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# Computer Science and Information Technology

## Computer Organization

| **Course name** | Computer Organization |
| --- | --- |
| **Course No.** | 2121011002 |
| **Time** | Autumn 2018 |
| **Credits / Hours** | 3 / 48 |
| **Preparatory Course** | None |
| **Course description** | This course is designed for students in computer science, computer engineering, and related disciplines, serving as an essential component of their technical education. It equips learners with the theoretical knowledge and practical skills necessary for the analysis, design, and optimization of computer systems, thus preparing them for more advanced courses and professional challenges in the field of computing technology. Students will explore a range of topics including data representation, digital logic, CPU architecture, instruction set design, assembly language programming, memory hierarchy, input/output organization, and the basics of parallel processing. |

## Programming Methodology with C/C++

| **Course name** | Programming Methodology with C/C++ |
| --- | --- |
| **Course No.** | 2111010009(1st), 2111010010(2nd) |
| **Time** | Spring 2019, Spring 2019 |
| **Credits / Hours** | 2 / 48 , 2 / 48 |
| **Preparatory Course** | None |
| **Course description** | Programming Methodology with C/C++ is a comprehensive course that introduces students to the foundational principles and practices of structured and object-oriented programming using the C and C++ languages. Recognized for their performance and close-to-hardware capabilities, these languages are prevalent in systems software, game development, and applications requiring high-speed computation.  The curriculum is designed to instill best practices in software development while helping students develop proficiency in C and C++ programming. It begins with an overview of basic programming concepts, such as variables, data types, control structures, and functions. Students will then progress to more advanced topics, including memory management, pointers, references, data structures, and the creation of classes and objects.  Students will also explore key concepts in object-oriented programming (OOP), such as encapsulation, inheritance, and polymorphism, as they relate to C++. Additionally, the course addresses practical aspects of software development, including debugging techniques, program design, and code optimization. |

## Data Structure and Algorithm

| **Course name** | Data Structure and Algorithm |
| --- | --- |
| **Course No.** | 2111010011 |
| **Time** | Autumn 2019 |
| **Credits / Hours** | 3 / 64 |
| **Preparatory Course** | Programming Methodology with C/C++ |
| **Course description** | This course provides students with a deep understanding of the various ways to store data within a computer, as well as the algorithms that operate on these data structures to perform tasks such as searching, sorting, and problem-solving.  The course will cover a wide array of data structures, including arrays, linked lists, stacks, queues, hash tables, trees, graphs, and more. Alongside these structures, students will study core algorithms and learn how to select and implement the appropriate data structure and algorithm combination to optimize performance for specific applications. |

## Introduction to Digital Media Technologies

| **Course name** | Introduction to Digital Media Technologies |
| --- | --- |
| **Course No.** | 2111030160 |
| **Time** | Summer 2019 |
| **Credits / Hours** | 2 / 32 |
| **Preparatory Course** | None |
| **Course description** | Introduction to Digital Media Technologies is a foundational course designed for students interested in the creation, manipulation, and management of digital media assets across various platforms. This course provides an immersive exploration into the world of digital graphics, audio, video, and web technologies, offering an essential understanding of the tools and methodologies used in the field of digital media production.  Throughout the course, students will delve into key topics such as raster and vector graphics, digital audio principles, video production techniques, digital storytelling, web publishing, and interactive media design. Emphasis will be placed on both the technical skills required to use state-of-the-art software and hardware, and the creative aspects of designing compelling digital media content. |

## Program Application and Design Training

| **Course name** | Program Application and Design Training |
| --- | --- |
| **Course No.** | 2111040024 |
| **Time** | Summer 2019 |
| **Credits / Hours** | 4 / 128 |
| **Preparatory Course** | None |
| **Course description** | Python for Data Analysis and Informatics is a skill-focused course that introduces students to the powerful Python programming language for the purpose of analyzing data and extracting valuable insights. This course is specifically tailored to provide a deep dive into Python's application in the realms of data science, informatics, and statistical analysis.  Throughout this course, participants will learn how Python can be used as a tool for processing, cleaning, analyzing, visualizing, and interpreting data. With a focus on hands-on learning, students will become proficient in using Python's specialized libraries such as Pandas for data manipulation, NumPy for numerical computing, Matplotlib and Seaborn for data visualization, and SciPy for scientific computing.  Course content will cover:   1. Python Programming Basics - Understanding Python syntax, variables, functions, and control flow structures. 2. Data Handling - Learning to work with various data formats and data sources using Python. 3. Pandas and DataFrames - Mastering the use of Pandas for efficient data manipulation and analysis. 4. Data Cleaning and Preparation - Techniques for preprocessing data to ensure accuracy and readiness for analysis. 5. Statistical Analysis - Employing Python's capabilities to perform statistical tests and data exploration. 6. Data Visualization - Creating meaningful visual representations of data with libraries like Matplotlib and Seaborn. 7. Informatics - Applying Python to parse, manage, and analyze data in fields such as bioinformatics, geoinformatics, and health informatics. |

