

National Yunlin University of Science and Technology Graduate School of Design 2021 Academic Year Curriculum Planning for Master's 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

Required Courses (16 credits)			
The first academic year		The second academic year	
First semester	Second semester	First semester	Second semester
*0-2-1 Seminars(I)	*0-2-1 Seminars (II)	3-0-3 Thesis	3-0-3 Thesis
* 2-2-3 Integrated design (I)	* 2-2-3 Integrated design (II)	*0- 2-1 Seminars (III)	*0-2-1 Seminars (IV)
Professional Electives (at least 20 credits containing 6 credits of non-major related courses)			
The first academic year		The second academic year	
First semester	Second semester	First semester	Second semester
A`MULTICULTURALISM			
3-0-3 Postmodern culture studies *	3-0-3 Cross Cultural Design studies*		
3-0-3 Special Issues on Community Reconstruction	3-0-3 Special Topics on Culture Industry		

3-0-3 Special Topics on Cultural Design Theories Research*	3-0-3 Special Topic on Visual Culture*		
3-0-3 Cultural heritage	3-0-3 Design Psychology		
3-0-3 Visualization for Design Information*	3-0-3 Culture and Design Communication*		
3-0-3 Design Culture Study	3-0-3 Design Issues		
3-0-3 Thoughts on Design	3-0-3 Special Topics on Advanced Life-Style Design		
3-0-3 Pragmatist's Aesthetics	3-0-3 Re-use of Old Buildings		

B' INTEGRATED DESIGN			
3-0-3 Cognitive Psychology	*3-0-3 Design Strategy Studies		
3-0-3 Studies on Design Communication*	3-0-3 Ambiance Interactive Design*		
3-0-3 Academic Writing*	3-0-3 Audio & Video Medium Creation*		
3-0-3 Design Ergonomics Research	3-0-3 Oversea Studies*		
3-0-3 Study of Pictogram Design	3-0-3 Digital Anthropology		

3-0-3 Multi-Media Systems	3-0-3 Digital Service Design and Marketing Research		
3-0-3 Special Topics on Qualitative Research Design*	3-0-3 Special Topic on Aboriginal Community Design*		
3-0-3 Art & Craft Branding Management in Research and Practice	3-0-3 Digital Game-Based Learning Research		
3-0-3 Special Topics on Design Management and Practice	3-0-3 Special Issues on Green Design		
3-0-3 Experimental video art	3-0-3 Research of Information Design		
3-0-3 Brand Planning and Design	3-0-3 Service Design *		
3-0-3 Image Creation			
3-0-3 Digital Making for Interaction Design			
3-0-3 Research Issues and Analysis Tools of Digital Learning			
3-0-3 Machine Learning and Design			

Total: A minimum total of 36 credits are required for graduation

Note :

1. 36 credits are required for graduation of Master's degree (including 6 credits for the Thesis)
2. "International Design Culture Study" is a practicum course.
3. Up to 2 elective (6 credits) related courses from other departments can be selected.
4. Courses marked in [*] are English-instructed courses.
5. Elective courses are jointly provided by graduate programs in various departments of the College of Design.