakao, Ridi, Lezhin, Topco, and Toomics are expanding. In particular, Naver Webtoon's exports to the United States have grown by 38 fold over 9 years since their initial launch. Instatoons have also emerged as an offshoot of webtoons, using the powerful communicative qualities of social media to spread webtoons worldwide. These topics help students to accurately grasp the state of the manhwa and webtoon fields while also offering them the chance to plan their own futures.



The Media Arts Faculty of KMUTT (King Mongkut's University of Technology Thonburi) is composed of three majors: animation, graphic design, and film and moving image. Graduates have gone onto active careers as professional webtoon artists and in content control and development teams. Thai webtoons can trace their origins to 2014 with influence from the Korean webtoon format. Since then, webtoons have enjoyed ongoing explosive popularity. In 2018, platforms have become more diversified as Thailand's local content is on the rise. Since 2021, the webtoon industry has matured with increasing global recognition. Line Webtoon is seen by over 3.5 million users per month as of March 2022. Line Webtoon's paying userbase has grown by 30% between 2020 and 2021. Currently, there are increasingly more webtoons that are inspired by Thailand's unique culture. KMUTT graduates currently working in webtoon-related industries have the following advice for the students from Korea and Thailand: (1) Impressive characters are the key to storytelling. When readers emotionally connect to your character, they will connect with your story. (2) Innovation is not simply about making something new but about making something meaningful that resonates with the reader within a diverse culture. (3) The future of webtoons lies in the harmony of artistic vision and technical excellence.



Speaker Dr. Wisit Supangkaratana Dr. Martsamrit Pasupa (KMUTT)

Exploring the Emerging World of Thai Webtoons

This presentation from ICT: SU (Fundamentals of Art, Faculty of Information and Communication Technology, Silpakorn University) discussed the current state of Thai webtoons and ways that they can advance. The growth of platforms for Thai webtoons can be traced to Line Webtoon launched in 2014. It has reached the milestone of 3.5 million monthly users and 172 million monthly views, with paying users increasing year by year. Thai webtoon support programs are expanding the spaces where Thai artists can publish their works. At Line Webtoon, over 100 Thai creators are active as popular authors. Thai webtoons are reaching many nations including Indonesia, the United States, China, and Japan. In particular, works that reflect Thai cultural assets are garnering recognition. Thai history, patterns, and clothing influenced by Thai-Neramit, combining artistic style and culture, show off the unique aspects of Thai webtoons. This presentation proposed strengthening the competitiveness of Thai webtoons and competing in global markets for the future while also retaining Thailand's original qualities, expanding webtoons into other diverse media such as films, dramas, and games, expanding global fan bases, and building up a worldwide reputation.



DAY 2 Expert Lecture

Topic: The Process of Making Stories and the Nature of the Journey

JaeHoon Choi graduated from the Animation **Department at K'ARTS. He is currently** working as a manhwa artist, art director, animation director, illustrator, and music video creative director. He was invited to present this special lecture in which he introduces us to his creative world as well as the various challenges, joys, and opportunities we may find in the creative process so that students may discover ways to grow as creators. Students from Korea and Thailand were able to hear about the past and present career of a graduate currently working actively in the field and thereby reflect on their own selves while also planning the direction of their own futures.



Speaker JaeHoon Choi

- 2010 Complete course in Animation, School of Film, TV & Multimedia, Korea National University of Arts
- 2016 ^{Process} of Molding_a & ^PGOD in DREAM 1_a, publication of comic book.
- 2016 ^rillion : MV [MIRACLE], Noda Yojiro x Iwai Shunji x JaeHoon Choi, comics & Art director
- 2017 FUNCTION AND EFFICIENCY, Group Exhibition, gallery UnOfficialPreview, Seoul
- 2017 [Neo Seoul], Gallery Palais de Seoul, Seoul
- 2018 Kahn Parade 2018, <Biting Kahns>, [Collection of memory debris.] Post Territory Ujeongguk,, Seoul
- 2018 "NCT [NCTmentary], Animation & Art director
- 2018 SPECTRUM OBJECT, Group Exhibition, gallery ERD, Seoul
- 2018 ^rComic Symbols Exhibition: The Eye of the Whirlpool_a Group Exhibition, gallery meme, Seoul
- 2018 BTS-RM, MV FOREVER RAIN, Animation & Art director
- 2019 "NEO SEOUL : TIMEOUT, Group Exhibition, gallery d/p, Seoul
- 2019 DMUSEUM : i draw', Group Exhibition, DMUSEUM, Seoul
- 2019 ^rKorean and Belgian comics "Inner eye", Group Exhibition, Belgian Cultural Center of Korea, Brussels
- 2019 [®]How can[®] publication of picture book.
- 2019 MONTBLANC 'StarWalker', global campaign Animation & Art director
- 2020 [®]NeoTakKoo_a Group Exhibition, Boan1942 artspace, Seoul
- 2021 ^rSon.D : Book of Sondergut_a Group Exhibition, Songeun ArtSpace, Seoul
- 2022 ^FANIMAL-In the middle of a story_a Group Exhibition, lee eugean gallery, Seoul
- [®]World Heritage Festival to highlight rich history of Andong_a Group Exhibition, Andong
- 2023 ^{ID=OG=()} Group Exhibition, space RAD, Seoul
- 2024 [®]Exhuma_a Movie concept artist
- 2024 Fegg Will Walk: The Friendly Plant Room, JaeHoon Choi x Yoo YongJin , gallery of, Seoul







