

HUNGKUANG UNIVERSITY

Department of Multimedia Game Development and Application

Academic Year 2024, 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		53 credits / 59 hours								
Elective Courses		47credits / 47 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							
	English presentations at work 職場專業英文簡報				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					
	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 Classification	Social Science Category 社會科學類					2/2				
	Liberal Arts 人文藝術類						2/2			

Professional Compulsory Courses: 53 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 E-sports Industry 電競產業概論	2/2								
Chromatics 色彩學	2/2								
Introduction of Management 管理概論	2/2								
Introduction to ACG ACG 概論	2/2								
Drawing 基礎素描	2/3								
Introduction to Animation 動畫概論	2/2								
Introduction to Games 遊戲概論		2/2							
Marketing for ACG Industry 產品行銷		2/2							
Foundation of Shoot and Edit Video 基礎攝影與剪輯		3/3							
2D Image Process 影像處理			3/3						
Intellectual Property 智慧財產權			2/2						
Proposal and Presentation Skills 提案與簡報技巧			2/3						
Screenwriting and Scriptwriting 劇本寫作與腳本設計			2/2						
Project Management 專案管理				3/3					
Application of Esports Data 電競數據應用				2/3					
Interactive Multi-Media(I) 互動媒體製作(一)				3/3					
Special Project(I) 專題製作(一)					2/3				
Consumer Psychology 消費者心理學					2/2				College Core Courses
We Media Operation and Management 自媒體經營與管理						2/2			
Special Project(II) 專題製作(二)						2/3			
Senior Project 畢業專題							2/3		
Professional Practice(I) 專業實習(一)							4/4		
Graduation Exhibition Practice 畢業展演實務								3/3	
total	18/20	15/15	13/15	12/13	8/9	6/7	6/7	3/3	

Elective Courses: 47 credits

1. Students must complete at least 27 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 the "Animation Production Module," "Game Development Module," and "Esports Industry 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. If courses necessary for pursuing a second specialization are taken, they can all 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 2021 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 March 21th, 2024

Approved at the meeting of the College curriculum committee on April 9nd, 2024

Approved at the meeting of the University curriculum committee on April 30th, 2024