

Department of Esports Technology and Management

Curriculum Requirements for Enrollees in the Academic Year 112 (Fall 2023)

Program	Four-year technical college program of the Day Division								
Group	None								
Class Type	Regular Class								
Special Program	None								
Curriculum Committee	Department Curriculum	112.05.12							
	College Curriculum	112.05.17							
	University Curriculum	112.05.29							
	Academic Affairs	112.05.29							
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	63 Credits		General Education		22 Credits				
			Major Required		41 Credits				
			College Major		0 Credits				
Elective	65 Credits		General Education		8 Credits				
			Major Elective		57 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	496141	Chinese(1)	2/2		General Education	496241	Chinese(2)	2/2	
General Education	492001		2/2		General Education	492002	English (II)	2/2	
General Education	4912A0	physical education (1)	1/2		General Education	4912B0	physical education (2)	1/2	
General Education	490141	Community Service and Learning(1)	0/1		General Education	490241	Community Service and Learning(2)	0/1	
General Education	497A00		2/2		General Education	497B00		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 Elective	441N01	Introdcuton of Virtual Reality Technology	3/3	
Major Required	441006	Introduction to Computer	2/3	Compu ter Cours e	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	

[illegible]

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	492141	English Proficiency qualification	0/2		College Major	40TND9	Interdisciplinary program learning	0/1	
Major Required	441A10	Practical Project	2/2		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 Required	441A16	E-sports Proficiency qualification	1/1	
Major Elective	441N27	Motion Sensing Game Production	3/3	Computer Course	Major Elective	441N31	Semester Off-Campus Internship	9/9	
Major Elective	441N29	Case Study for Multimedia and Computer Game	3/3		Major Elective	441N32	Seminar in E-Sports Exercise	3/3	
Major Elective	441N30	Digital Media Practice	3/3	Computer Course	Major Elective	441N33	Seminar in Digital Industry	3/3	
Major Elective	441N39	Smart Vehicle Practice	3/3		Major Elective	441N34	Cloud Application Practice	3/3	Computer Course
Major Elective	441N40	Artificial Intelligence	3/3						
20 Credits, 22 Hours					19 Credits, 21 Hours				