

Department of Digital Multimedia Design

Curriculum Requirements for Enrollees in the Academic Year 110 (Fall 2021)

Program	Four-year technical college program of the Day Division		
Group	None		
Class Type	Regular Class		
Special Program	None		
Curriculum Committee	Department Curriculum		
	College Curriculum		
	University Curriculum	110.06.07	
	Academic Affairs	110.06.07	
Graduation Credits /Study Duration	At least 128 credits required (normally 4 years).		
Credit Load per Semester	Students in Grades 1 and 2 must take no fewer than 16 credits and no more than 28 credits per semester. Students in Grades 3 and 4 must take no fewer than 9 credits and no more than 25 credits per semester.		
Required and Elective	Credits	Subject Category	Credits
Required	70 Credits	General Education	24 Credits
		Major Required	42 Credits
		College Major	4 Credits
Elective	58 Credits	General Education	8 Credits
		Major Elective	50 Credits
Graduation	Course Title	Description	Regulations/Notes
Cross-disciplinary Credit Courses	Cross-disciplinary Program Learning(0/1)	Students must complete at least one (micro) credit program offered by their respective college before graduation, or a (micro) credit program from another college with the approval of their own college.	1.Regulations for the Establishment of Credit Programs
Cross-disciplinary Credit Program	Digital Technology Micro- Credit Program Learning(0/1)	A Micro-Credit Program in Digital Technology offered by the student' s respective college	2.Guidelines for the Implementation of Interdisciplinary (Micro) Credit Programs
English Certificate	English Proficiency Test(0/2)	Students must pass the General English Proficiency Test (GEPT) Basic Level (or equivalent) during their studies.	1.Principles for the Implementation of English Courses and English Proficiency Graduation Requirements
Practical Project	Practical Project(2/2)	According to the regulations of each department	1.Regulations for the Implementation of “Practical Projects, Special Projects, Research Projects, and Graduation Design” 2.Regulations of Each Department
Practical Project	Practical Project(2/2)	According to the regulations of each department	1.Regulations for the Implementation of “Practical Projects, Special Projects, Research Projects, and Graduation Design” 2.Regulations of Each Department

Professional		Professional		Students must obtain at least one			Regulations of Each		
Other Regulations		本系學生須於「互動遊戲領域」、「動畫設計領域」、「視覺特效領域」擇一修課，並完成該領域選修課程23學分始可畢業。							
Remarks		"Computer Course" means computer access is required (computer and internet usage fee). Graduation Requirements : 「G01」 : Cross-disciplinary Credit Program: Cross-disciplinary Learning 「G02」 : Cross-disciplinary Credit Program: Digital Technology Micro Program 「G03」 : English Proficiency Certificate 「G04」 : Practical Project 「G04」 : Practical Project 「G05」 : Professional Certificate							
First Semester, First Year					Second Semester, First Year				
Course	Course	Course Name	Credits Hours	Notes	Course	Course	Course Name	Credits Hours	Notes
General Education	432005	Chinese(1)	2/2		General Education	432006	Chinese(2)	2/2	
General Education	400E00	English(I)	2/2		General Education	400F00	English(II)	2/2	
General Education	432024	Environment And Ecology	2/2		General Education	432021	Labor education(2)	0/1	
General Education Core Required	432027	Computational Thinking and Creative Programming	2/3	Computer Course	General Education Core Required	432029	Community Service & Learning(2)	0/1	
General Education	432020	Labor education (1)	0/1		General Education	400B00	physical education (2)	1/2	
General Education Core Required	432028	Community Service & Learning(1)	0/1		General Education Core Required	432018	All-out Defense Education Military Training-Defense Mobilization	0/2	
General Education	400A00	physical education (1)	1/2		General Education	300B00	General Courses (II)	2/2	
General Education Core Required	432017	All-out Defense Education Military Training-International Situations	0/2		College Major Required	40VN33	Creativity and Entrepreneurship	2/2	
General Education Liberal Arts Elective	300A00		2/2		Major Required	432A04	Computer Programming	3/3	Computer Course
College Major Required	40VN32	Life aesthetics	2/2		Major Required	432A27	Graphic Design Topics	2/3	Computer Course
Major Required	432A01	Design Introduction	2/2		Major Required	432A42	Animation Introduction	2/2	
Major Required	432A02	Digital content Introduction	3/3	Computer Course	Major Required	432A43	Basic 3D Production	3/3	Computer Course
Major Required	432A49	Game Introduction	2/2		Major Elective	432N98	Digital color application	2/2	Computer Course
Major Elective	432ND3	Basic Sketch	2/2		Major Elective	432ND4	Basic Animation	3/3	Computer Course
Major Elective	432NF0	Digital Photo processing	2/2	Computer Course	Major Elective	432NF1	Digital game practice	2/2	Computer Course
					Major Elective	432NF2	Character sculpture	2/2	
24 Credits, 30 Hours					28 Credits, 34 Hours				
First Semester, Second Year					Second Semester, Second Year				
Course	Course	Course Name	Credits Hours	Notes	Course	Course	Course Name	Credits Hours	Notes
General Education	432010	Practical Chinese	2/2		General Education	400H00	English (IV)	2/2	
General Education	432012	Contemporary Taiwan and Modern World	2/2		General Education	400D00	physical education (4)	1/2	

