

2012 Undergraduate Curriculum for Digital Media Technology (I)

Course Number	Course Title	Assessment	Credits	Instruction Hour Allocation					Credits Distribution for Semesters																Responsible Unit
				Total Hrs	Lec	Lab	Practice	Recitation	1	I	2	II	3	III	4	IV	5	V	6	VI	7	VII	8		
									19 W	0 W	18 W	3 W	19 W	0 W	18 W	3 W	19 W	0 W	18 W	3 W	19 W	0 W	16 W		
0004311	Ethical Conduct and Fundamentals of Law	Exam	3	48	32		16			3													School of Marxism		
0004312	Modern Chinese History	Exam	2	32	32				2														School of Marxism		
0006457	Fundamentals of Chinese Sociology	Exam	4	64	48		16						4										School of Marxism		
0004361	Introduction to Philosophy	Exam	3	48	48								3										School of Marxism		
0002784	Fundamentals of National Defense	Exam	2	32	32						2												Students' Affairs Office		
0000007	College English (Band One)	Exam	4	64	64				4														College of Foreign Languages		
0000008	College English (Band Two)	Exam	4	64	64						4												College of Foreign Languages		
0000009	College English (Band Three)	Exam	4	64	64							4											College of Foreign Languages		
0000009	College English (Band Four)	Exam	4	64	64								4										College of Foreign Languages		
0001903	Calculus (Engineering)-1	Exam	5.5	99	64			35	5.5														College of Applied Sciences		
0003330	Calculus (Engineering)-2	Exam	5.5	99	64			35			5.5												College of Applied Sciences		
0001908	Linear Algebra (Engineering)	Exam	3	54	48			6	3														College of Applied Sciences		
0003333	Probability and Statistics (Engineering)	Exam	3	54	50			4				3											College of Applied Sciences		
0000072	University Physics I-1	Exam	4	64	64						4												College of Applied Sciences		
0000073	University Physics I-2	Exam	4	64	64							4											College of Applied Sciences		
0000011	Physical Education-1	General Assessment	1	32	32				1														Department of Physical Education		
0000012	Physical Education-2	General Assessment	1	32	32						1												Department of Physical Education		
0000013	Physical Education-3	General Assessment	1	32	32							1											Department of Physical Education		
0000014	Physical Education-4	General Assessment	1	32	32								1										Department of Physical Education		
University Requirements		Sub-total	59	1042	930		32	80	15.5		17.5	2	12		12										
0007078	Freshmen Seminar Course	General Assessment	1	16					1														School of Software Engineering		
0007156	Fundamentals of Chromatics	General Assessment	2	32	16	16			2														School of Software Engineering		

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									19 W	0 W	18 W	3 W	19 W	0 W	18 W	3 W	19 W	0 W	18 W	3 W	19 W	0 W	16 W		
0004758	Programming Fundamental (C)	General Assessment	3	48	30	18			3														School of Software Engineering		
0007442	Object-Oriented Programming and Design	General Assessment	2	32	28	4				2													School of Software Engineering		
0003173	Discrete Mathematics II	Exam	3	48	48						3												School of Software Engineering		
0006664	Basic Theory on Game Design	General Assessment	2	32	32										2								School of Software Engineering		
0004575	Introduction to Software Engineering(Chinese/English)	General Assessment	2	32	16	16									2								School of Software Engineering		
0007441	Fundamentals of layout	General Assessment	2	32	32			2															School of Software Engineering		
0006844	Fundamentals in Web Page Design	General Assessment	2	32	32					2													School of Software Engineering		
0007440	UI Design	General Assessment	2	32	24	8									2								School of Software Engineering		
0006207	Data Structures and Algorithms I	Exam	4	64	44	20					4												School of Software Engineering		
0000978	Computer Graphics I	General Assessment	2	32	24	8							2										School of Software Engineering		
0007743	Computer System Platform	General Assessment	3	48	48								3										School of Software Engineering		
0006853	Virtual Reality Technology	General Assessment	2	32	8	24										2							School of Software Engineering		
0007438	Law of Animation Movement	General Assessment	2	32	15	17							2										School of Software Engineering		
0007439	Animation Design Using Flash	General Assessment	2	32	23	9							2										School of Software Engineering		
0007443	Database Principle	General Assessment	4	64	48	16							4										School of Software Engineering		
Discipline Requirements		Sub-total	40	640	468	156			8		2		9		13		6		2						
0007155	Cognitive Practice	General Assessment	1	30			30		1														School of Software Engineering		
0004746	Machine Shop Training A	General Assessment	1	30			30				1												College of Mechanical Engineering & Applied Electronics Technology		
0004964	Physics Laboratory (Engineering)-1	General Assessment	1	24		24					1												College of Applied Sciences		
0004965	Physics Laboratory (Engineering)-2	General Assessment	1.5	36		36					1.5												College of Applied Sciences		
0003087	Practices of National Defense	General Assessment	1	30			30				1												Students' Affairs Office		
0007447	Fundamentals of 3D Art	General Assessment	3.5	105			105						3.5										School of Software Engineering		
0007157	Fundamental of Art (sketch)	General Assessment	2	60			60		2														School of Software Engineering		
0007445	Object-Oriented Programming Course Design	General Assessment	3	90			90				3												School of Software Engineering		

