

Department of Multimedia and Game Development

4 th year(117)					
	Course	1st semester		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 courses	Practicum Training			9	9
	Subtotal	0	0	9	9
Elective Courses	Practicum Training			9	9

Remarks:

1. Minimum graduation credits: 128 credits; Compulsory credits: 62 credits. Elective credits: 66 credits (elective credits include inter-departmental elective credits); the elective credits for majors in the department must not be lower than 51 credits.
2. In the first three years, students must take 16-30 credits per semester, and 9-30 credits per semester in the 4th year.
3. Elective courses are subject to change if necessary.
4. Please implement according to the school's "Implementation Measures for Students' Basic Abilities Graduation Thresholds".
5. 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 _____.
6. 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 62 compulsory credits, and at least 78 elective credits (including inter-departmental elective credits), while elective professional course credits shall not be fewer than 63 _____. The program can be extended up to 3 academic years.
7. The courses offered in the departments of the College of Humanities and Design, the Department of Computer Science and Information Engineering and the Department of Information Management can be approved as professional elective credits.
8. This form created in _____.