

MUST Curriculum Planning for Undergraduate Students for Academic Years 2023-2026
Department of Multimedia and Game Development

1 st year(112)					2 nd year(113)					3 rd year(114)							
	Course	1st semester		2 nd semester			Course	1st semester		2 nd semester			Course	1st semester		2 nd semester	
		Cr.	hr.	Cr.	hr.			Cr.	hr.	Cr.	hr.			Cr.	hr.	Cr.	hr.
MUST Core Required Courses	Physical Education	1	2	1	2	MUST Core Required Courses	Classified general Education	2	2	2	2	MUST Core Required Courses					
	Classified general Education	2	2	2	2		Classified general Education	2	2								
	Classified general Education	2	2	2	2												
	Subtotal	5	6	5	6		Subtotal	4	4	2	2		Subtotal				
School Professional Required Courses	Applied Chinese(I)(II)	2	2	2	2	School Professional Required Courses	Applied English(III)(IV)	2	2	2	2	School Professional Required Courses					
	Applied English(I)(II)	2	2	2	2												
	Introduction to Computers and Programming	2	2														
	Introduction to Artificial Intelligence	2	2														
Subtotal	8	8	4	4	Subtotal	2	2	2	2	Subtotal							
Department compulsory courses	Image Style and Photography Aesthetics(I)(II)	2	2	2	2	Department compulsory courses	Directing(I)(II)	2	2	2	2	Department compulsory courses	Multimedia Professional English	2	2		
	Design of Basic Art	2	2				Game Design	2	2				Ethics for Professionals	2	2		
	Basic Programming Design			2	2		Basic Animation Design	2	2				Project(I)			1	1
	Basic Character Design			2	2		Object-Oriented Programming	2	2								
	Storytelling and Script Writing			2	2		Game Programming			2	2						
	Subtotal	4	4	8	8		Subtotal	8	8	4	4		Subtotal	4	4	1	1
Department Elective Courses	Introduction to Drama	2	2			Department Elective Courses	Game Competition and Production Practice	2	2			Department Elective Courses	Works Design	2	2		
	Practice of Multimedia and Game Design	2	2				Story Design and Storyboard Making	2	2				Design Thinking	2	2		
	Planar Photography and Editing	2	2				Practice of 3D Modelling	2	2				Digital Music	2	2		
	Chromatics			2	2		Practice of Image Editing	2	2				Illustration Design	2	2		
	Python Programming Design			2	2		Game Scene Design	2	2				Image Composition	2	2		
	New Media and Internet Celebrity Economy			2	2		New Media Application and Precision Marketing			2	2		VR Game Design	2	2		
	Digital Art Design			2	2		Video Editing			2	2		Integration of Omnimedia Resource	2	2		
	Basic Practice of Game Competition			2	2		Typographic Design Art			2	2		Concept Art	2	2		
							App Practice and Application			2	2		Web Data Extraction and Analysis			2	2
							Animation Compositing and Editing			2	2		VR Practice and Application			2	2
							Concept of Machine Learning			2	2		AR Practice and Application			2	2
							Next Generation 3D Modelling			2	2		3D Printing			2	2
													Digital Soundtrack Application			2	2
													Game Engine Practice			2	2
										UI/UX Design			2	2			
										Programming Design in Industry			2	2			

4 th year(115)					
	Course	1st semester		2 nd semester	
		Cr.	hr.	Cr.	hr.
MUST Core Required Courses					
	Subtotal				
School Professional Required Courses					
	Subtotal				
Department compulsory courses	Project(II)	1	1		
	Off-Campus Internship			9	9
	Subtotal	1	1	9	9
Department Elective Courses	Guidance of Multimedia Professional Certification	2	2		
	Practice of Cross-Platform Game Design	2	2		
	Practice of Intelligent Game Design	2	2		
	Next Generation Game Engine	2	2		
	AI Practice and Application	2	2		

Cr./hr.=Credit/hour

Remarks:

- According to university regulations, students are required to meet the graduation requirement of basic language proficiency and professional skills.
- Students shall take 4 hours Service Education courses (0 credits) in the first and second semester of the first academic year.
- In the first three years, students must take 16-30 credits per semester, and 9-30 credits per semester in the 4th year.
- Minimum graduation credits: 128 credits; Compulsory credits: 71 credits. Elective credits: 57 credits (elective credits include inter-departmental elective credits); the elective credits for majors in the department must not be lower than 42 credits.
- Students having graduated from a foreign country, including Hong Kong and Macau, with the equivalent of the second year of high school study of the ROC's high school sophomore level, or with a high school equivalent degree, need to take 140 credits including 71 compulsory credits, and at least 69 elective credits (including inter-departmental elective credits), while elective professional course credits shall not be fewer than 54.
- The program can be extended up to 3 academic years.
- Students should take off-campus internship courses, and the relevant measures are handled in accordance with the Implementation of Off-campus Internship Teaching for Students in the Department of Multimedia and Game Development".
- Elective courses are subject to change if necessary.