## Design of the Somatosensory Interactive Virtual System

| **Course name** | Design of the Somatosensory Interactive Virtual System |
| --- | --- |
| **Course No.** | 2111030184 |
| **Time** | Autumn 2019 |
| **Credits / Hours** | 1 / 32 |
| **Preparatory Course** | None |
| **Course description** | Design of the Somatosensory Interactive Virtual System is an advanced interdisciplinary course that integrates concepts from computer science, human-computer interaction (HCI), and game development to teach students how to create immersive, somatosensory-driven virtual environments. Utilizing tools such as Unity3D, the Microsoft Kinect sensor, and the C# programming language, students will learn to design and develop interactive applications that respond to natural human movements and gestures.  This course covers the theoretical foundations of virtual reality (VR) and somatosensory systems, as well as practical skills in sensor integration, motion tracking, interaction design. The curriculum is designed to enable students to build responsive systems that can be used for various applications, including gaming, simulation, rehabilitation, and education.  Key topics to be covered include:   1. Overview of Virtual Reality - Understanding the history, principles, and current state of VR technologies. 2. Somatosensory Systems - Exploring the basis of human sensory systems and how they can be simulated through technology. 3. Unity3D Development - Learning the Unity engine for creating 3D virtual environments and interactive experiences. 4. Kinect Integration - Understanding the capabilities of the Kinect sensor for motion tracking and gesture recognition. 5. C# Programming - Developing scripts in C# to control Unity objects, handle sensor data, and manage user interactions. |

## Website Construction

| **Course name** | Website Construction |
| --- | --- |
| **Course No.** | 2081030182 |
| **Time** | 2021 Spring |
| **Credits / Hours** | 2 / 32 |
| **Preparatory Course** | None |
| **Course description** | Website Construction is a practical course designed to provide students with a comprehensive understanding of the essential components and modern practices involved in building and deploying professional-quality websites. The course covers a broad spectrum of web development aspects, from front-end design and development to back-end server-side scripting and database integration.  Throughout this course, students will learn how to create responsive, accessible, and visually appealing websites using the latest web standards and technologies. They will work with a range of tools and languages including HTML5 for content structure, CSS3 for styling and layouts, JavaScript for interactivity, and frameworks/libraries such as React or Angular for front-end development efficiency. Additionally, the course will introduce server-side programming with languages like PHP, Node.js and database management using SQL. |

## Unity3D-based Game Development

| **Course name** | Unity3D-based Game Development |
| --- | --- |
| **Course No.** | 1131020736 |
| **Time** | Spring 2020 |
| **Credits / Hours** | 1.5 / 32 |
| **Preparatory Course** | None |
| **Course description** | Unity3D-based Game Development is a dynamic course designed to teach students how to use the Unity3D engine, one of the most popular game development platforms, to create engaging and interactive games. This course provides a comprehensive introduction to game design principles, 3D modeling, scripting, animation, and game mechanics within the Unity environment.  Throughout the course, students will learn the fundamentals of the Unity3D interface, asset management, and scene building. They will gain hands-on experience with Unity's powerful tools for both 2D and 3D game development while exploring the engine's capabilities in terms of physics, lighting, and sound integration. A strong emphasis is placed on scripting with C#, which allows students to implement game logic, control characters, and manage game states.  Key topics to be covered include:   1. Unity3D Engine Overview - Navigating the Unity interface, understanding the scene view, game objects, components, and prefabs. 2. C# Scripting for Unity - Writing scripts to define game behavior, handling player input, and creating dynamic gameplay. 3. Game Design Principles - Exploring the fundamentals of game concept development, level design, and user engagement. 4. Physics and Collisions - Utilizing Unity's physics engine to create realistic movement and interactions. 5. Animation and Visual Effects - Implementing character animations and enhancing the game's visual appeal with particle systems and effects. |

## Training Course of Smart Device Development

| **Course name** | Training Course of Smart Device Development |
| --- | --- |
| **Course No.** | 2111030178 |
| **Time** | 2022 Fall |
| **Credits / Hours** | 1 / 32 |
| **Preparatory Course** | None |
| **Course description** | The Training Course in Smart Device Development is an innovative and comprehensive program tailored for aspiring developers, engineers, and technology enthusiasts who aim to delve into the world of smart devices and the Internet of Things (IoT). This course encompasses a wide range of topics that provide students with the knowledge and skills required to design, program, and deploy smart devices that interact with their environments and offer intelligent solutions.  Students will engage with cutting-edge technologies and platforms used in the development of smart devices, learning to integrate sensors, microcontrollers, communication modules. They will become proficient in the use of development kits and programming languages relevant to IoT, such as Python or C/C++, and will understand how to apply these tools to create devices that can gather data, process information, and communicate wirelessly. |

