## Department of E-Sports Technology

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

Prog	gram	Four-year technical college program of the Day Division									
Group		None									
Class Type		Regular Class									
Special	Program	None									
		Department Curriculum 114.4.15									
Curriculum Committee		College Curriculum	114. 5. 16								
		University Curriculum	iculum 114.6.9								
		Academic Affairs	cademic Affairs 114.6.9								
Graduation /Study I		At least 128 credits required (normally 4 years).									
Credit I Seme		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 an	nd Elective	Credits	Sul	bject	Category	Credits					
			Gen	eral E	Education	19 Credits					
Requ	ired	62 Credits	Major Required			43 Credits					
			College Major			0 Credits					
D.	. •	20.0	General Education			8 Credits					
Elec	tive	66 Credits	Major Elective			58 Credits					
Other Reg	gulations										
Rema	arks	"Computer Course" mean	ns com	puter	access is 1	required (c	computer and internet us	sage f	ee).		
	First S	emester, 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	Compu ter Cours e	Major Required	444A03	Programming	3/3	Compu ter Cours e		
Major Required	444A01	Introdcution to E- Sports Industry	3/3	ŭ	Major Required	444A04	Creative Thinking and Creative Training	2/2	Ŭ		
Major Required	444A02	Digital Markting	3/3	Compu ter Cours e	Major Elective	444N03	Live Broadcast Skill and Technology	3/3	Compu ter Cours e		
Major Required	444A12	Event Planning and Actitivies	3/3		Major Elective	444N41	Networling Introduction	3/3			
Major Elective	444N00	E-Sports Training Camp	3/3	Compu ter Cours e	Major Elective	444N44	E-sports Tactics and Techniques	3/3			
					Major Elective	444N56	Introduction to AI and Virtual Reality	3/3			

	23. 5	Credits, 24 Hours				25. 5	Credits, 26 Hours				
	First S	emester, 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				
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	Compu ter Cours e		
Major Required	444A13	E-Sports video Record and Post Production	3/3	Compu ter Cours e	Major Required	444A06	Game Planning	3/3	Compu ter Cours e		
Major Required	444A16	Generative AI and Multimedia Production	3/3	Compu ter Cours e	Major Elective	444N11	Training for Anchors and Reviewers	3/3			
Major Elective	444N05	E-Sports Practice	3/3	Compu ter Cours e	Major Elective	444N12	E-Sports Show Production	3/3	Compu ter Cours e		
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	Compu ter Cours e	Major Elective	444N45	E-sports Computer Hardware Assembly	3/3			
Major Elective	444N13	Production and Sales for E-Sports Merchandise	3/3	C	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 S	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	Compu ter Cours e	Major Required	444A08	Practical Project	2/2			
Major Required	444A11	Lecture for E-Sports Industry	3/3	C	Major Required	444A14	Advanced Game Design	3/3	Compu ter Cours		
Major Elective	444N08	Board Game Design	3/3		Major Elective	444N22	E-Sports Marketing and New Media Commnication	3/3	e		
Major Elective	444N19	Project Management	3/3		Major Elective	444N25	E-Sports Coach Practice	3/3	Compu ter Cours e		
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	Compu ter Cours e	Major Elective	444N53	Sound Effects and Lighting Control Engineering	3/3			
Major Elective	444N57	AI-assisted Data Analysis	3/3	Compu ter Cours e							
	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	Compu ter Cours e	Major Elective	444N31	Semester off-campus internship	9/9		
Major Elective	444N30	Digital Media Practice	3/3	Compu ter Cours e	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	Compu ter Cours e	
Major Elective	444N54	United Nations Sustainable Development Goals	3/3							
	20 Credits, 22 Hours				19 Credits, 21 Hours					