

MUST Curriculum Planning for Undergraduate Students of Academic Year 2024-2027,  
Department of Multimedia and Game Development ( Continuing Education )

1 <sup>st</sup> year(2024)					2 <sup>nd</sup> year(2025)					3 <sup>rd</sup> year(2026)								
	Course	1 <sup>st</sup> semester		2 <sup>nd</sup> semester			Course	1 <sup>st</sup> semester		2 <sup>nd</sup> semester			Course	1 <sup>st</sup> semester		2 <sup>nd</sup> semester		
		Cr.	hr.	Cr.	hr.			Cr.	hr.	Cr.	hr.			Cr.	hr.			
MUST Core Required Courses	Classified General Education	2	2	2	2	MUST Core Required Courses	Classified General Education	2	2	2	2	MUST Core Required Courses						
	Classified General Education	2	2	2	2													
	Physical Education	2	2	2	2													
	Subtotal						Subtotal						Subtotal					
School Professional Required Courses	English(I)(II)	2	2	2	2	School Professional Required Courses	English(III)(IV)	2	2	2	2	School Professional Required Courses						
	Chinese Reading and Expressions(I)(II)	2	2	2	2													
	Introduction to Computers and Programming	2	2															
	Introduction to Artificial Intelligence	2	2															
	Subtotal						Subtotal						Subtotal					
Department compulsory courses	Design of Basic Art	2	2			Department compulsory courses	Game Design	2	2			Department compulsory courses	Multimedia Professional Engl	2	2			
	Introduction to Chromatics	2	2				Basic Animation Design	2	2				Ethics for Professionals	2	2			
	Practice of Multimedia and G	2	2				Object-Oriented Programming	2	2				Project(I)			1	1	
	Basic Programming Design			2	2		Planar Photography and Editin	2	2									
	Basic Character Design			2	2		Creative App Design	2	2									
	Introduction to Artificial Intelligence			2	2		Practice of 3D Modelling	2	2									
	Digital Art Design			2	2		Game Programming			2	2							
							Typographic Design Art			2	2							
							Intro to Concept Design			2	2							
							Animation Composting and Editing			2	2							
	Subtotal					Practice of Python Programming			2	2								
						Multimedia Script Design			2	2								
						Subtotal							Subtotal					
Department Elective Courses						Department Elective Courses	Game Competition and Produ	2	2			Department Elective Courses	Multimedia Digital Music	2	2			
							Advanced Production Practice of Game Compet	2	2				Practice of Image Editing	2	2			
													Practice of 3D Model Texturiz	2	2			
													Vector Graphic Editing	2	2			
													Cultural and Creative Design	2	2			
													Visual Effects of Game Partic	2	2			
													Concept of Machine Learning	2	2			
													Basic Scene Design	2	2			
													Introduction to Game Compet	2	2			
													3D Printing			2	2	
													Game Scene Design			2	2	
													Generative AI			2	2	
													Non-Linear Editing			2	2	
													AR practical application			2	2	
													UI/UX Design			2	2	
													Sketching			2	2	
													Illustration Design			2	2	
													Introduction to Game Competition Operation			2	2	
													Game Engine Application			2	2	

4 <sup>th</sup> year(2027)					
	Course	1 <sup>st</sup> semester		2 <sup>nd</sup> semester	
		Cr.	hr.	Cr.	hr.
MUST Core Required Courses					
	Subtotal				
School Professional Required Courses					
	Subtotal				
Department compulsory courses	Project(II)	1	1		
	Subtotal				
Department Elective Courses	Game Engine Practice	2	2		
	Project Design	2	2		
	Windows Programming	2	2		
	Concept Art	2	2		
	Stage Deconstruction and Art	2	2		
	Web Data Extraction and Ans	2	2		
	VTuber Practice	2	2		
	Commodity Packaging and De	2	2		
	Guidance of Multimedia Prof	2	2		
	VR Game Design	2	2		
	Off-Campus Internship			9	9
	Design Thinking			2	2
	Digital Visual Design			2	2
	VR Practice and Application			2	2
	Project Study			2	2
	AI Practice and Application			2	2
Application of VR Metaverse			2	2	
Virtual Scene Design			2	2	

Cr./hr.=Credit/hour

Remarks:

- 1.Minimum graduation credits: 128 credits; Compulsory credits: \_74\_ credits.Elective credits: \_54\_ credits (elective credits include inter-departmental elective credits); the elective credits for majors in the department must not be lower than \_39\_ credits.
2. Elective courses are subject to change if necessary.