# Human-Computer Interaction and Design

## Human-Computer Interaction Design

| **Course name** | Human-Computer Interaction Design |
| --- | --- |
| **Course No.** | 2081030290 |
| **Time** | Spring 2021 |
| **Credits / Hours** | 2 / 32 |
| **Preparatory Course** | None |
| **Course description** | HCI Technology and Applications is an advanced course designed to explore the technologies, methodologies, and tools that drive human-computer interaction (HCI) and how they can be applied to create innovative user experiences (UX). The course covers a range of topics, including interaction design, user research, usability evaluation, and the development of interactive systems. Students will gain a deep understanding of how to design and implement technology that is both user-friendly and effective for its intended purpose.  Throughout the course, students will learn about the psychological and sociological aspects of HCI, enabling them to design systems that are intuitive and cater to the needs of diverse user groups.  Key topics to be covered include:   1. Principles of HCI - An overview of HCI concepts, including user-centered design and the human factors that influence interaction. 2. Interaction Design - Techniques for designing effective user interfaces and interactions for digital products. 3. User Research - Methods for gathering and analyzing user data to inform design decisions. 4. Usability and Accessibility - Best practices for creating systems that are accessible to all users, including those with disabilities. 5. Prototyping and Wireframing - Tools and techniques for creating low-fidelity and high-fidelity prototypes. |

## Artificial Intelligence Application

| **Course name** | Artificial Intelligence Application |
| --- | --- |
| **Course No.** | 2081030177 |
| **Time** | 2021 Spring |
| **Credits / Hours** | 2 / 32 |
| **Preparatory Course** | None |
| **Course description** | Artificial Intelligence Application in Human-Computer Interaction course provides an interdisciplinary approach to designing user-centered products and systems that incorporate artificial intelligence. It bridges the gap between traditional human-computer interaction (HCI) design and the cutting-edge capabilities of AI. Students in this course will learn to create products that not only have intelligent features but also maintain a focus on usability, user experience (UX), and ethical considerations.  Throughout the course, participants will explore the role of AI in enhancing user interactions with digital systems, learn how to prototype AI-driven solutions, and understand the implications of AI in design decision-making. They will apply design thinking methods to ideate, develop, and test AI-infused interfaces and services that anticipate user needs and provide personalized experiences.  Key topics to be covered include:   1. Foundations of HCI and AI - Reviewing the principles of HCI and the fundamentals of AI. 2. User-Centered Design - Emphasizing the importance of user needs and usability in product design. 3. AI Technologies in HCI - Exploring how machine learning, natural language processing, and other AI technologies can enhance user interactions. 4. Prototyping AI Solutions - Utilizing tools and platforms for rapid prototyping of AI-enhanced interfaces. 5. Ethical Design with AI - Addressing the ethical challenges and biases that may arise in AI applications. 6. Usability Testing - Conducting user research and testing to validate AI-enhanced product designs. 7. Case Studies - Analyzing successful and unsuccessful instances of AI in product design. |

## User Interface Design

| **Course name** | User Interface Design |
| --- | --- |
| **Course No.** | 2081030178 |
| **Time** | 2021 Spring |
| **Credits / Hours** | 2.5 / 48 |
| **Preparatory Course** | None |
| **Course description** | User Interface Design is an immersive course that offers students a comprehensive exploration of the principles and practices involved in designing effective and aesthetically pleasing user interfaces (UI) for digital products. The course is centered on understanding user needs, preferences, and behavior, which are critical for creating intuitive and engaging interfaces.  Through a series of lectures, hands-on exercises, and projects, the course will guide students through the UI design process, from initial research and wireframing to the creation of high-fidelity prototypes and user testing. Students will learn to use design tools and software that are standard in the industry, such as Sketch or Figma, to bring their UI concepts to life.  Key topics to be covered include:   1. Fundamentals of UI Design – Introduction to UI principles, visual design elements, and layout strategies. 2. Design Thinking – Applying a user-centered approach to design challenges, empathy mapping, and ideation techniques. 3. User Research – Conducting user interviews, surveys, and other methods to gather insights that inform design decisions. 4. Information Architecture – Organizing content and data in an intuitive way to support usability and findability. 5. Interaction Design – Creating interactive elements that facilitate user tasks and deliver a seamless experience. 6. Prototyping Tools – Learning to use advanced tools for developing static and interactive design prototypes. 7. Usability Testing – Methods for testing interface designs with users to validate assumptions and identify areas for improvement. |

## Information Visualization Design

| **Course name** | Information Visualization Design |
| --- | --- |
| **Course No.** | 2081030179 |
| **Time** | Autumn 2020 |
| **Credits / Hours** | 2.5 / 48 |
| **Preparatory Course** | Graphic Design |
| **Course description** | Information Visualization Design is an interdisciplinary course that provides students with a comprehensive understanding of how to present complex data in a clear, effective, and aesthetically appealing manner. The course covers the theory and practice of data visualization, focusing on the principles of visual perception, design techniques, and the use of visualization tools and software. Students will learn to transform data into meaningful visual narratives that facilitate insight and decision-making, and are accessible to a broad audience.  Key topics to be covered include:   1. Principles of Visualization - Understanding the cognitive and perceptual foundations of how people interpret visual information. 2. Data Types and Structures - Identifying different types of data and the appropriate visualization techniques for each. 3. Design and Aesthetics - Applying design principles such as color theory, typography, and layout to enhance comprehension and engagement. 4. Visualization Tools and Software - Learning to use tools like Tableau. 5. Interactive Visualizations - Creating dynamic and interactive graphics that allow users to explore and analyze data. 6. Storytelling with Data - Developing narratives that communicate insights effectively and compellingly. 7. Ethical Considerations - Addressing the ethical aspects of visualization design, including accuracy, bias, and data privacy. 8. Evaluation and Critique - Methods for evaluating the effectiveness of visualizations and providing constructive feedback. |

