

Freshmen		1st Sem.		2nd Sem.	
Courses		Credits	Hours	Credits	Hours
School required courses	Chinese Literature(1)	2	2		
	Chinese Literature(2)			2	2
	Freshman English (I)	2	2		
	Freshman English (I I)			2	2
	Introduction of Artificial Intelligence	2	3		
	Programming Design			2	3
	Physical Education I	0	2		
	Physical Education II			0	2
Dept. required courses	Design Sketch (1)	3	3		
	Design Sketch (2)			3	3
	Basic Design (1)	3	3		
	Basic Design (2)			3	3
	Basic CG Drawing			3	3
	Introduction to Digital Design	2	2		
	Perspectives Representation			2	2
	Music Theory	3	3		
	Basic Animation(1)	2	2		
	Basic Animation(2)			2	2
Professional elective courses	Color Theory			2	2
	Basic Photography	2	2		
	Digital Photography			2	2
	History of Design	2	2		
	Music Appreciation			2	2
	Digital design and development	2	2		
	Visual Arts	2	2		
	Visual Thinking			2	2
	Cultural and Creative Industries			2	2
Sophomore		1st Sem.		2nd Sem.	
Courses		Credits	Hours	Credits	Hours
School required courses	Sophomore English (I)	0	2		
	Sophomore English (I I)			0	2
	Physical Education III	0	2		
	Physical Education IV			0	2
Dept. required courses	Advance CG Drawing	3	3		
	Storyboard Scripting	2	2		
	Storyboard Drafting			2	2
Professional elective courses	Character Design	3	3		
	2D Animation Practice			3	3
	Animated Movement Principle	2	2		
	Motion Graphic Design			2	2
	Digital Literature Writing	2	2		
	Cultural Creativity and Marketing			2	2
Professional elective courses	Interactive Design	3	3		
	Interactive Programming			3	3
	Creative Game Planning	2	2		
	Metaverse Game Art Production			3	3
	Web Design	3	3		
Junior		1st Sem.		2nd Sem.	
Courses		Credits	Hours	Credits	Hours
School required courses					
Dept. required courses	Integrated Multimedia Design I	3	3		
	Integrated Multimedia Design II			3	3
Professional elective courses	Effects Animation Practice			3	3
	Cultural and Creative Story	2	2		
	Cultural and Creative Content Planning and Design			2	2
	Product Development Design	2	2		
	Experimental Creative Animation	2	2		
Professional elective courses	Game Development Practical	3	3		
	Application of Game Engine			3	3
	Practice of Game Design for Mobile Platform	3	3		
	Virtual Reality Art Creating Project			3	3
	Web Front-end Design	3	3		
	Advanced Web Design			3	3
	Web Database Programming			2	2
	AI generated applications	2	2		
	Fundamentals of Film Production	3	3		
	Post Production			3	3
Professional elective courses	Virtual Studio Practices	2	2		
	Projection Technology Application Topics			2	2
	Film and TV Pre-production Topic	2	2		
	Video Art Design			2	2
Common elective	3D Computer Animation III	3	3		
	Virtual Scene Design			2	2
	Digital Music Topics	2	2		
	Digital Creative Art			2	2
	Internship			2	2
	Case Studies A	2	2		
	Case Studies B			2	2
	Multimedia Marketing	2	2		
	Multimedia Trends and Applications			2	2
	Visual Image Design	3	3		
Common elective	Short Video Production Practice			2	2
	Self-media Creative Design	2	2		
	Digital-Applied-Design-Project	2	2		
	Creating Digital Music I	2	2		
	Creating Digital Music II			2	2
	AI-Assisted Design Project	2	2		
Senior		1st Sem.		2nd Sem.	
Courses		Credits	Hours	Credits	Hours
School required courses					
Dept. required courses	Graduation production (1)	3	4		
	Graduation production (2)			3	4
Professional elective courses	Design Portfolio	2	2		
	Practical Lectures			2	2
	Case Study C			3	3
	Digital Creation Review	3	3		
	Design Project Management			2	2
	Design Regulations	2	2		
	Project of Workplace			3	3
	Advanced Practical Training			3	3

Regulations for Program Completion:

- 1.According to the regulations of our university, undergraduate students must pass the evaluations for 「English Competency」, 「Information Technology Competency」, 「Chinese Competency」, 「Basic Sports Competency」, and 「Basic Professional Competency」 in order to graduate.
- 2.Students in this department are required to pass the evaluation for Fundamental Professional Competence during their enrollment. The items and evaluation criteria are as follows:
 - a. Design project production competence: Pass the evaluation of the graduation project design report, present a publicly created work, and pass the review.
 - b. Professional competence in digital media design: Participate in at least one major domestic or international design competition before graduation (the work must be approved by the advisor).
- 3.The minimum graduation credits are 128 credits, which include 28 credits of university-required courses (including 12 credits of general education), 47 credits of department-required courses, and at least 53 credits of departmental electives (with at least 33 credits from professional electives in this department). The number of credits taken per semester for the first, second, and third years is 12-25 credits, and for the fourth year is 9-25 credits. This requirement applies to freshmen enrolled in the 2023-2024 academic year.
- 4.Students may enroll in courses offered by other departments within the university, as well as in courses under the "Interdisciplinary Credit Program," the "Teacher Education Program," and elective physical education courses, with a maximum allowance of 4 credits. These credits may be counted toward the graduation requirements.
- 5.Students in this department who have insufficient credits from the university 's prescribed English courses must make up the credits through elective courses in order to graduate.
- 6. Among the 12 university-designated required General Education credits, students must take one course from the Core Courses in the three areas: 「Humanities,」 「Social Sciences,」 and 「Natural Sciences」 (2 credits each), and one course from the Interdisciplinary Exploration course group in the newly established 「Interdisciplinary Exploration and Self-directed study」 area (3 credits). In total, students must take 4 courses. and accumulating 9 credits. Students must select 2 elective courses from the Extended Courses in the 「Humanities,」 「Social Sciences,」 and 「Natural Sciences」 areas, and the self-directed study courses under the 「Interdisciplinary Exploration and Self-directed study」 area. These 2 courses must not be from the same area, and at least 3 credits in total.
- 7.Students who need to retake Introduction to Design or Design Color Theory may enroll in the corresponding courses offered by the Department of Commercial Design, Department of Product Design, or the Animation Program. Students who need to retake Design Sketching I & II, Script Writing, Script Drawing, Perspective Representation , or Music Theory may take equivalent courses offered by the Animation Program. For other mandatory courses that require retaking, students may, with the approval of the department chair, take equivalent courses offered by other departments, which can be counted toward graduation credits. Courses with the same or similar titles offered by the College of Design, upon approval by the department chair, may also be considered professional electives for this department.
- 8.Graduating students and students in the extended study period who did not pass required courses of Physical Education can waive a maximum of two (2) required Physical Education courses by passing Comprehensive Physical Education I, Comprehensive Physical Education II. This regulation is applicable for those admitted in and prior to 2020-21 academic year.
- 9.Foreign students, overseas Chinese students, Hong Kong students and Macao students may select the following courses to waive 「Chinese Literature: Appreciation and Creative Writing I and II」 once the related test confirms that they have insufficient Chinese ability: 「Basic Mandarin I and II」 or 「Chinese Literature I and II」. This may also be retroactively applied to students who entered the university prior to the 2023-24 academic year.
- 10.The elective courses listed in the elective subject list, as well as the exemptions in points 5 and 7, are applicable to students enrolled before the 2023-2024 academic year.

校 必 修	16
通 識	12
系 必 修	47
專業選修	33
可跨系選修	20
畢業學分	128