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									19 W	0 W	18 W	3 W	19 W	0 W	18 W	3 W	19 W	0 W	18 W	3 W	19 W	0 W	18 W	3 W	
0007069	Social Practices	General Assessment	2	48			48																	School of Marxism	
0007446	Game Development Using Flash	General Assessment	2	60			60																	School of Software Engineering	
0007744	Foundations of Java Program Design	General Assessment	3	90			90																	School of Software Engineering	
0006232	Virtual Reality Practice	General Assessment	2	60			60																	School of Software Engineering	
0007450	Introduction to Game Development	General Assessment	2	60			60																	School of Software Engineering	
0007451	Game Development Practice	General Assessment	2	60			60																	School of Software Engineering	
0007454	Professional Practice	General Assessment	7	210			210																	School of Software Engineering	
0006456	Senior Project	General Assessment	16	480			480																	School of Software Engineering	
Practical Requirements		Sub-total	50	1473		60	1413	0	3		5	1	1.5	3.5		4	5		2	2	7	0	16		
Discipline Electives			4	64																					
Major Requirements			12	192																					
Major Electives			2	32																					
GEESEM:EM			6	96																					
General Education Electives			8	128																					
Electives		Sub-total	32	512																					
Total for Theoretical Instruction			131	2194	1398	156	32	80	23.5		20.5	2	25		25		18		10		4				
Total for Practical Instruction			58	1608					3		5	1	1.5	3.5	1	4	7		7	2	7		16		
Innovation Requirements			4																		4				
Total			193						26.5	0	25.5	3	26.5	3.5	26	4	25	0	17	2	15	0	16		

Notation: GEESEM:EM is the abbreviation for General Education Electives for Science and Engineering Majors: Economics and Management.

2012 Undergraduate Curriculum for Digital Media Technology (II)

Course Number	Course Title	Assessment	Credits	Instruction Hour Allocation					Credits Distribution for Semesters																Responsible Unit
				Total Hrs	Lec	Lab	Practice	Recitation	1	I	2	II	3	III	4	IV	5	V	6	VI	7	VII	8		
									19 W	0 W	18 W	3 W	19 W	0 W	18 W	3 W	19 W	0 W	18 W	3 W	19 W	0 W	16 W		
0007456	Game Plan	General Assessment	2	32	32											2							School of Software Engineering		
0007457	Fundamentals of Digital Sound	General Assessment	2	32	16	16										2							School of Software Engineering		
0007832	Human-Machine Interface Development Technology	General Assessment	2	32	10	22										2							School of Software Engineering		
0009027	Digital Image Processing	General Assessment	2	32	24	8										2							School of Software Engineering		
0007460	IOS Apps Design	General Assessment	2	32	32											2							School of Software Engineering		
Discipline Electives		Sub-total	4	128																					
0006836	Introduction to Motion Capture and Application of Motion builder	General Assessment	2	32	15	17											2						School of Software Engineering		
0007463	Game Development with OpenGL	General Assessment	2	32	10	22										2							School of Software Engineering		
0007464	Game Development Using C#	General Assessment	2	32	10	22										2							School of Software Engineering		
0007465	Geometry Processing	General Assessment	2	32	10	22											2						School of Software Engineering		
0007466	Digital Photography and Camera	General Assessment	2	32	28	4							2										School of Software Engineering		
0007468	Analysis of Game Engine	General Assessment	2	32	22	10											2						School of Software Engineering		
Major Requirements		Sub-total	12	192									2		4		6								
0006846	Screen Play	General Assessment	2	32	16	16										2							School of Software Engineering		
0006851	The New Technology of Game Development	General Assessment	2	32	11	21										2							School of Software Engineering		
Major Electives		Sub-total	2	64	27											4									
0007470	The Original Painting Design	General Assessment	1	30			30				1												School of Software Engineering		
0006872	3D Game Art and Design	General Assessment	3	90			90										3						School of Software Engineering		
0007471	Application of Game Engine	General Assessment	3	90			90										3						School of Software Engineering		
0007472	Artistic Anatomy and Digital Sculpture	General Assessment	2	60			60										2						School of Software Engineering		
0007745	Computer Graphics II	General Assessment	1	30			30						1										School of Software Engineering		
0007473	IOS Apps Design Practice	General Assessment	2	60			60									2							School of Software Engineering		

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									19 W	0 W	18 W	3 W	19 W	0 W	18 W	3 W	19 W	0 W	18 W	3 W	19 W	0 W	16 W		
0007474	Android Mobile Apps Design	General Assessment	2	60			60								2								School of Software Engineering		
Discipline Electives		Sub-total	14	420			420			1				1		4		8							

Vice-Director:

Vice-President:

Date:

Date: