

MUST Curriculum Planning for Undergraduate Students for Academic Years 2023-2026  
Department of Multimedia and Game Development ( Continuing Education )

1st year(112)					2nd year(113)					3rd year(114)							
	Course	1st semester		2 <sup>nd</sup> semester			Course	1st semester		2 <sup>nd</sup> semester			Course	1st semester		2 <sup>nd</sup> semester	
		Cr.	hr.	Cr.	hr.			Cr.	hr.	Cr.	hr.			Cr.	hr.	Cr.	hr.
MUST Core Required Courses	Physical Education	1	2	1	2	MUST Core Required Courses	Classified general Education	2	2	2	2	MUST Core Required Courses					
	Classified general Education	2	2	2	2		Classified general Education	2	2								
	Classified general Education	2	2	2	2												
	Subtotal	5	6	5	6		Subtotal	4	4	2	2		Subtotal				
School Professional Required Courses	Applied Chinese(I)(II)	2	2	2	2	School Professional Required Courses	Applied English(III)(IV)	2	2	2	2	School Professional Required Courses					
	Applied English(I)(II)	2	2	2	2												
	Introduction to Computers and Programming	3	3														
	Subtotal	7	7	4	4		Subtotal	2	2	2	2		Subtotal				
Department compulsory courses	Design of Basic Art	2	2			Department compulsory courses	Game Design	2	2			Department compulsory courses	Multimedia Professional English	2	2		
	Basic Character Design			2	2		Basic Animation Design	2	2				Ethics for Professionals	2	2		
	Basic Programming Design			2	2		Object-Oriented Programming	2	2				Project(I)			1	1
	Subtotal	2	2	4	4		Game Programming			2	2		Subtotal	4	4	1	1
Department Elective Courses	Introduction to Chromatics	2	2			Department Elective Courses	Practice of 3D Modelling	2	2			Department Elective Courses	Digital Music	2	2		
	Practice of Multimedia and Game Design	2	2				Game Competition and Production Practice	2	2				Practice of Image Editing	2	2		
	Introduction to Artificial Intelligence			3	3		Planar Photography and Editing	2	2				Practice of 3D Model Texturing	2	2		
	Digital Art Design			2	2		Game Scene Design			2	2		Creative App Design	2	2		
							Typographic Design Art			2	2		Image Composition	2	2		
							Advanced Animation Design			2	2		VR Game Design	2	2		
							Advanced Production Practice of Game Competition			2	2		Visual Effects of Game Particle System	2	2		
							Concept of Machine Learning			2	2		Multimedia Script Design	2	2		
							Intro to Concept Design			2	2		AI Practice and Application			2	2
													Non-Linear Editing			2	2
													AR Practice and Application			2	2
													UI/UX Design			2	2
													Sketching			2	2
													Illustration Design			2	2
										Introduction to Game Competition Operation			2	2			
										Practice of Image Recognition			2	2			
										Game Engine Application			2	2			

4th year(115)					
	Course	1st 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	1	1		
Department Elective Courses	Game Engine Practice	2	2		
	Project Study	2	2		
	Windows Programming	2	2		
	Concept Art	2	2		
	Interactive Technology Application	2	2		
	Web Data Extraction and Analysis	2	2		
	VTuber Practice	2	2		
	Commodity Packaging and Design	2	2		
	Guidance of Multimedia Professional Certification	2	2		
	Off-Campus Internship			9	9

Cr./hr.=Credit/hour

Remarks:

- 1.Credits required for graduation are: 128 credits; 51 compulsory credits and 77 elective credits (elective credits include inter-departmental elective credits),the professional elective course credits shall be at least 59 credits.
2. Elective courses are subject to change if necessary.