

Department of E-Sports Technology

Curriculum Requirements for Enrollees in the Academic Year 113 (Fall 2024)

Program	Four-year technical college program of the Day Division								
Group	None								
Class Type	Regular Class								
Special Program	None								
Curriculum Committee	Department Curriculum		113.05.13						
	College Curriculum		113.05.23						
	University Curriculum		113.06.03						
	Academic Affairs		113.06.03						
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	62 Credits		General Education		19 Credits				
			Major Required		43 Credits				
			College Major		0 Credits				
Elective	66 Credits		General Education		8 Credits				
			Major Elective		58 Credits				
Other Regulations									
Remarks	"Computer Course" means computer access is required (computer and internet usage fee).								
First Semester, First Year					Second Semester, First Year				
Course	Course	Course Name	Credits / Hours	Notes	Course	Course	Course Name	Credits / Hours	Notes
General Education	496844	Literary Appreciation and Expression	2/2		General Education	496944	Practical Chinese	2/2	
General Education	492001		2/2		General Education	492002	English (II)	2/2	
General Education	4912C0	Physical Education(1)	2/2		General Education	4912D0	Physical Education(2)	2/2	
General Education	490344	Community Service and Learning(1)	0.5/1		General Education	490444	Community Service & Learning(2)	0.5/1	
General Education	497A00		2/2		General Education	497B00		2/2	
Major Required	444010	Introduction to Computer	3/3	Computer Course	Major Required	444A03	Programming	3/3	Computer Course
Major Required	444A01	Introdcuton to E-Sports Industry	3/3		Major Required	444A04	Creative Thinking and Creative Training	2/2	
Major Required	444A02	Digital Markting	3/3	Computer Course	Major Elective	444N01	Introdcuton of Virtual Reality Technology	3/3	
Major Required	444A12	Event Planning and Actitivies	3/3		Major Elective	444N03	Live Broadcast Skill and Technology	3/3	Computer Course
Major Elective	444N00	E-Sports Training Camp	3/3	Computer Course	Major Elective	444N41	Networling Introduction	3/3	
					Major Elective	444N44	E-sports Tactics and Techniques	3/3	

23.5 Credits, 24 Hours					25.5 Credits, 26 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	496444	Contemporary Taiwan and Modern World	2/2		General Education	496544	Human Rights and Rule of Law Education	2/2	
General Education	492003	English(III)	2/2		General Education	497D00		2/2	
General Education Liberal Arts Elective	497C00		2/2		Major Required	444A00	Digital Image Processing	3/3	Computer Course
Major Required	444A13	E-Sports video Record and Post Production	3/3	Computer Course	Major Required	444A06	Game Planning	3/3	Computer Course
Major Required	444A05	Generative AI and Multimedia Production	3/3	Computer Course	Major Elective	444N11	Training for Anchors and Reviewers	3/3	
Major Elective	444N05	E-Sports Practice	3/3	Computer Course	Major Elective	444N12	E-Sports Show Production	3/3	Computer Course
Major Elective	444N06	Tournament Analysis and Review	3/3		Major Elective	444N36	Introduction to IOT	3/3	
Major Elective	444N09	Computer Game Programming	3/3	Computer Course	Major Elective	444N45	E-sports Computer Hardware Assembly	3/3	
Major Elective	444N13	Production and Sales for E-Sports Merchandise	3/3		Major Elective	444N46	AI Machine Learning	3/3	
Major Elective	444N55	E-sports professional English	2/2		Major Elective	444N47	Camera Drone Application Practice	3/3	
26 Credits, 26 Hours					28 Credits, 28 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	444A07	Market Survey for Digital Contents	3/3	Computer Course	Major Required	444A08	Practical Project	2/2	
Major Required	444A11	Lecture for E-Sports Industry	3/3		Major Required	444A14	Advanced Game Design	3/3	Computer Course
Major Elective	444N08	Board Game Design	3/3		Major Elective	444N22	E-Sports Marketing and New Media Communication	3/3	
Major Elective	444N19	Project Management	3/3		Major Elective	444N25	E-Sports Coach Practice	3/3	Computer Course
Major Elective	444N48	E-sports Players' Physical and Mental Training Management	3/3		Major Elective	444N37	Industry 4.0 Practice	3/3	
Major Elective	444N49	AI Drawing Practice	3/3		Major Elective	444N52	E-sports Ethics and Career Planning	3/3	
Major Elective	444N50	Virtual and Real Interactive E-sports	3/3	Computer Course	Major Elective	444N53	Sound Effects and Lighting Control Engineering	3/3	
Major Elective	444N51	Introduction to Big Data Analysis	3/3	Computer Course					
24 Credits, 24 Hours					20 Credits, 20 Hours				
First Semester, Fourth Year					Second Semester, Fourth Year				

Course	Course	Course Name	Credits / Hours	Notes	Course	Course	Course Name	Credits / Hours	Notes
General Education	492144	English Proficiency qualification	0/2		College Major	40TND9	Interdisciplinary program learning	0/1	
Major Required	444A10	Practical Project	2/2		College Major Required	40TNF1	Interdisciplinary Micro Course Program for Engineering Digital Technology	0/1	
Major Elective	444N26	Off-Campus Internship in Summer vacation	3/3		Major Required	444A15	Esports ability test	1/1	
Major Elective	444N27	Motion Sensing Game Production	3/3	Computer Course	Major Elective	444N31	Semester off-campus internship	9/9	
Major Elective	444N30	Digital Media Practice	3/3	Computer Course	Major Elective	444N32	Seminar in E-Sports Exercise	3/3	
Major Elective	444N39	Smart Vehicle Practice	3/3		Major Elective	444N33	Seminar in Digital Industry	3/3	
Major Elective	444N40	Artificial Intelligence	3/3		Major Elective	444N34	Cloud Application Practice	3/3	Computer Course
Major Elective	444N54	United Nations Sustainable Development Goals	3/3						
20 Credits, 22 Hours					19 Credits, 21 Hours				