Curriculum of the Department of Digital Content Application and Management (New Media International)

for 2022 students

Category		Course Title	Total Credits	Total Hours	Freshman Fall Credit	Freshman Fall Hour	Freshman Spring Credit	Freshman Spring Hour	Sophomore Fall Credit	Sophomore Fall Hour	Sophomore Spring Credit	Sophomore Spring Hour	Junior Fall Credit	Junior Fall Hour	Junior Spring Credit	Junior Spring Hour	Senior Fall Credit	Senior Fall Hour	Senior Spring Credit	Senior Spring Hour	Remarks
University Cores		FRESHMAN ENGLISH	8	8	4	4	4	4													
		SOPHOMORE ENGLISH	8	8					4	4	4	4									
		JUNIOR ENGLISH	8	8									4	4	4	4					
		HUMAN DEVELOPMENT: INTRODUCTION TO UNIVERSITY STUDIES (I)	1	1	1	1															
		HUMAN DEVELOPMENT: INTRODUCTION TO UNIVERSITY STUDIES (II)	1	1			1	1													
		CLOUD TECHNOLOGY AND BUSINESS APPLICATION	2	2	2	2	(2)	(2)													1st or 2nd semester
		COMPUTATIONAL THINKING AND COMPUTER PROGRAMMING	2	2	(2)	(2)	2	2													1st or 2nd semester
		WORLD CIVILIZATION HISTORY	2	2	2	2	(2)	(2)	(2)	(2)	(2)	(2)									
		LOGICAL SPECULATION	2	2	(2)	(2)	2	2	(2)	(2)	(2)	(2)									
		Society, law, and Politics	2	2	2	2	(2)	(2)	(2)	(2)	(2)	(2)	(2)	(2)	(2)	(2)					
		Nature and Aesthetics	2	2	(2)	(2)	2	2	(2)	(2)	(2)	(2)	(2)	(2)	(2)	(2)					
		Science and Popular Scientific Education	2	2	(2)	(2)	(2)	(2)	2	2	(2)	(2)	(2)	(2)	(2)	(2)					
		Advance courses and courses on studying Trans-district issues	2	2									2	2	(2)	(2)					
		PHYSICAL EDUCATION	4	4	2	2	2	2													
		SELECTED READINGS OF PAST AND PRESENT WORKPLACE LITERACY EXAMPLES	2	2	2	2															
		DIGITAL TEXT STORYTELLING SKILLS	2	2			2	2													
		POWER OF THE WORKPLACE LITERACY	2	2					2	2	(2)	(2)									1st or 2nd semester
		TOTAL	52	52	15	15	15	15	8	8	4	4	6	6	4	4					
College Cores		CREATIVITY AND INNOVATION	3	3											3	3					
		TOTAL	3	3											3	3					
Departmental Cores		PROGRAMMING LANGUAGE	3	3	3	3															
		AN INTRODUCTION TO DESIGN	3	3	3	3															
		INTRODUCTION TO 3D GRAPHICS	3	3	3	3															
		DIGITAL IMAGE PROCESSES	3	3			3	3													
		WEB DESIGN AND MANAGEMENT	3	3			3	3													
		2D GAME PROGRAMMING	3	3			3	3													
		E-LEARNING AND INSTRUCTIONAL DESIGN	3	3					3	3											
		INTRODUCTION TO PROJECT MANAGEMENT	2	2							2	2									
		PROJECT MANAGEMENT SKILL AND PRACTICE	2	2									2	2							
		THE DEVELOPMENT AND TRENDS OF NEW MEDIA TECHNOLOGIES	1	1											2	2					
		GRADUATE PROJECT I	2	2											1	1					
		GRADUATE PROJECT II	1	1													1	1			
		GRADUATE PROJECT III	1	1															1	1	
		TOTAL	30	30	9	9	9	9	3	3	2	2	2	2	3	3	1	1	1	1	
Departmental Electives	Digital Value-Added Marketing Module	COLOR THEORY&PLANNING	2	2	2	2															
		WEB ANIMATION DESIGN	3	3			3	3													
		USER INTERFACE AND BEHAVIOR DESIGN	2	2					2	2											
		MOBILE WEB DESIGN	3	3					3	3											
		WEBPAGE PROGRAMMING	3	3							3	3									
		DYNAMIC WEBSITE CONSTRUCTION	3	3									3	3							
		MOBILE WEB APPLICATON PROGRAMMING	3	3											3	3					
		ARTIFICIAL INTELLIGENCE AND MACHINE LEARNING	2	2											2	2					
		E-COMMERCE IN PRACTICE	3	3													3	3			
	Media and Animation Design Module	SKETCH	2	2	(2)	(2)	(2)	(2)													
		INTRODUCTION TO DIGITAL GAME	2	2	2	2															
		BASIC ART AND DESIGN	2	2	(2)	(2)	(2)	(2)													
		ILLUSTRATION DESIGN	2	2			2	2													
		DIGITAL VIDEO PRODUCTION	3	3			3	3													
		3D MODELING DESIGN	3	3			3	3													
		ILLUSTRATION BOOK DESIGN	2	2					2	2											
		DIGITAL GAME PLANNING	2	2					2	2											
		3D MODELING MAKE	3	3					3	3											
		ILLUSTRATION DESIGN	2	2							2	2									
		3D GAME DESIGN	3	3							3	3									
		3D LIGHTING MATERIALS AND DESIGN	3	3							3	3									
		ELEARNING COURSE DEVELOPMENT	2	2									2	2							
		DYNAMIC STORYBOARD AND SCRIPTING	2	2									2	2							
		3D CHARACTER SETUP	3	3									3	3							
		3D ANIMATION FILM PRODUCTION	3	3											3	3					
		GRAPHIC DESIGN	2	2													2	2			
		DESIGN AND APPLICATION FOR DIGITAL CONTENT	2	2	2	2															
		INFORMATION ANALYSIS AND DEPICTION	2	2			2	2													
		DIGITAL MUSIC PRODUCTION	3	3					3	3											