## Internet Product Design and Project Management

| **Course name** | Internet Product Design and Project Management |
| --- | --- |
| **Course No.** | 2081030186 |
| **Time** | 2021 Fall |
| **Credits / Hours** | 2.5 / 48 |
| **Preparatory Course** | None |
| **Course description** | Internet Product Design and Project Management is a comprehensive course that merges the creative aspects of designing digital products with the pragmatic skills of managing the development process. Students will learn how to conceptualize and create compelling online products such as websites, mobile applications, and web services, while also gaining the project management expertise required to bring these products to market successfully.  The course format will include a mix of lectures, team projects, and case study analyses. Students will engage in practical exercises that simulate real-world product development scenarios, encouraging the application of both design and project management skills. |

## Design Thinking Innovation and Application

| **Course name** | Design Thinking Innovation and Application |
| --- | --- |
| **Course No.** | 1131020687 |
| **Time** | Autumn 2019 |
| **Credits** | 2 / 32 |
| **Preparatory Course** | Introduction to Information and Communication Engineering |
| **Course description** | Design Thinking Innovation and Application is an interdisciplinary course that introduces students to the design thinking process as a framework for innovation and problem-solving in various contexts. Design thinking is a human-centered approach that involves understanding user needs, redefining problems, and creating innovative solutions to prototype and test. This course will guide students through the five stages of design thinking: Empathize, Define, Ideate, Prototype, and Test.  Students will learn how to apply design thinking methodologies to tackle complex challenges in business, technology, social enterprise, and beyond. The course emphasizes hands-on learning, collaboration, and iterative design to develop practical solutions that are desirable, feasible, and viable. Through real-world projects, students will have the opportunity to practice empathy, collaboration, and experimentation.  Key topics to be covered include:   1. Introduction to Design Thinking - Understanding the principles and processes of design thinking. 2. Empathizing with Users - Learning research methods for gaining insights into users' needs and experiences. 3. Problem Definition - Techniques for framing and re-framing problems to generate clear and actionable problem statements. 4. Ideation - Exploring creative thinking techniques to generate a broad set of ideas and potential solutions. 5. Rapid Prototyping - Building quick, low-fidelity mock-ups of ideas to visualize and communicate concepts. 6. User Testing and Feedback - Methods for testing prototypes with users and gathering feedback to refine solutions. 7. Iterative Design - Embracing an iterative process that cycles through prototyping, testing, and refining ideas. 8. Storytelling and Presentation - Communicating design solutions effectively through storytelling and visual presentations. |

## User Experience and Interaction Design

| **Course name** | User Experience and Interaction Design |
| --- | --- |
| **Course No.** | 2081030176 |
| **Time** | Spring 2021 |
| **Credits** | 2 / 32 |
| **Preparatory Course** | Introduction to Information and Communication Engineering |
| **Course description** | User Experience and Interaction Design is a multidisciplinary course that emphasizes designing digital products and systems with a focus on the end-user experience. The course introduces students to the concepts, methods, and techniques necessary to create intuitive, engaging, and effective user interfaces. It blends theory and practical skills, equipping students with the ability to design with empathy and an understanding of user behaviors, needs, and motivations.  Students will learn about the entire UX design process, from user research and persona development to prototyping, user testing, and iteration. The course also covers key aspects of interaction design, ensuring that students have a grasp of how to craft interactive experiences that are not only usable but also delightful to engage with.  Key topics to be covered include:   1. Introduction to UX and Interaction Design - Basics of user experience, interaction design, and their importance in product development. 2. Design Thinking - An approach to problem-solving that focuses on user needs and rapid iteration. 3. User Research - Various research methods to gather insights about users, including interviews, surveys, and observation techniques. 4. Information Architecture - Organizing information within a product to support usability and navigation. 5. Wireframing and Prototyping - Techniques for creating low-fidelity and high-fidelity prototypes to visualize and test design ideas. 6. Usability Testing - Planning and conducting usability tests to validate designs with real users. 7. Interaction Patterns - Best practices for designing interactive elements and transitions. 8. Visual Design for UX - Principles of visual design as they apply to user interfaces, including layout, color, typography, and iconography. 9. Accessibility and Inclusive Design - Creating designs that are accessible to users with a wide range of abilities and backgrounds. |

