

Freshmen					Sophomore				Junior				Senior										
Courses					Courses				Courses				Courses										
School required courses	Chinese Literature: Appreciation and Creative Writing I	2	2		School required courses	Sophomore English (I)	2	2		School required courses				School required courses	Workplace Applied English(1)	2	3						
	Freshman English(I)	2	2			Physical Education III	0	2							Workplace Applied English(2)			2	3				
	Introduction of Artificial Intelligence	2	2			Sophomore English (II)			2		2												
	Physical Education I	0	2			Physical Education IV			0		2												
	Chinese Literature: Appreciation and Creative Writing II			2		2																	
	Freshman English(II)			2	2																		
	Programming Design			2	2	Dept. required courses	Advanced CG Drawing	3	3		Dept. required courses	Integrated Multimedia Design I	3	3		Dept. required courses	Graduation production (1)	3	3				
	Physical Education II			0	2		Storyboard Scripting	2	2			Integrated Multimedia Design II			3		3	Graduation production (2)			3	3	
					Storyboard Drafting				2	2													
					AI-Assisted Design and Creation				2	2													
Dept. required courses	Design Sketch (1)	3	3		Animation and cultural creation	Character Design	3	3		Animation and cultural creation	Cultural and Creative Story	2	2		Professional elective courses	Design Portfolio	2	2					
	Basic Design (1)	3	3			Animated Movement Principle	2	2			Product Development Design	2	2			Digital Creation Review	3	3					
	Introduction to Design	2	2			Motion Graphic Design	2	2			3D Character Animation Performance	3	3			Design Regulations	2	2					
	Introduction to Computer Animation	2	2			Digital Literature Writing	2	2			VFX Study and Design	3	3			Practical Lectures			2	2			
	Design Sketch (2)			3		3	2D Animation Practice				3	3	Digital 3D Modeling	3		3		Case Study C			3	3	
	Basic Design (2)			3		3	Cultural Creativity and Marketing				2	2	Effects Animation Practice				3	3	Design Project Management			2	2
	Basic CG Drawing			3		3	3D Character Animation				3	3	Cultural and Creative Content Planning and Design				2	2	Project of Workplace			3	3
	Perspectives Representation			2		2						Experimental Creative Animation				2	2	Advanced Practical Training			3	3	
	Color Theory			2		2						Render Lighting and Material Design				3	3						
	Advanced Computer Animation			2		2																	
Professional elective courses	Basic Photography	2	2		Game interaction and AI applications	Creative Game Planning	2	2		Game interaction and AI applications	Game Development Practice	3	3		Professional elective courses								
	Digital Design and Development	2	2			Web Design	3	3			Practice of Game Design for Mobile Platform	3	3										
	Visual Arts	2	2			Interactive Design			3		3	Web Front-end Design	3	3									
	Visual Communication and Narrative	2	2			Interactive Programming			3		3	AI Generated Applications	2	2									
	Fundamentals and Appreciation of Music	2	2			Metaverse Game Art Production			3		3	Immersive and Real-Time Animation Design	3	3									
	Digital Photography			2		2						Application of Game Engine				3	3						
	Music Appreciation			2		2						Virtual Reality Art Creating Project				3	3						
	Cultural and Creative Industries			2		2						Advanced Web Design				3	3						
	Visual Thinking			2		2						Web Database Programming				2	2						
	Hand-Drawn Animation			2		2	Film and television creativity	Directing				2	2	Film and television creativity		Fundamentals of Film Production	3	3		Professional elective courses			
Design Semiotics			2	2	Introduction to Holography				2	2	Visual Effects Application	2	2										
					Acting				2	2	Virtual Studio Practices	2	2										
					Documentary Filmmaking				2	2	Film and TV Pre-production Topic	2	2										
					Generative Art Creation				2	2	Video Art Design	2	2										
											AI Filmmaking	3	3										
											Post Production				3	3							
											Projection Technology Application Topics				2	2							
Professional elective courses					Common elective	3D Computer Animation I		3	3		Common elective	3D Computer Animation III	3		3		Professional elective courses						
						Anatomy for the Artist	2	2		Virtual Scene Design		2	2										
						Fantasy Literature	2	2		Case Studies A		2	2										
						Film Music Topics	2	2		Multimedia Marketing		2	2										
						Special Research I	2	2		Visual Image Design		3	3										
						Typography and Logos	2	2		Self-media Creative Design		2	2										
						Self-media Planning and Marketing	2	2		AI-Assisted Design Studio		2	2										
						User Interface Design	2	2		Creating Digital Music I		2	2										
						Multimedia Sound Design	3	3		Creative Research Methods		3	3										
						3D Computer Animation II			3	3		Digital Creative Art			2	2							
Professional elective courses					Common elective	Advanced Design Drawing			2	2	Common elective	Internship			2	2	Professional elective courses						
						Special Research II			2	2		Case Studies B			2	2							
						Digital Editing			2	2		Multimedia Trends and Applications			2	2							
						AI-Assisted Music Creation			2	2		Short Video Production Practice			2	2							
						Animation Rhythm and Audiovisual Synchronization			2	2		Creating Digital Music II			2	2							
						Creative Thinking			2	2		Virtual Vocalists and Anime Music Production			2	2							

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), 46 credits of department-required courses, and at least 54 credits of departmental electives (with at least 34 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 2026-2027 academic year.
4. To encourage students to engage in diverse and interdisciplinary learning, credits earned from courses offered by other departments or graduate institutes within the University, Interdisciplinary Credit Programs, or Teacher Education Programs may be counted toward the elective credits required for graduation by the Department. However, recognition of elective Physical Education courses shall be limited to a maximum of 4 credits. General Education courses taken beyond the required 12 credits shall not be counted toward the Department's elective credits required for graduation. This regulation may be applied retroactively to students admitted in Academic Year 2025 and prior years.
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 explanations in points 5 and 7, are applicable to students enrolled before the 2024-2025 academic year.