

HUNGKUANG UNIVERSITY
Department of Multimedia Game Development and Application

Academic Year 2025, Four-Year Program (Day Division)

Credits required for graduation by the Department: 128 credits Include:										
General Education Courses		30 credits / 32 hours								
Professional Compulsory Courses		59 credits / 63 hours								
Elective Courses		39 credits / 39 hours								
General Education Courses: 30 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
Application Design 應用程式設計		2/2							Information 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						
Classification General Education	Social Science Category 社會科學類					2/2				
	Liberal Arts 人文藝術類						2/2			

Professional Compulsory Courses: 59 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	
ACGE Introduction ACGE 概論	2/2								
Game Planning 遊戲企劃	2/2								
Basic Photography and Editing 基礎攝影與剪輯	3/3								
Design Introduction 設計概論	3/3								
Concept Art Design 原畫設計	3/3								
2D Animation 2D 動畫		3/3							
Product Marketing 產品行銷		2/2							
Basic AI Applications 基礎 AI 應用		2/2							
Proposal and Presentation Skills 提案與簡報技巧			2/3						
Scriptwriting and Storyboard Design 劇本寫作與腳本設計			2/2						
Game Programming 遊戲程式設計			3/3						
Short Film Production 短影片製作				3/3					
Interactive Media Production 互動媒體製作				3/3					
Project Management 專案管理						3/3			
Consumer Psychology 消費者心理學					2/2				College Core Courses
Special Project I 專題製作(一)					2/3				
Multimedia Business Models 多媒體商業模式					2/2				
Self-Media Management 自媒體經營與管理						2/2			College Core Courses
Special Project II 專題製作(二)						2/3			
Digital Audio Control 數位音訊控制				2/2					
Graduation Project 畢業專題							2/3		
Professional Internship 專業實習							4/4		
Exhibition Design 展演設計							2/2		
Graduation Exhibition Practice 畢業展演實務								3/3	
total	19/20	15/15	11/13	12/12	10/11	11/12	8/9	3/3	

Elective Courses: 39 credits

1. Students must complete at least 19 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 students in the daytime division of the department are required to complete one module course planned by the department, either the "Game Module" or the "Multimedia Module." Students taking these modules should refer to the "Implementation Regulations for Module Courses of the Department of Multimedia Game Development and Application."
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. 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 2025 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 27, 2025

Approved at the meeting of the College curriculum committee on April 9, 2025

Approved at the meeting of the University curriculum committee on April 29, 2025