## HCI Technology and Applications

| **Course name** | HCI T echnology and Applications |
| --- | --- |
| **Course No.** | 2081030177 |
| **Time** | Autumn 2020 |
| **Credits / Hours** | 2.5 / 48 |
| **Preparatory Course** | Probability Theory and Mathematical Statistics, Signals and Systems |
| **Course description** | his specialized course in HCI Technology and Applications with Arduino Integration offers a unique blend of human-computer interaction principles with hands-on experience in building interactive hardware prototypes. It is designed for students who wish to explore the practical skills of electronic prototyping using the Arduino platform.  The course provides an immersive exploration into how physical computing and tangible interfaces can enhance user interaction. Students will learn to develop projects that bridge the gap between digital and physical worlds, creating innovative solutions that are responsive to human input.  Key topics to be covered include:   1. Arduino Basics - Introduction to Arduino hardware, software (IDE), and simple electronic components and circuits. 2. Sensor Integration - Utilizing a variety of sensors to capture user input and environmental data. 3. Physical Interaction Design - Crafting interfaces that translate user actions into meaningful digital responses using Arduino and input devices. |

## Mobile Internet Application

| **Course name** | Mobile Internet Application |
| --- | --- |
| **Course No.** | 2081030121 |
| **Time** | Autumn 2020 |
| **Credits / Hours** | 2 / 32 |
| **Preparatory Course** | Graphic Design |
| **Course description** | Mobile Internet Application is a specialized course focusing on the design aspects of mobile applications with a strong emphasis on user interface and user experience (UX) principles. This course caters to students interested in the intersection of design, user interaction, and mobile technology, particularly within the context of Internet-connected applications.  Students will engage with the entire UI design process, from understanding user needs and requirements to creating wireframes, prototypes, and high-fidelity designs for mobile applications. The course aims to provide students with a comprehensive skill set to craft visually appealing and intuitive interfaces that enhance the user experience on mobile devices.  The course format will include lectures, design critiques, user testing sessions, and a final project. Students will work in teams to simulate a real-world mobile UI design environment.  Key topics to be covered include:   1. Introduction to Internet Product Design - Fundamentals of designing digital products, user experience (UX), and user interface (UI) design principles. 2. User Research and Persona Creation - Techniques for gathering user insights and creating user personas to guide design decisions. 3. Prototyping and Wireframing - Creating low-fidelity and high-fidelity prototypes to visualize and test design concepts. 4. Agile and Lean Methodologies - Applying agile frameworks and lean strategies to product development and project management. 5. Project Planning and Scheduling - Techniques for defining project scope, timelines, and milestones. 6. Team Collaboration and Communication - Best practices for leading and working within interdisciplinary product development teams. 7. Product Testing and Iteration - Methods to conduct usability testing, A/B testing, and to iterate on product features based on feedback. 8. Launch Strategies and Marketing - Approaches for launching internet products and creating go-to-market strategies. |

## New Media Practice and Research

| **Course name** | New Media Practice and Research |
| --- | --- |
| **Course No.** | 2081030180 |
| **Time** | Spring 2021 |
| **Credits / Hours** | 3 / 48 |
| **Preparatory Course** | Digital System Design |
| **Course description** | New Media Practice and Research is an interdisciplinary course that explores the evolving landscape of new media and its implications for communication, culture, and creative expression. This course combines both theoretical inquiry and practical application, encouraging students to critically engage with new media theories while also developing skills in new media production.  The course will cover a range of new media forms including digital storytelling and transmedia narratives. Students will examine the societal impacts of new media technologies and the role they play in shaping modern communication, art, entertainment, and information dissemination. |

## Computing medium and Art Creation

| **Course name** | Computing medium and Art Creation |
| --- | --- |
| **Course No.** | 2081030289 |
| **Time** | Autumn 2020 |
| **Credits / Hours** | 2.5 / 48 |
| **Preparatory Course** | None |
| **Course description** | Computing Medium and Art Creation with Processing is an interdisciplinary course that combines computer science, digital art, and interactive media. This course is intended for students interested in exploring the use of computing as a medium for creative expression and artistic creation. Processing, an open-source graphical library and integrated development environment (IDE) built for the electronic arts and visual design communities, serves as the primary tool for this course.  The course will introduce students to the fundamentals of programming within the context of visual arts and design. Through hands-on projects, students will learn how to create generative art, interactive visualizations, and dynamic animations. The course encourages creative thinking and experimentation with code, offering students the opportunity to bridge the gap between technical skills and artistic pursuits.  Key topics to be covered include:   1. Introduction to Processing - Understanding the Processing environment, syntax, and setup. 2. Drawing with Code using Processing - Basic shapes, colors, and drawing functions to create 2D graphics. 3. Generative Art - Algorithms and randomness to produce generative art pieces. 4. Advanced Graphics - Using Processing’s P3D renderer for 3D graphics and effects. 5. Sound and Video - Integrating audio and video elements to create multimedia experiences. 6. Physical Computing - Introduction to connecting Processing to the physical world using Arduino and sensors for interactive installations. |