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	WEB PAGE DESIGN PRACTICE	2	2					2	2											
	E-BOOK PRODUCTION	3	3							3	3									
	VIRTUAL REALITY	3	3									3	3							
	AUGMENTED REALITY	3	3											3	3					
	WINDOWS PROGRAMMING DESIGN	2	2											2	2					
	THE DEVELOPMENT AND APPLICATIONS OF VIRTUAL TEACHING MATERIALS DESIGN	2	2											2	2					
	INTEGRATED APPLICATIONS OF DIGITAL VIDEO AND AUDIO	3	3											3	3					
	MOBILE E-LEARNING DESIGN	3	3													3	3			
	ADVANCED 3D ANIMATION FILM PRODUCTION	2	2													2	2			
Internship	YEAR-BASED OFF-CAMPUS INTERNSHIP	18	-													9	-	9	-	Internship 4.5 M/semester
Internship	YEAR-BASED OVERSEAS INTERNSHIP	18	-													9	-	9	-	Internship 4.5 M/semester
Internship	SEMESTER-BASED OFF-CAMPUS INTERNSHIP I	9	-											9	-	(9)	-	(9)	-	Internship 4.5 M
Internship	SEMESTER-BASED OFF-CAMPUS INTERNSHIP II	9	-													9	-	(9)	-	Internship 4.5 M
Internship	SEMESTER-BASED OVERSEAS INTERNSHIP I	9	-											9	-	(9)	-	(9)	-	Internship 4.5 M
Internship	SEMESTER-BASED OVERSEAS INTERNSHIP II	9	-													9	-	(9)	-	Internship 4.5 M
Internship	SUMMER INTERNSHIP I	2	-									2	-	(2)	-	(2)	-	(2)	-	Internship 160 hrs
Internship	SUMMER INTERNSHIP II	4	-									4	-	(4)	-	(4)	-	(4)	-	Internship 320 hrs
Internship	OVERSEAS INTERNSHIP I	1	-									1	-	(1)	-	(1)	-	(1)	-	Internship 36 hrs
Internship	OVERSEAS INTERNSHIP II	2	-									2	-	(2)	-	(2)	-	(2)	-	Internship 72 hrs
Internship	OVERSEAS INTERNSHIP III	3	-									3	-	(3)	-	(3)	-	(3)	-	Internship 108 hrs
Internship	OVERSEAS INTERNSHIP IV	4	-									4	-	(4)	-	(4)	-	(4)	-	Internship 144 hrs
Internship	JOB SHADOWING I	1	-									1	-	(1)	-	(1)	-	(1)	-	Internship 36 hrs
Internship	JOB SHADOWING II	2	-									2	-	(2)	-	(2)	-	(2)	-	Internship 72 hrs
Practice	PROFESSIONAL SKILLS PRACTICUM	1	1															1	1	80hrs
Program Core	INTRODUCTION TO NEW MEDIA MARKETING	3	3			(3)	(3)													course offered by Dept. of Digital Content Application and Management
Program Core	BASICS OF NETWORK VIDEO PRODUCTION	3	3					(3)	(3)	(3)	(3)									course offered by Dept. of Communication Arts
Program Core	INTERNATIONAL MARKETING PLANNING	3	3					(3)	(3)	(3)	(3)									course offered by Dept. of International Business Administration
Program Core	PROJECTS ON NEW MEDIA MARKETING	3	3													3	3			
Program Elective	MUSIC AND SOUND EFFECT DESIGN	3	3	3	3															course offered by Dept. of Communication Arts
Program Elective	GUIDED READING OF SCRIPT	2	2	2	2															course offered by Dept. of Communication Arts
Program Elective	WEB PAGE DESIGN PRACTICE	2	2					2	2											
Program Elective	SCRIPT WRITING	3	3					3	3											course offered by Dept. of Communication Arts
Program Elective	SCREENWRITING AND DIRECTING	3	3					3	3											course offered by Dept. of Communication Arts
Program Elective	WEB SERVICES ANALYTICS AND SEARCH ENGINE OPTIMIZATION	3	3									3	3							
Program Elective	INTRDUCTION TO SCREENWRITING AND DIRECTING	3	3									3	3							
Program Elective	SHORT FILM PRODUCTION(I)	3	3									3	3							course offered by Dept. of Communication Arts
Program Elective	SHORT FILM PRODUCTION(II)	3	3											3	3					course offered by Dept. of Communication Arts
Program Elective	SOCIAL MARKETING	2	2									2	2							
Program Elective	LIVE STREAMING: PLANNING AND PRODUCTION	3	3									3	3							course offered by Dept. of Communication Arts
Program Elective	MARKETING AND DISTRIBUTION OF FILM AND TV PROGRAM	2	2									2	2							course offered by Dept. of Communication Arts
Program Elective	INTERNATIONAL TRADE PRACTICES	3	3									3	3							course offered by Dept. of International Business Administration
Program Elective	BIG DATA MARKETING	2	2											2	2					
Program Elective	ENTERPRISE RESOURCE PLANNING	3	3											3	3					course offered by Dept. of International Business Administration
Program Elective	INTERNET MARKETING	2	2											2	2					course offered by Dept. of Communication Arts
Program Elective	POST-PRODUCTION AND VISUAL PACKAGING	3	3													3	3			course offered by Dept. of Communication Arts
Program Elective	PRACTICAL PROJECTS FOR SMART RETAIL	3	3													3	3			
Program Elective	INTERNET MULTIMEDIA NEWS REPORTING	2	2															2	2	course offered by Dept. of Communication Arts

