



Academic Year	First Year						Second Year					
	First Semester			Second Semester			First Semester			Second Semester		
	Subject	Hours	Credit	Subject	Hours	Credit	Subject	Hours	Credit	Subject	Hours	Credit
	數位學習發展與趨勢 The Evolution of E-Learning	3	3									
	Science and Technology(Tigital Multimedia Application)											
	3D遊戲程式 3D Game Programming	3	3	多人線上遊戲程式設計 Multi-player Online Game Programming	3	3	動態圖像設計 Motion Graphics Creative Project	3	3	動畫研究與應用 Animation Research and Application	3	3
	3D模型研究與設計 3D model research and design	3	3	3D數位商品開發與行銷 3D digital product development and marketing	3	3	人機介面 Man-Macine Interface	3	3	展示科技 Display Technology	3	3
Subtotal		48	48		54	54		39	39		48	48
University Requirements												
Required Courses				3 Courses 5 Credits								
Elective Courses				Minimum elective 21Credits								
Recognition limit of credits provided by other departments				6 Credits								
Total Requirement				38 Credits (incl. 6 credits on master-degree seeking theses)								

一、全校性規定：學生需修習並通過「學術研究倫理教育」相關課程後，始得申請學位考試。

二、本系之規定：

- (一)經指導教授及系主任同意所修習他系之課程，得列為本系之專業選修課程。
- (二)本系修習資訊學院其他系所開設之課程列為專業選修。
- (三)「研究專題」課程每學期至多得修習 2學分。
- (四)「產學實務研究」為選修 9學分校外實習課程。

三、可承認之非本系學分數上限包含外系學分、課程規劃中未有之本系課程。

1. University-level regulations: Students are required to take and pass “Ethics Education Course” before applying for the entrance exam.
2. Department regulations:
  - (1) The advisor and the head of the department agree that the course is classified as a professional elective course.
  - (2) Courses offered by other departments in the College of Informatics can be considered professional elective credits.
  - (3) Up to 2 credits of the “Research Topics” course can be taken per semester.
  - (4) “Industry Research Practice” is an optional 9 credit off-campus internship.
3. The department will limit the recognition of credits provided by other departments, including undisclosed courses in the curriculum planning stage.