## Interactive Narrative Theory and Practice

| **Course name** | Interactive Narrative Theory and Practice |
| --- | --- |
| **Course No.** | 2081030173 |
| **Time** | Autumn 2021 |
| **Credits / Hours** | 2 / 32 |
| **Preparatory Course** | None |
| **Course description** | Interactive Narrative Theory and Practice is an immersive course designed for students interested in the study and creation of interactive storytelling. The course focuses on the theories, structures, and techniques used to craft narratives that allow for user interaction and choice. It is well-suited for individuals from various disciplines, including digital media, game design, literature, and film studies, who are keen to explore the converging worlds of storytelling and interactive technology.  Students will analyze different forms of interactive narratives, such as video games, interactive fiction, transmedia storytelling, and virtual reality experiences. They will learn how to develop branching storylines, create compelling characters, and design engaging plots that adapt to the decisions of the audience or player. The course will also cover the psychological and emotional impact of interactivity on narrative engagement. |

# Design and Creative Arts Fundamentals

## Introduction to Visual Design

| **Course name** | Introduction to Visual Design |
| --- | --- |
| **Course No.** | 1131020680 |
| **Time** | Spring 2019 |
| **Credits / Hours** | 2 / 32 |
| **Preparatory Course** | None |
| **Course description** | Introduction to Visual Design is a foundational course that explores the key principles and elements of visual design. Aimed at students interested in graphic design, digital media, advertising, fine arts, and related fields, the course provides a comprehensive overview of design concepts and practices. Students will learn how to use design software such as Adobe Photoshop (PS) and Adobe Illustrator, and apply the principles of design to create visually compelling compositions.  Key topics to be covered include:   1. Design Principles - Understanding the foundational principles of design, such as balance, contrast, unity, hierarchy, alignment, repetition, and proximity. 2. Design Elements - Exploring basic design elements including line, shape, form, texture, color theory, space, and typography. 3. Visual Communication - Techniques for effectively conveying messages and emotions through visual design. 4. Tools and Techniques - Learning the features and applications of design software Adobe Photoshop for image editing and Adobe Illustrator for vector graphics. 5. Composition and Layout - Creating harmonious arrangements of visual elements within a design, considering grid systems, white space, and focal points. 6. Branding and Identity - Introduction to designing visual identities, including logos, business cards, and brand guidelines. |

## Creative Thinking of Interactive Art

| **Course name** | Creative Thingking of Interactive Art |
| --- | --- |
| **Course No.** | 2081030146 |
| **Time** | Spring 2021 |
| **Credits / Hours** | 3 / 64 |
| **Preparatory Course** | None |
| **Course description** | Creative Thingking of Interactive Art is an interdisciplinary course that explores the methodology of design thinking—a user-centered approach to innovation that integrates the needs of people, the possibilities of technology, and the requirements for business success. This course examines how design thinking can be applied to solve complex problems across various industries, from product design and services to software development and social entrepreneurship.  Leveraging frameworks inspired by leading institutions such as Google and Stanford University's d.school, students will learn to embrace empathy, ideate creatively, prototype rapidly, and test iteratively to develop innovative solutions. The course emphasizes a hands-on, collaborative learning environment and encourages students to think beyond traditional boundaries. |

## Introduction to art history

| **Course name** | Introduction to art history |
| --- | --- |
| **Course No.** | 11310200720 |
| **Time** | Spring 2020 |
| **Credits / Hours** | 2 / 32 |
| **Preparatory Course** | None |
| **Course description** | Introduction to Art History is a survey course designed for students who are interested in exploring the history of art from ancient times to the modern era. This course examines key developments in the visual arts, including painting, sculpture, architecture, and other media, and provides students with the tools to analyze and interpret artworks within their historical and cultural contexts.  Students will learn to recognize and understand the significance of various art movements, styles, and periods, and how they reflect the social, political, and philosophical currents of their time. The course encourages critical thinking and fosters an appreciation of the diversity of artistic expression across different cultures and epochs.  The course format will include lectures, discussions, museum or gallery visits (in-person or virtual), and analysis of readings. Students will engage with a wide range of visual materials to develop their understanding of art historical themes and issues. |

## Basis of 3D Animation Creation

| **Course name** | Basis of 3D Animation Creation |
| --- | --- |
| **Course No.** | 1131020737 |
| **Time** | Spring 2020 |
| **Credits / Hours** | 2 / 32 |
| **Preparatory Course** | Probability Theory and Mathematical Statistics, Signals and Systems |
| **Course description** | Basics of 3D Animation Creation is a foundational course that introduces students to the core principles and practices of 3D animation. Focusing on Autodesk Maya, an industry-standard software used for creating animated films, visual effects, game development, and character animation, students will gain hands-on experience in the 3D animation pipeline.  The course covers the technical aspects of 3D modeling, texturing, rigging, animation, lighting, rendering, and simple dynamics.Students will learn the artistic and technical skills necessary to bring animated characters and environments to life, with a focus on storytelling, visual aesthetics, and animation techniques.  Assessment will be based on the successful completion of projects, participation in critiques, and evidence of progress in mastering Maya and the principles of animation. |

