

Curriculum Requirements for Enrollees in the Academic Year 114 (Fall 2025)

[illegible]

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	444A16	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	444N57	AI-assisted 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				