(Category: New Media International Marketing Program)

Minimum credits required for graduation: 131=university cores: 52, college cores: 3, department cores: 30, program courses: 21 (The 21 program courses credits include 9 from program cores, 9 from program electives, and 3 credits from interdisciplinary projects.), and electives: 25

1. The 25 elective credits include minimun of 19 credits from department elective courses and maximun 6 credits from interdisciplinary elective courses.

2. Students who fulfilled the requirement of any Campus (Micro) Course Program after enrolling will also received a certicicate of the program.

※Please apply for the self-directed learning course in accordance with the "Implementation Guidelines for Self-Learning Courses of Wenzao Ursuline University of Languages".

※Department electives are categorized into two modules: Digital Value-Added, and Media and Animation Design

※Students are required to take at least one internship course before graduation.

※Students are required to obtain one foundational certification and two professional certifications before graduation.

※Students are required to satisfied other graduation requirements of the school.

★For the required general education courses, must choose one course each from Society, law, and Politics group, Nature and Aesthetics group, Science and Popular Scientific Education group and Advance general education.

★The exact list of general education course to be offered is subject to the arrangement of the General Education Center's course catalog of the academic year. Prior to graduation, please check whether you have fulfilled the course requirement for each group.

★These elective courses listed are for reference only, please refer to the latest list on each department website every year to make sure the courses are available.

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		Total Credits	Total Hours	Freshman				Sophomore				Junior				Senior			
				Fall		Spring		Fall		Spring		Fall		Spring		Fall		Spring	
				Credit	Hour	Credit	Hour	Credit	Hour	Credit	Hour	Credit	Hour	Credit	Hour	Credit	Hour	Credit	Hour	

★The elective courses offered by each deparment are department electives for students in that department. While for students from different departments, those courses only count as general elective courses. (Different in credit)

★The department electives from the Digital Value-Added Marketing Module and the Media and Animation Design Module can be recognized as department electives for the New Media Inter-national Marketing Program.

★Should there be any changes in the course schedule of the department, please refer to the newest version.