

# Curriculum Planning for Graduate Students of Design Institute at National Yunlin University of Science and Technology

Passed by the first curriculum committee meeting of the 104 academic year on November 11, 2015  
 Passed by the second curriculum committee meeting of the 104 academic year on April 21, 2016  
 Passed by the first curriculum committee meeting of the 105 academic year on November 15, 2016  
 Passed by the second curriculum committee meeting of the 105 academic year on April 12, 2017  
 Passed by the second curriculum committee meeting of the 106 academic year on April 11, 2018  
 Passed by the first curriculum committee meeting of the 107 academic year on October 30, 2018  
 Passed by the second curriculum committee meeting of the 107 academic year on April 9, 2019  
 Passed by the first curriculum committee meeting of the 108 academic year on October 23, 2019  
 Passed by the second curriculum committee meeting of the 108 academic year on April 21, 2020  
 Passed by the first curriculum committee meeting of the 109 academic year on November 3, 2020  
 Passed by the 2nd curriculum committee meeting of the 109 academic year on April 12, 2021  
 Passed at the first curriculum committee meeting of the 110 academic year on October 26, 2021  
 Passed by the second curriculum committee meeting of the 110 academic year on April 14, 2022  
 Passed by the first curriculum committee meeting of the 111 academic year on October 28, 2022  
 Passed by the second curriculum committee meeting of the 111 academic year on April 18, 2023  
 Passed by the first curriculum committee meeting of the 112 academic year on November 2, 2023  
 Passed by the second curriculum committee meeting of the 113 academic year on April 9, 2024

| <b>Required Curriculum ( 16 credits)</b>  |   |                                 |                            |
|---|---|---------------------------------|----------------------------|
| <b>The first academic year</b>  |   | <b>The second academic year</b> |                            |
| <b>The first semester</b>   | <b>The second semester</b>                                    | <b>The first semester</b>       | <b>The second semester</b> |
| 0-2-1<br>Seminars(I)  | 0-2-1<br>Seminars ( II )                                      | 3-0-3<br>Thesis                 | 3-0-3<br>Thesis            |
| 2-2-3<br>Integrated design ( I )  | 2-2-3<br>Integrated design ( II )                             | 0-2-1<br>Seminars ( III )       | 0-2-1<br>Seminars ( IV )   |
| <b>Professional Electives ( at least 20 credits containing 6 credits of non-major related courses )</b> |   |                                 |                            |
| <b>The first academic year</b>  |   | <b>The second academic year</b> |                            |
| <b>The first semester</b>   | <b>The second semester</b>                                    | <b>The first semester</b>       | <b>The second semester</b> |
| <b>A' MULTICULTURALISM</b>  |   |                                 |                            |
| 3-0-3<br>Postmodern culture studies *   | 3-0-3<br>Cross Cultural Design studies*                       |                                 |                            |
| 3-0-3<br>Special Topics on Community Design and Regional Revitalization                                 | 3-0-3<br>Special Topics on Culture Industry                   |                                 |                            |
| 3-0-3<br>Special Topics on International Cooperation and Cultural Design*                               | 3-0-3<br>Conservation of Historical Buildings and Settlements |                                 |                            |
| 3-0-3<br>Cultural heritage  | 3-0-3<br>Design Psychology                                    |                                 |                            |
| 3-0-3<br>Visualization for Design Information*  | 3-0-3<br>Culture and Design Communication*                    |                                 |                            |
| 3-0-3   | 3-0-3   |                                 |                            |

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|--|---|--|--|
| Design Culture Study   | Design Issues   |  |  |
| 3-0-3<br>Thoughts on Design                                      | 3-0-3<br>Special Topics on<br>Advanced Life-Style<br>Design             |  |  |
| 3-0-3<br>Pragmatist's Aesthetics*                                | 3-0-3<br>Re-use of Old<br>Buildings                                     |  |  |
| 2-1-3<br><b>Participatory Aesthetics<br/>and Social Design *</b> | 3-0-3<br>Special Topics on<br>Design Style and<br>Fashion Culture*      |  |  |
| 3-0-3<br>Arts and Design Research                                |   |  |  |
| 3-0-3<br>Special Topic on Visual<br>Culture*                     |   |  |  |
| <b>B'INTERGRATED DESIGN</b>                                      |   |  |  |
| 3-0-3<br>Cognitive Psychology                                    | 3-0-3<br>Design Strategy<br>Studies                                     |  |  |
| 3-0-3<br>Studies on Design<br>Communication*                     | 3-0-3<br>Ambiance Interactive<br>Design*                                |  |  |
| 3-0-3<br>Academic Writing*                                       | 3-0-3<br>Audio & Video<br>Medium Creation*                              |  |  |
| 3-0-3<br>Design Ergonomics<br>Research                           | 3-0-3<br>Oversea Studies*   |  |  |
| 3-0-3<br>Study of Pictogram<br>Design                            | 3-0-3<br>Digital Anthropology   |  |  |
| 3-0-3<br>Multi-Media Systems                                     | 3-0-3<br>Digital Service Design<br>and Marketing<br>Research            |  |  |
| 3-0-3<br>Special Topic on<br>Aboriginal Community<br>Design*     | 3-0-3<br>Special Topics on<br>Qualitative Research<br>Design*           |  |  |
| 3-0-3<br>Special Topics on Design<br>Management and Practice     | 3-0-3<br>Art & Craft Branding<br>Management in<br>Research and Practice |  |  |
| 3-0-3<br>Experimental video art                                  | 3-0-3<br>Digital Game-Based<br>Learning Research                        |  |  |
| 3-0-3<br>Brand Planning and                                      | 3-0-3<br>Special Issues on  |  |  |

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|---|---|--|--|
| Design  | Green Design  |  |  |
| 3-0-3<br>Image Creation   | 3-0-3<br>Research of<br>Information Design                                |  |  |
| 3-0-3<br>Digital Making for<br>Interaction Design                     | 3-0-3<br>Service Design   |  |  |
| 3-0-3<br>Research Issues and<br>Analysis Tools of Digital<br>Learning | 3-0-3<br>Design Research<br>Method and<br>Methodology                     |  |  |
| 3-0-3<br>Smart Life and Design  | 3-0-3<br>Architectural<br>Construction Special<br>Topic                   |  |  |
| 3-0-3<br>Smart Home Security<br>Service Design Project                | 3-0-3<br>Quantitative Data<br>Analysis and Academic<br>Writing            |  |  |
| 3-0-3<br>Special Topics on<br>Experience Design*                      | 3-0-3<br>AI and Design  |  |  |
| Applied Color Research  | 3-0-3<br>Human Factors and<br>Welfare Design*                             |  |  |
|   | 3-0-3<br>Monograph on<br>Sustainable Design and<br>International Culture* |  |  |
|   | 3-0-3<br>Modernity Studies in<br>Tectonic Cultural                        |  |  |

Total: A minimum total credits of 36 for graduation

Note :

1. 36 credits are required for graduation of Master's degree
2. The foreign language proficiency requirement for master's students is to pass the GEPT High-Intermediate level or above (or an equivalent score from other language proficiency tests), or to achieve a TOEIC score of 550 or higher.
3. "International Design Culture Study" is a practicum.
4. Related courses outside the institute are up to 2 elective modules (6 credits)
5. \* is an English-taught class
6. Elective courses and School of Design Institute jointly initiate