Department of Esports Technology and Management Curriculum Requirements for Enrollees in the Academic Year 112 (Fall 2023)

Prog	gram	Four-year technical co	ollege	progr	am of the I	Day Divisio	n				
Group		None									
Class	з Туре	Regular Class									
Special	Program	None									
Curriculum Committee Graduation Credits /Study Duration		Department Curriculum 112.05.12									
		College Curriculum	112. 05. 17								
		University Curriculum	ırriculum 112.05.29								
		Academic Affairs	112. 05. 29								
		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 a	nd Elective	Credits	Su	bject	Category	Credits					
			General Education			22 Credits					
Regu	iired	63 Credits	Major Required			41 Credits					
_			College Major			0 Credits					
			General Education			8 Credits					
Elec	etive	65 Credits	Major Elective			57 Credits					
Other Rea	gulations										
Rema	arks	"Computer Course" mear	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	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	1/2		General Education	4912B0	physical education	1/2			
General Education	490141	Community Service and Learning(1)	0/1		General Education	490241	(2) Community Service and Learning(2)	0/1			
General Education	497A00	3()	2/2		General Education	497B00	3(-)	2/2			
Major Required	441A01	Introdcution 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	Introdcution 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			

21 Credits, 24 Hours					24 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	496341	Practical Chinese	2/2		General Education	496541	Human Rights and Legal	2/2			
General Education	496441	Contemporary Taiwan and Moder World	2/2		General Education	492004	English (IV)	2/2			
General Education	492003	English(III)	2/2		General Education	4913D0	physical education (4)	1/2			
General Education	4913C0	physical education (3)	1/2		General Education	497D00		2/2			
General Education Liberal Arts Elective	497C00		2/2		Major Required	441A00	Digital Image Processing	3/3	Compu ter Cours e		
Major Required	441A13	E-Sports video Record and Post Production	3/3	Compu ter Cours e	Major Required	441A06	Game Planning	3/3	Compu ter Cours e		
Major Required	441A05	Multimedia Production	2/3	Compu ter Cours e	Major Elective	441N11	Training for Anchors and Reviewers	3/3			
Major Elective	441N05	E-Sports Practice	3/3	Compu ter Cours e	Major Elective	441N12	E-Sports Show Production	3/3	Compu ter Cours e		
Major Elective	441N06	Tournament Analysis and Review	3/3		Major Elective	441N13	Production and Sales for E-Sports Merchandise	3/3	Compu ter Cours e		
Major Elective	441N09	Computer Game Programming	3/3	Compu ter Cours e	Major Elective	441N14	Mobile Device Practice	3/3			
Major Elective	441N10	Computer Hardware Fabrication	3/3		Major Elective	441N15	Game Character Design	3/3	Compu ter Cours e		
Major Elective	441N42	Professional English	2/2		Major Elective	441N36	Introduction to IOT	3/3			
	28	Credits, 30 Hours				31 (Credits, 32 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	441A07	Market Survey for Digital Contents	3/3	Compu ter Cours e	Major Required	441A08	Practical Project	2/2			
Major Required	441A11	Lecture for E-Sports Industry	3/3		Major Required	441A09	Mobile Game Design	3/3	Compu ter Cours e		
Major Elective	441N08	Board Game Design	3/3		Major Elective	441N22	E-Sports Marketing and New Media Commnication	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	Compu ter Cours e		
Major Elective	441N18	Augmented Reality for E-Sports	3/3	Compu ter Cours e	Major Elective	441N37	Industry 4.0 Practice	3/3			
Major Elective	441N19	Project Management	3/3		Major Elective	441N38	Sound Engineering	3/3			
Major Elective	441N20	E-Sports Psychology	3/3								

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	Compu ter Cours e	Major Elective	441N31	Semester Off-Campus Internship	9/9		
Major Elective	441N29	Case Study for Mutlimedia and Compter Game	3/3		Major Elective	441N32	Seminar in E-Sports Exercise	3/3		
Major Elective	441N30	Digital Media Practice	3/3	Compu ter Cours e	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	Compu ter Cours e	
Major Elective	441N40	Artificial Intelligence	3/3							
	20	Credits, 22 Hours				19 (Credits, 21 Hours			