

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

1 st year(2025)						2 nd year(2026)					
	Course	1 st semester		2 nd semester			Course	1 st semester		2 nd semester	
		Cr.	hr.	Cr.	hr.			Cr.	hr.	Cr.	hr.
MUST Core Required Courses	Physical Education	2	2	2	2	MUST Core Required Courses	Classified general Education	2	2	2	2
	Classified general Education	2	2	2	2		Technical English(III)(IV)	2	2	2	2
	Applied Chinese(I)(II)	2	2	2	2						
	Technical English(I)(II)	2	2	2	2						
	Subtotal	8	8	8	8		Subtotal	4	4	4	4
School Professional Required Courses	Introduction to Computers and Programming	2	2			School Professional Required Courses					
	Subtotal	2	2	0	0		Subtotal				
Department compulsory courses	Design of Basic Art	2	2			Department compulsory courses	Game Design	2	2		
	Introduction to Chromatics	2	2				Basic Animation Design	2	2		
	Practice of Multimedia and Game Design	2	2				Object-Oriented Programming	2	2		
	Basic Programming Design			2	2		Planar Photography and Editing	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 Compositing and Editing			2	2
	Subtotal	6	6	8	8		Subtotal	12	12	12	12
Department Elective Courses						Department Elective Courses	Game Competition and Production Practice	2	2		
							Advanced Production Practice of Game Competition			2	2

3 rd year(2027)						4 th year(2028)					
	Course	1 st semester		2 nd semester			Course	1 st semester		2 nd semester	
		Cr.	hr.	Cr.	hr.			Cr.	hr.	Cr.	hr.
Department compulsory courses	Multimedia Professional English	2	2			Department compulsory courses	Project	1	1		
	Project			1	1						
	Classified general Education	2	2	2	2						
	Subtotal	4	4	3	3		Subtotal	1	1		
School Professional Required Courses	Ethics for Professionals	2	2			School Professional Required Courses					
	Subtotal						Subtotal				
Department Elective Courses	Multimedia Digital Music	2	2			Department Elective Courses	Game Engine Practice	2	2		
	Practice of Image Editing	2	2				Project Design	2	2		
	Practice of 3D Model Texturing	2	2				Windows Programming	2	2		
	Vector Graphic Editing	2	2				Concept Art	2	2		
	Cultural and Creative Design	2	2				Stage Deconstruction and Art	2	2		
	Visual Effects of Game Particle System	2	2				Web Data Extraction and Analysis	2	2		
	Concept of Machine Learning	2	2				VTuber Practice	2	2		
	Basic Scene Design	2	2				Commodity Packaging and Design	2	2		
	Introduction to Game Competition Operation	2	2				Guidance of Multimedia Professional Certification	2	2		
	3D Printing			2	2		VR Game Design	2	2		
	Game Scene Design			2	2		Design Thinking			2	2
	Generative AI			2	2		Digital Visual Design			2	2
	Non-Linear Editing			2	2		VR Practice and Application			2	2
	AR practical application			2	2		Project Study			2	2
	UI/UX Design			2	2		AI Practice and Application			2	2
	Sketching			2	2		Application of VR Metaverse			2	2
	Illustration Design			2	2		Virtual Scene Design			2	2
	Introduction to Game Competition Operation			2	2						
	Game Engine Application			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.