2023 Tajen University Department of Multimedia Design Curriculum

112.04.28系課程委員會會議通過 112.05.09院課程委員會會議通過 112.06.01校課程委員會會議通過

	1st Academ		2ed Academic Year								3rd Academ		4th Academic Year															
	1st				2 nd			_		1st	t		2 ^{ne}	ı	1			1st	:		2 nd			1st			2 nd	
	Courses	Cs	Le	Lb	Cs	Le	Lb	Courses	Cs	Le	L	b Cs	Le	L	.b	Courses	Cs	Le	Lb	Cs	Le	Lb	Cs	Le	Lb	Cs	Le L	Ь
									Ge	nera	al (Com	puls	ory	y C	Courses(Total: 26 Cs)			1									+
General Courses Module	English for Daily	2	2	0	2	2	0	Creative Thinking and	2		Т			Ī	Ī	·							T					
	Conversation I \ II Chinese Reading and Writing	2	2	0	2	2	0	Application Exploration and Construction	1 2	2	()											+					7
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	Learning and Practice of	1		0	1	1	0	Program Design and Logical			+	2	1		0								+			\vdash		\dashv
	Clubs I 、 II	1	1	0	1	1	_	Calculus University Social	+														+	<u> </u>		\vdash		4
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	All-out Defense Education	0	2	0	0	2	0	All-out Defense Education	0	Г	Т	0		1		The Field of Natural Science	2	2	0			The Field of Arts and	2	2	0			+
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	Total(Cs-Le-Lb)	0	2	0	0	2	0	Total(Cs-Le-Lb)	0 Col			0 0 Com				Total(Cs-Le-Lb) Courses(Total: 10 Cs)	2	4	0	2	2	0 Total(Cs-Le-Lb)	2	2	0	0	0	0 6
								The Application of AI in			T	2	_	Ť		Workplace English	2	2	0				T					7
College								Daily Life	+						+	Presentation Skills	2		0				+	Н		Н		+
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	Total(Cs-Le-Lb)	0	0	0	0	U	U			_	_					Total(Cs-Le-Lb) sory Courses(Total: 8 Cs)	4	4	U	4	4	0 Total(Cs-Le-Lb)		0	U	0	0	0 10
	Cross-Disciplinary Program I				2	2	0	Cusas Dissiplinary Dusarem	2	Т .	Ť			T	C	Cross-Disciplinary Program	2	2	0				T					7
Discipli nary								Cross-Disciplinary Program				2	2	(IV												_
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	Total(Cs-Le-Lb)	0	0	0	2	2	0	ì	2			$\frac{2}{\cos^2 x}$			0	Total(Cs-Le-Lb) Courses(Total: 53 Cs	2	2	0	0	0	0 Total(Cs-Le-Lb)	0	0	0	0	0	8 0
	Basic Sketch	2	1	1				Graphic Design Practice	3	2	1	COII	ipur	50	Ť	Digital Music Production	2	1	1			Digital Art Creation	3	2	1			+
				0					2	2	0														0			+
	Digital Image Processing Digital Image Processing	2	_	_				Story and Screenwriting 3D Computer Animation		2	0					Non-linear editing	3	2	1			Package Design	2	2	0			_
	implementation	1	1	0				Design	1			3	2	1		Application Design	3	2	1			Curatorial planning	<u> </u>	!		3	2 1	_
	Computer Graphics	3	2	1				2D Computer Animation Design				3	2	1	e	Post-production and special effects				3	2	1 Entrepreneurship Actual				2	2 0	
	ACG Role Creation				2	2	0	Practical topics Ⅲ 、 IV	1	1	0	1	1	0		Aerial Photography Fechnology and Application				3	2	1						
	Chromatics				2	2	0									Practical topics V \ VI	1	1	0	1	1	0						7
	Practical topics I 、 II	1	1	0	1	1	0								+													_
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	Mobile Game Design Introduction to Computer	2	2	0				Iclone Animation Design	2	2						UI/UX design	3		1			Campus Internship	2		3	\vdash		4
	Games	2	2	0				Local culture and festivals	2	2	()			3	3D Model Practice	3	2	1			Project Management	2	2	0	\vdash		_
	Dynamic script and lens				2	2	0	AI Application in Vision	2	2	()			A	Advertising				2	2	O Patent and intellectual property rights	2	2	0			
	Introduction to Design				2	2	0	The Art of Living				2	2	C	0 I	Internet Marketing				2	2	O Advertising Planning and Production				2	2	0
	Interactive Media Design				2	2	0	Planning and Design of Digital Content				2	2	C	0 1	Illustration design				2	2	0 Consumer Behavior	\top			2	2)
	_							Digital Collett	+		\dagger	+			F	Portfolio Design				2	2	0	+					+
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	Total Professional Selective	4	4	0		_	0	Total Professional Selective	e 2	2	(-	-	0 7	Total Professional Selective	3	2		_	4	0 Total Professional Selective	2	2	0	4	4	25
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Total	Selective Courses	4	6	0	4	6	0		2		_	_	_	+-	_	Selective Courses	5	_	+	6	6		4	_		4	_	0 31
	Total(Cs-Le-Lb)	20	20	2	19	22	0	Total(Cs-Le-Lb)	16	17	1	1 18	3 18	2	2	Total(Cs-Le-Lb)	20	18	4	17	15	2 Total(Cs-Le-Lb)	9	8	1	9	8	1 128

1. Overall grades: The minimum grades are 128 credits, including: 26 credits of compulsory learning courses [including: Life Context English I and II, Chinese Reading and Writing I, II, Sports I,II, Social Learning and Implementation I, ii, Labour Education, Programme Design and Logical Operations, Intellectual Examination and Application, Citizenship and Society, Life Images Exploration and Structure, Social Responsibility and Practice and Service Learning Education]; 6 credits of comprehensive selection courses, at least 2 credits in each field of 3 fields [includes: the field of arts, humanities, social sciences, natural sciences field]; 10 credits of mandatory education, 8 credits of interdisciplinary modules, 53 credits of professional obligation and at least 25 credits of vocational selection (includes 12 credits of foreign courses accepted, not including comprehension courses). 2. The 10 credits included 5 courses for AI life applications, workplace English, expression skills, music analysis and workplace ethics, each of 2 credits.

- 3. Military training for national defence education in the first and second levels (I, II, III, IV, V) is optional, each of which is 0 credits/2 hours, total of 0 credits/8 hours; sports in the 1st level (I and II) is compulsory, each 2 credits/2 hours, a total of 4 credits/4 hours; community learning and practice in the 2nd level (i and ii) is obligatory, each is 1 credit/1 hour, total 2 credits/2 hours; labour education at the 1 year level is compelling 1 credit/2 hours; service learning education at 2 years level is mandatory 1 credit/1 hour; English competence level teaching is divided into A, B, C three levels. 4. Internship description: External internship (at least 320 hours in summer vacation).
- 5. The credits for each year are: at least 16 credits per semester for the first to third years, with a maximum of 25 credits; at least 9 credits for the fourth year for each semester, and maximum 25 credits.
- 6. Graduation Cage and accompanying measures Explanation: (1) English proficiency must pass the English primary examination, not passed, can be selected for the "English Testing" primary course, the qualifiers of which have begun to be recognized, please refer to the implementation point of the English Testing course at the school; (2) Professional competence: need to complete the production of the topic and obtain a certificate related to the ability to operate software related to image processing or digital media;