Web Content Workshop

Theme: Travel

Students from Korea and Thailand formed teams and created a manhwa or webtoon around the theme of "travel." Each team was made up of 3 to 4 students of different nationalities and academic years. During the orientation session on the first day, the students introduced themselves by talking about their interests and their work. On the second day, they listened to the expert lecture, formed ideas for their manhwa or webtoon style, and made a storyboard. On the third day, each team visualized their story and created their projects. On the fourth and final day, they presented their finished projects and shared feedback about each other's work. While it was challenging to complete these projects in the short period of just four days, the members of each team worked together to achieve good results.



Team A

Title

Tour Guide: From Thailand to Seoul

Format

Pamphlet Comics, Paper Books, GIFs

Genre

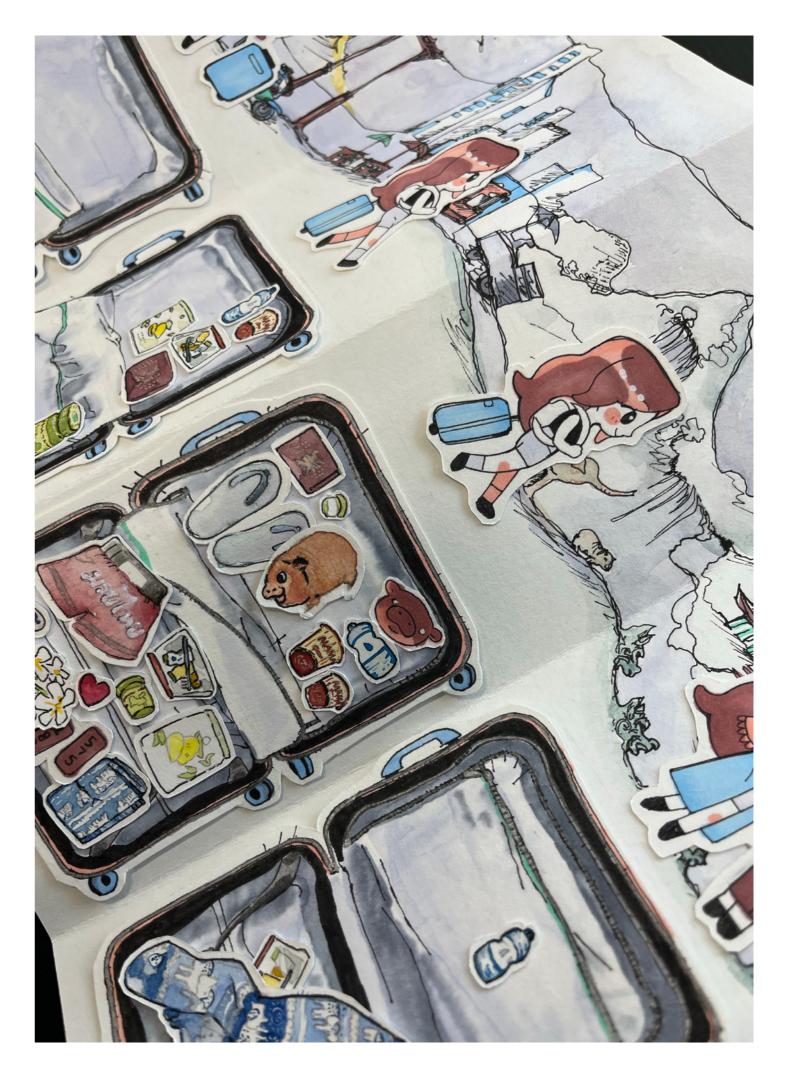
Romance

(ICT:SU) Supaporn Nhookan (K-ARTS) Jihui Ryu, Useok Kim (KMUTT) Waewprat Janethaisong

Short description

We created a travel pamphlet using the manhwa format. The Korean protagonist travels to Thailand and places various symbols and souvenirs of Thailand in their backpack one by one across a four-panel comic strip.





