

Graduate Program in Digital Content and Technologies

Figure 1-1: Course Map

Core Required Courses (10 credits)

Course	Semester	Credits
Theory and Methodology of Design	Year 1, Fall	3
Implementation of Digital Content and Technologies	Year 1, Fall	3
Seminar on Creativity A	Year 1, Fall	1
Seminar on Creativity B	Year 1, Spring	1
Seminar on Creativity C	Year 2, Fall	1
Seminar on Creativity D	Year 2, Spring	1

Advanced Elective Courses (Free Electives Within Program Tracks)

Course	Credits
Content, Design & Arts Track (Communication)	
Human-Computer Interaction Design	3
Advanced User Experience Design	3
Design Thinking and Artificial Intelligence	3
Seminar on Computer-Mediated Communication	3
Designing Human-Robot Interaction and Human-AI Interaction	3
Seminar on Human-Robot Interaction and Human-AI Interaction: Theories and Research	3
Interactive Technology: Media, Perception, and Design	3
Motion Graphic Design	3
Interactive Installation Design	3
Video Post-production and Visual Effects	3
New Media Creation Transfer	3
Design Thinking and Practice	3
Exhibition Technology and Case Analysis*	3
Artificial Intelligence and Internet Governance	3
Basics of Experimental Design and Data Analysis	0.6
Science & Technology Track (Informatics)	
Interaction Technologies Research and Discussion	3

JavaScript Application Design	3
Multimedia Network	3
Internet of Things Technology and Applications	3
Game Engine Application Development	3
Advanced Game Engine Application Development	3
3D Computer Animation Foundation	3
Natural Language Processing	3
Web Search and Mining*	3
Application of Database	3
Human-Computer Interaction with Touch-Based Interfaces	3
Computer Animation	3
Artificial Intelligence and Digital Content	3
Interactive Technology Practicum*	3

* Course listed in the program's current curriculum plan; no offering/registrar record was found on the university course-query system (qrysub.nccu.edu.tw) at the time of translation, so no official English name is on file. Name shown is a working translation pending confirmation with the department.

Table 1-2: Course Structure & Degree Requirements

Item	Credits Required	Description
Core Required Courses	10 credits	Covers foundational theory, technical practice, and academic seminars, ensuring students master the program's three core knowledge areas — Technology, Content, and Design: Theory and Methodology of Design (3 credits), Implementation of Digital Content and Technologies (3 credits), and Seminar on Creativity A/B/C/D (1 credit each, 4 credits total).
Advanced Elective Courses	11 credits	Courses are organized around the program's three core areas, divided into two tracks: (1) Content, Design & Arts Track, and (2) Science & Technology Track. At least 3 credits must be taken from each track.
Free Electives (Outside College/Department)	7 credits	Students may freely take courses outside the college/department to broaden their interdisciplinary knowledge.
Total Credits for Graduation	28 credits	Not including credits for the master's thesis or creative project.

Item	Description
Graduation Requirement	Students must complete either a master's thesis or a creative project accompanied by a written report (one of the two). Before the qualifying (degree) examination, students must pass an oral defense of the thesis/creative project proposal, and the final results must be publicly presented.
Dual-Advisor System (Cross-Disciplinary)	The program adopts a dual-advisor system to broaden the interdisciplinary scope of students' research topics and strengthen the depth and breadth of their academic work.

Item	Description
Programming Credit Waiver Policy	Students are expected to have basic programming experience prior to admission. After enrollment, students may apply to waive this requirement based on relevant coursework completed during their undergraduate studies. If the waiver is not granted, students must take a remedial undergraduate-level course.
Remedial Course (Non-Related Majors)	Programming 101 (undergraduate-level introductory programming course, open university-wide; official English name of 「程式設計概論」 as listed on the university course-query system, NCCU College of Informatics).