## Graphic Design

| **Course name** | Graphic Design |
| --- | --- |
| **Course No.** | 2081030214 |
| **Time** | Spring 2021 |
| **Credits / Hours** | 3 / 64 |
| **Preparatory Course** | None |
| **Course description** | This course covers the principles of design, visual communication, and the use of design elements such as typography, color, imagery, and layout. Students will also learn about the history of graphic design and how it influences contemporary practices.  Throughout the course, emphasis is placed on conceptual development, the design process, and critical thinking in design. Students will be introduced to industry-standard graphic design software, including Adobe Illustrator, and will gain hands-on experience in creating a variety of design projects.  Key topics to be covered include:   1. Principles of Design - Exploring core design principles such as balance, contrast, hierarchy, alignment, repetition, and proximity. 2. Typography - Understanding typefaces, font selection, kerning, leading, and layout in the context of design. 3. Color Theory - Studying color psychology, color harmony, and the application of color in design. 4. Imagery and Visual Language - The role of images, icons, and visual metaphors in communication. 5. Layout and Composition - Techniques for arranging design elements cohesively within a given space. 6. Branding and Identity - Fundamentals of creating visual identities, logos, and branding materials. 7. Print and Digital Design - The difference between designing for print and digital mediums, including an overview of production for both. |

## Design Psychology

| **Course name** | Design Psychology |
| --- | --- |
| **Course No.** | 2081030172 |
| **Time** | Autumn 2020 |
| **Credits / Hours** | 2 / 32 |
| **Preparatory Course** | None |
| **Course description** | Design Psychology is a course that examines the intersection of psychology and design, focusing on how design influences human behavior, emotion, and cognition. This interdisciplinary course is ideal for students in design, psychology, marketing, user experience (UX), and any other field interested in understanding the psychological impact of design on users and consumers. Students will explore how psychological principles can inform and improve the design process, resulting in more engaging, intuitive, and satisfying products and experiences.  Through a combination of theory and practical application, students will learn about the cognitive processes involved in perception, attention, and memory, and how these processes relate to design. The course will cover topics such as emotional design, persuasive design, and the role of design in shaping user behavior and decision-making. |

## Visual Expression

| **Course name** | Visual Expression |
| --- | --- |
| **Course No.** | 2081030270 |
| **Time** | Autumn 2020 |
| **Credits / Hours** | 2 / 32 |
| **Preparatory Course** | None |
| **Course description** | Visual Expressionis a course designed for students who are interested in learning how to convey stories through visual means. It is a field that intersects with graphic design, games, films, and other art forms where visuals are the primary mode of communication. This course will provide students with the theoretical understanding and practical skills to create narratives using images and stories.  Students will explore the many facets of visual storytelling, including narrative structure, character development, storyboarding, visual metaphors, and the use of color and composition to evoke emotions and guide the viewer through the narrative. They will analyze successful visual stories across different mediums and learn how to apply these insights to their own work. |

## The Outline of Chinese Classical Aesthetics

| **Course name** | The Outline of Chinese Classical Aesthetics |
| --- | --- |
| **Course No.** | 2081030244 |
| **Time** | Spring 2021 |
| **Credits / Hours** | 3 / 48 |
| **Preparatory Course** | None |
| **Course description** | The Outline of Chinese Classical Aesthetics is a comprehensive course that delves into the rich and intricate history of aesthetic thought and artistic principles in China. This course explores the philosophical foundations, cultural contexts, and artistic expressions that have shaped Chinese aesthetics from ancient times to the end of the imperial period.  Students will study the major aesthetic theories, the role of art and beauty in Chinese philosophy, and the interplay between nature, art, and poetry. The course also examines the influence of Confucianism, Daoism, and Buddhism on Chinese artistic traditions, and how these cultural forces have contributed to the unique characteristics of Chinese painting, calligraphy, poetry, garden design, and other art forms. |

## Apreciation & Analysis of VFX Works

| **Course name** | Apreciation & Analysis of VFX Works |
| --- | --- |
| **Course No.** | 2081010138 |
| **Time** | Spring 2021 |
| **Credits / Hours** | 2 / 32 |
| **Preparatory Course** | None |
| **Course description** | Appreciation & Analysis of VFX (Visual Effects) Works is a course designed for students interested in the critical examination of visual effects in film, television, and digital media. This course covers various aspects of VFX, from the technical processes and tools to the artistry and design principles that go into creating compelling visual effects. Students will learn to analyze and appreciate VFX not just as technical achievements but as integral storytelling elements that enhance the narrative and emotional impact of a piece.  The course will cover the history of VFX, study groundbreaking works, discuss the industry's evolution, and look at how VFX shapes audience perception and experience. It will also explore the relationship between VFX artists, directors, and other members of a production team. |

