

National Yunlin University of Science and Technology Graduate School of Design 2022 Academic Year Curriculum Planning for PhD Students

Approved by the 1st Graduate School Curriculum Council in 2015 academic year on 11th, November, 2015

Approved by the 2nd Graduate School Curriculum Council in 2015 academic year on 21st, April, 2016

Approved by the 1st Graduate School Curriculum Council in 2016 academic year on 15th, November, 2016

Approved by the 2nd Graduate School Curriculum Council in 2016 academic year on 12th, April, 2017

Approved by the 2nd Graduate School Curriculum Council in 2017 academic year on 11th, April, 2018

Approved by the 1st Graduate School Curriculum Council in 2018 academic year on 30th, October, 2018

Approved by the 2nd Graduate School Curriculum Council in 2018 academic year on 9th, April, 2019

Approved by the 1st Graduate School Curriculum Council in 2019 academic year on 23rd, October, 2019

Approved by the 2nd Graduate School Curriculum Council in 2019 academic year on 21st, April, 2020

Approved by the 1st Graduate School Curriculum Council in 2020 academic year on 3rd, November, 2020

Approved by the 2nd Graduate School Curriculum Council in 2021 academic year on 12th, April, 2021

Approved by the 2nd Graduate School Curriculum Council in 2022 academic year on 14th, April, 2022

Compulsory Subjects (14 credits)		(Teaching Hours-Internship Hours-Number of Credits)	
The first academic year		The second academic year	
The first semester	The second semester	The first semester	The second semester
*	*	*	*
Graduate Seminar (I) 0-2-1	Graduate Seminar(I) 0-2-1	Graduate Seminar(II) 0-2-1	Graduate Seminar (IV) 0-2-1
Independent study (I) 0-2-1	*	Independent study(II) 0-2-1	Independent study (IV) 0-2-1
		Doctoral Dissertation 3-0-3	Doctoral Dissertation 3-0-3
Professional Electives (at least 18 credits containing 9 credits for graduate school' s design research field)			
The first academic year		The second academic year	
The first semester	The second semester	The first semester	The second semester
Cultural Heritage 3-0-3 < b , c >	Re-use of Old Buildings 3-0-3 < b , c >	Research on Brick Historic Buildings 3-0-3 < b , c >	Conservation of Historical Buildings and Settlements 3-0-3 < b , c >
Study of Pictogram Design 3-0-3 < a , d >	Research of Information on Design 3-0-3 < a , d >	Design Physiology 3-0-3 < b >	Design Psychology 3-0-3 < b , c >
Special Topics on Advanced Life-Style	Special Issues on Green Design 3-0-3 < c , d >	Postmodern culture studies	Cross Cultural Design studies

e Design 3-0-3 < c , d >		3-0-3 < b , c >	3-0-3 < b,c >
Special Issues on Community Reco nstruction 3-0-3 < c , d >	Special topics on Cultu re Industry 3-0-3 < c >	Brand Planning an d Design 3-0-3 < c , d >	Smart Site Design Re search 3-0-3 < a , b >
Thoughts on Design 3-0-3 < a , c >	Design Issues 3-0-3 < a , d >	Design Physiology 3-0-3 < b >	Communicatio n Strategy & Message Desig n 3-0-3 < a , d >
Academic Writing 3-0-3 < a , d >	Design Research Method and Methodology 3-0-3 < a , d >	Advanced Study o n Life and Design 3-0-3 < a , c >	
Cognitive Psychology 3-0-3 < a , b >	Qualitative Researc h Methodology 3-0-3< a , c >	Special Topics on Qualitative Researc h Design 3-0-3 < a , c >	Special Topics on Gree n Environmental Contr ol 3-0-3 < b , c >
Machine Learning an d Design 3-0-3 < a , c >	Design Strategy Studies 3-0-3 < a ,d >		
Special Topic on Life Study 3-0-3 < a , c >	Tech Art 3-0-3 < b , c >		
Studies on Design Communication 3-0-3 < a , d>	Conservation of Brick Historic Buildings 3-0-3 < b , c >		
Design Ergonomics Research 3-0-3 < b >	Design Ergonomics Project 3-0-3 < b >		
Design Culture Study 3-0-3< a , c >	Ambiance Interacti ve Design 3-0-3 < b , c >		

Special Topics on Design Management and Practice 3-0-3 < a , d >	Media Design and Digital Value-added Research 3-0-3 < b , c >		
Design of Intelligent, Networked and Interactive Products 3-0-3 < a , b >	Digital Exhibition Design and Research 3-0-3 < a , c >		
Environmental behavior study 3-0-3 < b , d >	Communication strategy & Message design 3-0-3 < a , d >		
Research on Brick Historic Buildings 3-0-3 < b , c >	Digital Anthropology 3-0-3 < b , c >		
Digital Architecture Design Research 3-0-3 < a , b >	Artificial Intelligence 3-0-3 < b , c >		
Multi-Media Systems 3-0-3 < b , c >	Digital Game-Based Learning Research 3-0-3		
Digital Design for Social Change 3-0-3 < b , c >	Culture and Design Communication 3-0-3 < a , c >		
Visualization for Design Information 3-0-3 < b , c >	Architectural Construction Special Topic 3-0-3 		
Research Issues and Analysis Tools of Digital Learning 3-0-3<a >	* Special Topic on Aboriginal Community Design 3-0-3 < a , c >		
Experimental video art 3-0-3 < a , b >	* Service Design 3-0-3< a , d >		
Digital Making for Interaction Design 3-0-3 < b , c >	Generative Design Systems 3-0-3< b >		

Special Topics on Sustainable Fields 3-0-3 < c , d >	Special Topics on Design Style and Fashion Culture 3-0-3< a , c >		
Theory and Practice of Creative Fields Design 3-0-3 < c , d >	Theories and Application of Gamification Design 3-0-3 < a , c >		
Arts and Design Research 3-0-3 < a , c >			
Pragmatist' s Aesthetics* 3-0-3<c>			
Art & craft branding management in research and practice 3-0-3< c >			
Special Topics on International Cooperation and Cultural Design 3-0-3 < a , c >			
Total: A minimum total credits of 32 for graduation			
Notes : 一、36 credits are required for graduation of PdH degree (including 6 credits for the Dissertation) 二、The courses are jointly offered by the College of Design for both Master' s and PhD programs. 三、Courses marked in [*] are English-instructed courses. 四、English letters within<> represent the codes for different research areas: a. Design Theory and Education b. Design Technology and Computing c. Design Humanities and Arts d. Design Planning and Management.”			