

HUNGKUANG UNIVERSITY

Department of Multimedia Game Development and Application

Academic Year 2020, Four-Year Program (Day Division)

Credits required for graduation by the Department: 128 credits Include:										
General Education Courses		28 credits / 30 hours								
Professional Compulsory Courses		63 credits / 68 hours								
Elective Courses		37credits / 37 hours								
General Education Courses: 28 credits		first year		second year		third year		fourth year		note
		S.1	S.2	S.1	S.2	S.1	S.2	S.1	S.2	
Basic General Education	Chinese reading and writing(I) 中文閱讀與書寫(一)	2/2								Language Education
	Chinese reading and writing(II) 中文閱讀與書寫(二)		2/2							
	English(I) 英文(一)	2/2								
	English(II) 英文(二)		2/2							
	History and Civilization 歷史與文明			2/2						Civic Education
	Democracy and the Rule of Law 民主與法治				2/2					
	Esthetics 美學		2/2							Aesthetic Education
	Introduction to Creativity 創意概論				2/2					Creative Education
	Innovation: Thinking and Application 創新思維與應用					2/2				
	Physical Education 體育		2/2							Physical Education
Core General Education	Human Spirit(I) 人文精神(一)	2/2								
	Human Spirit(II) 人文精神(二)			2/2						
	Service Learning(I) 服務學習(一)	0/1								
	Service Learning(II) 服務學習(二)			0/1						
General Education <small>Classification</small>	Social Science Category 社會科學類		2/2							
	Liberal Arts 人文藝術類						2/2			

Professional Compulsory Courses: 63 credits	first year		second year		third year		fourth year		note
	S.1	S.2	S.1	S.2	S.1	S.2	S.1	S.2	
Introduction to Computers 計算機概論	3/3								
Calculus 微積分	3/3								
Introduction of Management 管理概論	2/2								College Core Courses
Program Design for Mobile Device 行動裝置程式設計	3/3								
Case Study 管理學個案研究		2/2							
Application Statistics 統計學及應用		3/3							
Programming Design(I) 程式設計(一)		3/4							
Marketing 行銷學			3/3						
Introduction to Computer Network 網路概論			3/3						
Programming Design(II) 程式設計(二)			3/4						
Management Mathematics 管理數學			3/3						
Information System Analysis and Design 系統分析與設計				3/3					
Database Management 資料庫管理				3/3					
Special Project(I) 專題製作(一)				1/1					
Application Information System Development 資訊應用系統開發					3/3				
Healthcare Information Management 醫療資訊管理					3/3				
English for Management 管理英文					1/1				
Special Project (II) 專題製作(二)					1/1				
Principle and Application of Economics 經濟學原理及應用						2/3			
Technical English 科技英文						1/1			
Special Project(III) 專題製作(三)						1/2			
Professional Practice 專業實習							4/4		

Management Information Systems 管理資訊系統							3/3		
Special Project(IV) 專題製作(四)							1/2		
Consumer Psychology 消費者心理學							2/2		College Core Courses
Information Security 資訊安全								3/3	
<b>total</b>	17/18	18/19	16/18	11/11	10/10	6/8	10/11	3/3	

Elective Courses: 37 credits

1. Students must complete at least 17 credits of professional elective courses within the department.
2. The department allows students from other departments to take up to 20 credits of elective courses, including a maximum of 6 credits recognized for graduation from the General Education Center (with a maximum of 4 credits from physical education courses).
3. National defense education and military training courses are not counted toward graduation credits.
4. Bachelor's degree programs in the department's daytime division require students to complete module courses planned by the department, including "Medical Information Module" and "Information Technology Application Module." When students pursue related modules, please refer to the implementation regulations of the Department of Multimedia Game Development and Application for the module courses.
5. Bachelor's degree students in the daytime division of the university must complete at least one interdisciplinary program within the prescribed time limit. When students pursue related programs, please refer to the operational regulations of each program.
6. Courses taken to obtain a second specialty certificate can be counted as graduation credits.
7. Apart from completing the required graduation credits, other graduation conditions must comply with the university's regulations to be eligible for graduation.

Note:

For students enrolled from the academic year 2009 onwards, in addition to completing the required credits and programs for graduation, the following graduation requirements must be met to graduate:

- (1) Obtain a professional license before graduation. For detailed regulations, please refer to the "Regulations for Certification of Professional Licenses in the Department of Multimedia Game Development and Application at Hungkuang University."
- (2) Pass the English proficiency qualification test before graduation. For detailed regulations, please refer to the "Implementation Regulations for English Proficiency Qualification Tests for Graduation at Hungkuang University."
- (3) Additionally, the university has specific requirements for students' community service hours. For detailed specifications, please refer to relevant operational guidelines.

Approved at the meeting of the Department curriculum committee on May 5th, 2022

Approved at the meeting of the College curriculum committee on May 10th, 2022

Approved at the meeting of the University curriculum committee on May 24th, 2022