General Education	400G00	English(III)	2/2		General Education	300D00	General Courses (IV)	2/2	
General Education Core Required	400C00	Physical Education (III)	1/2		Major Required	432A31	Digital Media Planning	3/3	Computer Course
General Education Liberal Arts Elective	300C00		2/2		Major Required	432A32	Video Animation Topics	2/3	Computer Course
Major Required	432A28	Human-Computer Interaction Design	3/3	Computer Course	Major Elective	432A54	Digital Broadcasting Practice	3/3	Computer Course
Major Required	432A36	Story and storyboard	3/3	Computer Course	Major Elective	432N11	Interactive Media Design	3/3	Computer Course
Major Elective	432N02	Career Counseling	2/2		Major Elective	432N38	Comic	2/2	
Major Elective	432N10	Creative Thinking Training	2/2		Major Elective	432N44	Game Programming	3/3	Computer Course
Major Elective	432N85	3D Modeling	3/3	Computer Course	Major Elective	432NA4	Digital engraving	3/3	Computer Course
Major Elective	432N87	Art Scene Design	2/2	Computer Course	Major Elective	432NAE	Interactive Media Design	3/3	Computer Course
Major Elective	432NAJ	Cloud Technology and Application	2/2	Computer Course	Major Elective	432NC8	Character Design	2/2	Computer Course
Major Elective	432ND6	Advanced 2D Animation	3/3	Computer Course	Major Elective	432NF3	Materials and Lighting	3/3	Computer Course
Major Elective	432ND9	Audience Psychology	2/2						
31 Credits, 32 Hours					32 Credits, 34 Hours				
First Semester, Third Year					Second Semester, Third Year				
Course	Course	Course Name	Credits / Hours	Notes	Course	Course	Course Name	Credits / Hours	Notes
Major Required	432A13	Digital Content Market Research	2/2		Major Required	432A18	Project Management	3/3	
Major Required	432A44	Mobile Application Topic	2/3	Computer Course	Major Required	432A45	Multimedia Application Topic	2/3	Computer Course
Major Elective	432A55	Self-media program production and broadcasting	3/3	Computer Course	Major Elective	432N20	Motion Capture and Editing	3/3	Computer Course
Major Elective	432N48	Game theory	2/2		Major Elective	432N53	Commodity design	3/3	Computer Course
Major Elective	432N52	Post-Production and Editor	3/3	Computer Course	Major Elective	432NB6	Marketing planning and production	3/3	Computer Course
Major Elective	432NA1	Digital Soundtrack	2/2	Computer Course	Major Elective	432NC6	Virtual YouTuber Broadcasting Production	3/3	Computer Course
Major Elective	432NA2	Game Artificial Intelligence	2/2	Computer Course	Major Elective	432ND1	Post-production and Effects	3/3	Computer Course
Major Elective	432NB8	Next Generation Art	3/3	Computer Course	Major Elective	432ND2	Virtual Reality	3/3	Computer Course
Major Elective	432ND0	Web Design	3/3	Computer Course					

Major Elective	432ND8	Mobile Game Program design	3/3	Computer Course					
Major Elective	432NF8	3D Animation	3/3	Computer Course					
28 Credits, 29 Hours					23 Credits, 24 Hours				
First Semester, Fourth Year					Second Semester, Fourth Year				
Course	Course	Course Name	Credits / Hours	Notes	Course	Course	Course Name	Credits / Hours	Notes
Major Required	432016	English Proficiency Qualification	0/2	G03	College Major	40VN46	Cross-Domain Program Learning	0/1	G01
Major Required	432A46	Digital Content Project (1)	1/1	Computer Course G04	College Major Required	40VN50	Life application digital technology micro-learning program	0/1	G02
Major Elective	432N60	Creative Industry Planning	2/2		Major Required	432A22	Digital Content Seminar	2/2	
Major Elective	432N63	Digital Publishing Design	3/3	Computer Course	Major Required	432A47	Digital Content Project (2)	2/2	Computer Course G04
Major Elective	432NA7	Digital Technology Art	3/3	Computer Course	Major Required	432A48	Digital Content Skills Certification	0/1	G05
Major Elective	432NE7	Summer Internship	3/3		Major Elective	432N59	Exhibition Design	2/2	Computer Course
Major Elective	432NF4	Semester Campus Internship(1)	9/9		Major Elective	432N64	Aesthetics Economy	2/2	
					Major Elective	432N66	Technology and Law	2/2	
					Major Elective	432N97	Personal and Professional Ethics	2/2	
					Major Elective	432NE9	Semester Campus Internship(2)	9/9	
					Major Elective	432NF7	Ptfolio design	2/2	Computer Course
21 Credits, 23 Hours					23 Credits, 26 Hours				