MUST Curriculum Planning for Undergraduate Students for Academic Years 2025-2028 Department of Multimedia and Game Development

	1 st year(114)						2 nd year(115)						3 rd year(116)				
		lst semester se			nd		Course	1st 2 nd				lst semester		2 nd semester			
Course			1	semester				semester		seme	-		Course				1
	Charles I and Education	Cr.	hr.	Cr. 2	hr. 2		Charles I Franking	Cr. 2	hr. 2	Cr. 2	hr.		Charles I Plantin	Cr. 2	hr. 2	Cr. 2	hr. 2
	Classified general Education Physical Education	2	2	2	2	-	Classified general Education		2	2	2	MUST Core Required	Classified general Education	2	2	2	
MUST Core	Applied Chinese(I)(II)	2	2	2	2	MUST Core	Applied English(III)(IV)	2	2	2	2						<u> </u>
Required	Applied English(I)(II)	2	2	2	2	Required											<u> </u>
Courses	Applied English(1)(11)	2	2	2	2	Courses			-			Courses					+
	Subtotal	8	8	8	8		Subtotal	4	4	4	4		Subtotal	2	2	2	2
	Introduction to Computers			Ŭ	v								Subtotui	-	_	-	-
	and Programming	2	2				Directing(I)(II)	2	2	2	2						
	Introduction to	2	2														
School	Artificial Intelligence					School						School					+
Professional						Professional						Professional					+
Required Courses						Required Courses						Required Courses					+
Courses						courses						Courses					+
																	+
	Subtotal	4	4	0	0		Subtotal	2	2	2	2		Subtotal	0	0	0	0
	Image Style and Photography Aesthetics(I)(II)	2	2	2	2		Game Design	2	2				Special Topics Practice	1	1	1	1
	Design of Basic Art	2	2			compulsory	Basic Animation Design	2	2			compulsory courses	Multimedia Professional English	2	2		\square
	Basic Programming Design		1	2	2		Object-Oriented Programming	2	2				English Ethics for Professionals	2	2	<u> </u>	+
	Basic Character Design			2	2		Game Programming		-	2	2					1	1
compulsory courses	Storytelling and Script Writing			2	2		0 0		-							1	1
	, , , , , ,					courses											
																	1
	Subtotal	4	4	8	8		Subtotal	6	6	2	2		Subtotal	5	5	1	1
	Practice of Multimedia and	2	2				Game Competition and	2	2				Works Design	2	2		
	Game Design						Production Practice Story Design and Storyboard		-				-				+
	Planar Photography and Editing	2	2				Making	2	2				Design Thinking	2	2		
	Chromatics			2	2		Practice of 3D Modelling	2	2				Multimedia Digital Music	2	2		
	Python Programming Design			2	2		Practice of Image Editing	2	2				Illustration Design	2	2		
	New Media and Internet Celebrity Econemy			2	2		Game Scene Design	2	2				Image Composition	2	2		
	Digital Art Design			2	2		New Media Application and Precision Marketing			2	2		VR Game Design	2	2		
							Video Editing			2	2		Integration of Omnimedia Resource	2	2		
							Typographic Design Art			2	2		Concept Art	2	2		
							Animation Composting and Editing			2	2	Elective Courses	Applications of New	2	2		
Elective Courses													Media Creativity Web Data Extraction and				+
							Concept of Machine Learning			2	2		Analysis	2	2		
						Courses	Next Generation 3D Modelling			2	2		VR Practice and Application			2	2
							Introduction to Design		1	2	2		AR Practice and Application			2	2
							Vector Graphic Editing		1	2	2		3D Printing			2	2
			1	İ			10		t –	<u> </u>			Digital Soundtrack			2	2
			<u> </u>	L					<u> </u>				Application		\square		_
			<u> </u>						 				Game Engine Practice		\vdash	2	2
		<u> </u>	<u> </u>					<u> </u>	<u> </u>	<u> </u>			UI/UX Design Programming Design in		\square	2	2
			1						1				Industry			2	2
									1				Introduction to Deep Learning			2	2
													Application of VR			2	2
								I					Metaverse		-	<u> </u>	+
													Multimedia Script Design			2	2
													Multimedia Script Design Graphic Design and UI			2	2
													Multimedia Script Design Graphic Design and UI Guidance of Multimedia			2 2 2	2 2 2 2

	4 th year(117)			1		
	Course		st ester	2 nd semester		
		Cr.	hr.	Cr.	hr.	
MUST Core						
Required						
Courses	Subtotal	0	0	0	0	
School Professional						
Required						
Courses	Subtotal	0	0	0	0	
compulsory	Practicum Training			9	9	
courses						
	Subtotal	0	0	9	9	
	Practicum Training			9	9	
Elective Courses	_					
					I	

/hr.=Credit/hour

rks:

nimum graduation credits: 128 credits; Compulsory credits: _62_ credits. Elective credits: _66_ credits (elective credits include inter-departmental elective credits); the elective credits for majors the department must not be lower than _51_ credits.

the first three years, students must take 16-30 credits per semester, and 9-30 credits per

mester in the 4th year.

ective courses are subject to change if necessary.

ease implement according to the school's "Implementation Measures for Students' Basic Abilities aduation Thresholds".

udents should take off-campus internship courses, and the relevant measures are

andled in accordance with the Implementation of Off-campus Internship eaching for Students in the Department of <u>Multimedia and Game Development</u>...". tudents having graduated from a foreign country, including Hong Kong and Macau, with the uivalent of the second year of high school study of the ROC's high school sophomore level, or th a high school equivalent degree, need to take 140 credits including <u>62</u> compulsory credits, and least 78 elective credits (including inter-departmental elective credits), nile elective professional course credits shall not be fewer than <u>63</u> ne program can be extended up to 3 academic years. Ne courses offered in the departments of the College of Humanities and Design, the Department of mputer Science and Information Engineering and the Department of Information Management can be approved professional elective credits.

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