MUST Curriculum Planning for Undergraduate Students for Academic Years 2024-2027,
Department of   Multimedia and Game Development

1st year (2024)

Category	Course	1st semester Cr.	1st semester hr.	2nd semester Cr.	2nd semester hr.
MUST Core Required Courses	Classified general Education	2	2	2	2
	Classified general Education	2	2	2	2
	Physical Education	2	2	2	2
	Subtotal	6	6	6	6
School Professional Required Courses	Applied English(I)(II)	2	2	2	2
	Applied Chinese(I)(II)	2	2	2	2
	Introduction to Computers and Programming	2	2		
	Introduction to Artificial Intelligence			2	2
	Subtotal	6	6	6	6
Compulsory Courses	Image Style and Photography Aesthetics(I)(II)	2	2	2	2
	Design of Basic Art	2	2		
	Basic Programming Design			2	2
	Basic Character Design			2	2
	Storytelling and Script Writing			2	2
	Subtotal	4	4	8	8
Elective Courses	Practice of Multimedia and Game Design	2	2		
	Planar Photography and Editing	2	2		
	Chromatics			2	2
	Python Programming Design			2	2
	New Media and Internet Celebrity Economy			2	2
	Digital Art Design			2	2

2nd year (2025)

Category	Course	1st semester Cr.	1st semester hr.	2nd semester Cr.	2nd semester hr.
MUST Core Required Courses	Classified general Education	2	2	2	2
	Subtotal	2	2	2	2
School Professional Required Courses	Applied English(Ⅲ)(Ⅳ)	2	2	2	2
	Subtotal	2	2	2	2
Compulsory Courses	Directing(I)(II)	2	2	2	2
	Game Design	2	2		
	Basic Animation Design	2	2		
	Object-Oriented Programming	2	2		
	Game Programming			2	2
	Subtotal	8	8	4	4
Elective Courses	Game Competition and Production Practice	2	2		
	Story Design and Storyboard Making	2	2		
	Practice of 3D Modelling	2	2		
	Practice of Image Editing	2	2		
	Game Scene Design	2	2		
	New Media Application and Precision Marketing			2	2
	Video Editing			2	2
	Typographic Design Art			2	2
	Animation Composting and Editing			2	2
	Concept of Machine Learning			2	2
	Next Generation 3D Modelling			2	2
	Introduction to Design			2	2
	Vector Graphic Editing			2	2

3rd year (2026)

Category	Course	1st semester Cr.	1st semester hr.	2nd semester Cr.	2nd semester hr.
MUST Core Required Courses					
	Subtotal				
School Professional Required Courses					
	Subtotal				
Compulsory Courses	Special Topics Practice	1	1	1	1
	Multimedia Professional English	2	2		
	Ethics for Professionals	2	2		
	Subtotal	5	5	1	1
Elective Courses	Works Design	2	2		
	Design Thinking	2	2		
	Multimedia Digital Music	2	2		
	Illustration Design	2	2		
	Image Composition	2	2		
	VR Game Design	2	2		
	Integration of Omnimedia Resource	2	2		
	Concept Art	2	2		
	Applications of New Media Creativity	2	2		
	Web Data Extraction and Analysis	2	2		
	VR Practice and Application			2	2
	AR Practice and Application			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
	Introduction to Deep Learning			2	2
	Application of VR Metaverse			2	2
	Multimedia Script Design			2	2
	Graphic Design and UI			2	2
	Guidance of Multimedia Professional Certification			2	2

4th year (2027)

Category	Course	1st semester Cr.	1st semester hr.	2nd semester Cr.	2nd semester hr.
MUST Core Required Courses					
	Subtotal				
School Professional Required Courses					
	Subtotal				
Compulsory Courses	Off-Campus Practice Training	9	9		
	Subtotal	9	9	0	0
Elective Courses	Off-Campus Practice Training			9	9

Cr./hr.=Credit/hour

【Remarks】

1. Minimum graduation credits: 128 credits, including _57_ elective credits (at least _42_ credits for this major, the rest can be other departments).
2. The first, second, and third grade, students must take 16-30 credits each semester, and 9-30 credits each semester in the 4th grade.
3. Elective courses for listed are subject to change if necessary.
4. According to university regulations, students are required to meet the graduation requirement of basic proficiency and professional skills.
5. For off-campus internship courses, please follow the relevant implementation regulations.
6. Students having graduated from a foreign country, including Hong Kong and Macau, with the equivalent study of the sophomore level of the ROC's high school, or with a high school equivalent degree, who are studying for a bachelor's degree, the minimum graduation credits are 140, and the study period can be extended by 3 academic years.