

Department of Esports Technology and Management

Curriculum Requirements for Enrollees in the Academic Year 111 (Fall 2022)

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		111.06.06						
	Academic Affairs		111.06.06						
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		16 Credits				
			Major Required		46 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	441003	Chinese(1)	2/2		General Education	441009	Chinese(2)	2/2	
General Education	400E00	English(I)	2/2		General Education	400F00	English(II)	2/2	
General Education	441002	Community Service & Learning(1)	0/1		General Education	441008	Community Service & Learning(2)	0/1	
General Education	400A00	physical education (1)	1/2		General Education	400B00	physical education (2)	1/2	
General Education	300A00		2/2		General Education	300B00	General Courses (II)	2/2	
Major Required	441A01	Introdcuton to E-Sports Industry	3/3		Major Required	441A04	Creative Thinking and Creative Training	2/2	
Major Required	441A02	Digital Markting	3/3	Compu ter Cours e	Major Required	441A03	Programming	3/3	Compu ter Cours e
Major Required	441A12	Event Planning and Actitivies	3/3		Major Required	44100B	Labor education (2)	0/1	
Major Required	441006	Introduction to Computer	2/3	Compu ter Cours e	Major Elective	441N01	Introdcuton of Virtual Reality Technology	3/3	
Major Required	441004	Labor education (1)	0/1		Major Elective	441N03	Live Broadcast Skill and Technology	3/3	Compu ter Cours e
Major Elective	441N00	E-Sports Training Camp	3/3	Compu ter Cours e	Major Elective	441N04	Introdution to Data Analysis	3/3	Compu ter Cours e

					Major Elective	441N41	Networking Introduction	3/3	
21 Credits, 25 Hours					24 Credits, 27 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	400G00	English(III)	2/2		General Education	400H00	English (IV)	2/2	
General Education	400C00	Physical Education (III)	1/2		General Education	400D00	physical education (4)	1/2	
General Education	300C00		2/2		General Education	300D00	General Courses (IV)	2/2	
Major Required	441A13	E-Sports video Record and Post Production	3/3	Computer Course	Major Required	441A00	Digital Image Processing	3/3	Computer Course
Major Required	44100C	Practical Chinese	2/2		Major Required	441A06	Game Planning	3/3	Computer Course
Major Required	44100D	Contemporary Taiwan and Modern World	2/2		Major Required	441N43	Human Rights and Legal Education	2/2	
Major Required	441A05	Multimedia Production	2/3	Computer Course	Major Elective	441N11	Training for Anchors and Reviewers	3/3	
Major Elective	441N05	E-Sports Practice	3/3	Computer Course	Major Elective	441N12	E-Sports Show Production	3/3	Computer Course
Major Elective	441N06	Tournament Analysis and Review	3/3		Major Elective	441N13	Production and Sales for E-Sports Merchandise	3/3	Computer Course
Major Elective	441N09	Computer Game Programming	3/3	Computer Course	Major Elective	441N14	Mobile Device Practice	3/3	
Major Elective	441N10	Computer Hardware Fabrication	3/3		Major Elective	441N15	Game Character Design	3/3	Computer Course
Major Elective	441N38	Sound Engineering	3/3		Major Elective	441N36	Introduction to IOT	3/3	
29 Credits, 31 Hours					31 Credits, 32 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	441A07	Market Survey for Digital Contents	3/3	Computer Course	Major Required	441A08	Practical Project	2/2	
Major Required	441A15	Lecture for E-Sports Industry	3/3		Major Required	441A09	Mobile Game Design	3/3	Computer Course
Major Elective	441N08	Board Game Design	3/3		Major Elective	441N22	E-Sports Marketing and New Media Communication	3/3	
Major Elective	441N16	Physical Fitness and Health Care in E-Sports	3/3		Major Elective	441N24	E-Sports Ethics	3/3	
Major Elective	441N17	Social Media Marketing and Operating	3/3		Major Elective	441N25	E-Sports Coach Practice	3/3	Computer Course
Major Elective	441N18	Augmented Reality for E-Sports	3/3	Computer Course	Major Elective	441N37	Industry 4.0 Practice	3/3	
Major Elective	441N19	Project Management	3/3						
Major Elective	441N20	E-Sports Psychology	3/3						

24 Credits, 24 Hours					17 Credits, 17 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	441A10	Practical Project	2/2		College Major	40TND9	Interdisciplinary program learning	0/1	
Major Required	44100E	English Proficiency qualification	0/2		College Major Required	40TNF1	Interdisciplinary Micro Course Program for Engineering Digital Technology	0/1	
Major Elective	441N26	Off-Campus Internship in Summer vacation	3/3		Major Elective	441N31	Semester Off-Campus Internship	9/9	
Major Elective	441N27	Motion Sensing Game Production	3/3	Computer Course	Major Elective	441N32	Seminar in E-Sports Exercise	3/3	
Major Elective	441N29	Case Study for Mutlimedia and Compter Game	3/3		Major Elective	441N33	Seminar in Digital Industry	3/3	
Major Elective	441N30	Digital Media Practice	3/3	Computer Course	Major Elective	441N34	Cloud Application Practice	3/3	Computer Course
Major Elective	441N39	Smart Vehicle Practice	3/3						
Major Elective	441N40	Artificial Intelligence	3/3						
20 Credits, 22 Hours					18 Credits, 20 Hours				