Team B

Title

The Snack that Betrayed Me

Format

Comic strip

Genre

Comedy

(K-ARTS) Sungha Hwang (KMUTT) Kanyanat Chuensakul, Benyapa Patcharapimpisut

Short description

The protagonist is a girl from Thailand who was very interested in Korea but only experienced Korean culture through the Internet. Then she finally visits Korea and tries the food for the first time. But unlike her imagination, it has a completely different taste. Three students each drew the character in their own style within their respective panels in a multi-panel comic strip format for a unique and unified feel.









Team C

Title _

Long Travel

Format

Cartoon

Genre

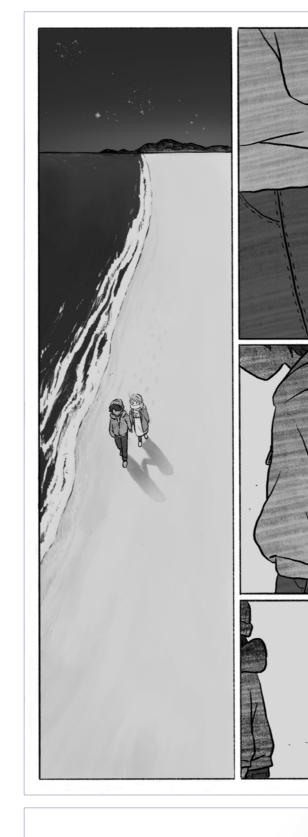
Drama

(K-ARTS) Dongin Jang, Minru (Wenru) Lu (ICT:SU) Ponnapa Chuaykong (KMUTT) Chanunchida Boonseng

Short description

We portrayed the happy journey of a young woman in a multipanel comic strip. The beginning shows her happy moments with her boyfriend in a full and varied montage, while the ending shows the empty space after their breakup, delicately expressing her feeling of loss.







Team	D	

That Time I Got Lost In...

Title

Format

Genre

Collage Comics

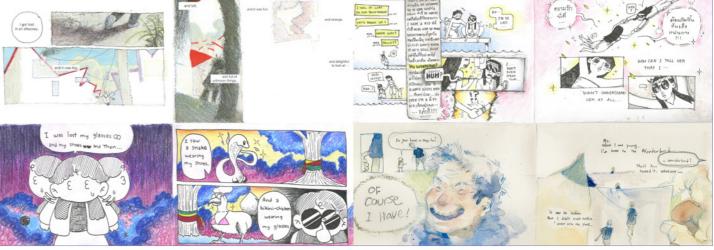
Mystery, Adventure

(ICT:SU) Kwankao Poommaprang (K-ARTS) Seoyoon Kim, Yeonsoo Shin (KMUTT) Chakriya Chawarndanaikul

Short description

Under the topic of "Travel", our four team members each made their own story and joined them together in an omniverse format. Part 1 is a story about youth and yearning for the past. Part 2 is about getting lost in Thailand. Part 3 is about getting lost and wandering in a forest. Part 4 is a story about losing something without knowing what it is. Travel can be about happy experiences but also about wandering while being lost. We used the manhwa format to enhance the diverse and unique qualities of each of our student members.







2025 K-Arts Winter Workshop

CAMPUS Asia Plus

Asian Animation Education Network: Establishment and Management

Korea-Thailand Web Content Workshop Date: January 20 - 23, 2025 Venue: Korea National University of Arts | Seokgwan-dong Campus

Korea National University of Arts

LEE Jungmin | Professor KWAK Youngjin | Professor PARK Jongshin | Professor and Course Director, Department of Animation JANG Eunyoung | Lecturer LEE Kyunghwa | CAMPUS Asia Coordinator OH Sang-a | CAMPUS Asia Coordinator KIM Gojin | Technician YUN Soonjae | Technician CHO Jungyeon | Department TA LEE Juhyun | Event assistant KIM Junghan | Event assistant

King Mongkut's University of Technology Thonburi

Wisit SUPANGKARATANA | Chairperson of Bachelor of Fine Arts Program in Media Arts Martsamrit PASUPA | Head of Media Arts International Affairs Chakrapipat ASSAWABOONYALERT | Lecturer Duangdao TULAPHITAK | Lecturer

Silpakorn University

Nathaporn KARNJANAPOOMI |Dean, Faculty of Information and Communication Technology (ICT) Panas CHANPUM | Assistant Dean in Academic Service Supaporn NHOOKAN | Lecturer

Booklet

Editing | Kyunghwa Lee Texts | Eunyoung Jang Translation | Bum Lee Photography | Juhyun Lee, Junghan Kim, Kyunghwa Lee, Sang-a Oh Design | The Object

Webpage

Texts | Kyunghwa Lee Photography | Juhyun Lee, Junghan Kim Cinematography | Cheolseung Yeom Editing and Publishing | Juhyun Lee