# Mathematics and Electrical Engineering

## Advanced Mathematics A

| **Course name** | Advanced Mathematics A |
| --- | --- |
| **Course No.** | 2131010009(1st), 2131010010(2nd) |
| **Time** | Autumn 2018, Spring 2019 |
| **Credits / Hours** | 5 / 80 , 6 / 96 |
| **Preparatory Course** | None |
| **Course description** | This course extends the foundational knowledge of differential and integral calculus by introducing advanced techniques and applications that are essential for deeper study in mathematics, science, and engineering.  The curriculum is designed to solidify the student's understanding of calculus and prepare them for further studies in higher-level mathematics or related fields.  Key topics to be covered include:   1. Review of Calculus Fundamentals - A brief review of limits, continuity, derivatives, and integrals. 2. Advanced Integration Techniques - Including integration by parts, trigonometric integrals, partial fractions, and improper integrals. 3. Sequences and Series - Convergence tests, power series, Taylor and Maclaurin series. 4. Parametric Equations and Polar Coordinates - Calculus with parametrically defined curves and polar coordinate systems. 5. Multivariable Calculus - An introduction to functions of several variables, partial derivatives, multiple integrals, and applications. 6. Differential Equations - Basic methods for solving first-order differential equations and an introduction to second-order differential equations. 7. Vector Calculus - Vector functions, line integrals, surface integrals, Green's theorem, divergence theorem, and Stokes' theorem. 8. Applications of Advanced Calculus - Exploring real-world problems in physics, engineering, economics, and other fields where calculus is applied. |

## Linear Algebra A

| **Course name** | Linear Algebra A |
| --- | --- |
| **Course No.** | 2131030089 |
| **Time** | Autumn 2018 |
| **Credits / Hours** | 2 / 32 |
| **Preparatory Course** | None |
| **Course description** | Linear Algebra A is an introductory course designed for students who have completed basic algebra and are ready to explore the core concepts and structures of linear algebra. This course will provide a thorough understanding of vector spaces, linear transformations, matrices, determinants, eigenvalues, and eigenvectors, which are foundational to various applications in mathematics, science, engineering, computer science, economics, and more.  The course emphasizes both the theoretical framework of linear algebra as well as computational techniques. Students will learn to think abstractly about mathematical structures while also developing practical skills to solve linear systems and perform operations with matrices. |

## Discrete Mathematics B

| **Course name** | Discrete Mathematics B |
| --- | --- |
| **Course No.** | 2131030093 |
| **Time** | Autumn 2019 |
| **Credits / Hours** | 3 / 48 |
| **Preparatory Course** | None |
| **Course description** | Discrete Mathematics is a foundational course for students in computer science, information technology, mathematics, and related fields. It provides the mathematical underpinnings for understanding complex topics such as algorithms, data structures, software development, cryptography, and network theory. This course explores the principles and methods of mathematics that deal with discrete rather than continuous objects. It is structured to enhance students' logical and combinatorial thinking, crucial for solving problems in computing and programming. |

## Probability and Mathematical Statistics A

| **Course name** | Probability and Mathematical Statistics A |
| --- | --- |
| **Course No.** | 2211010016 |
| **Time** | Spring 2020 |
| **Credits / Hours** | 3 / 48 |
| **Preparatory Course** | None |
| **Course description** | Probability and Mathematical Statistics is a course designed for students in mathematics, statistics, engineering, computer science, economics, and other fields that require a strong quantitative foundation. It provides a comprehensive introduction to the principles of probability theory and the techniques of mathematical statistics. This course aims to equip students with the tools to model uncertainty and to make data-driven inferences and decisions.  Students will learn about random variables, probability distributions, sampling theory, estimation, hypothesis testing, and more. The course combines theoretical understanding with practical applications, allowing students to apply probabilistic models to real-world problems.  Assessment will be based on homework assignments, in-class quizzes, midterm exams, and a comprehensive final exam. |

## Fundamentals of Electronic Circuits B

| **Course name** | Fundamentals of Electronic Circuits B |
| --- | --- |
| **Course No.** | 2111030032 |
| **Time** | Spring 2019 |
| **Credits / Hours** | 3 / 48 |
| **Preparatory Course** | Advanced Mathematics,University Physics |
| **Course description** | The Fundamentals of Electronic Circuits course is designed to introduce students to the basic principles and components that form the building blocks of electronic circuits. It covers the analysis and design of both analog and digital circuits, providing a foundation for further study in electronics, electrical engineering, and related fields.  Assessment will be based on homework assignments, lab reports, quizzes, midterm exams, and a final exam. Students will be evaluated on their theoretical knowledge, practical skills, and ability to effectively communicate their understanding of electronic circuits.  This course is suitable for students who have completed introductory courses in physics and mathematics, including calculus. Prior experience with basic electrical concepts is helpful but not required. By the end of the course, students will have a solid foundation in electronic circuits, ready to tackle more advanced topics or apply their knowledge in various technological endeavors. |

## Fundamental Experiments of Electronic Circuits

| **Course name** | Fundamental Experiments of Electronic Circuits |
| --- | --- |
| **Course No.** | 2111010015(1st), 2111010016(2nd) |
| **Time** | Spring 2019, Autumn 2019 |
| **Credits / Hours** | 0.5 / 16 , 0.5 / 16 |
| **Preparatory Course** | Computer Principles and Applications |
| **Course description** | The Fundamental Experiments of Electronic Circuits course provides students with practical, hands-on experience in building and analyzing electronic circuits. This laboratory-focused course aims to reinforce theoretical concepts learned in lectures through direct experimentation. By engaging in a series of experiments, students will develop a deeper understanding of electronic components, circuit design, and the tools used in the testing and measurement of electronic systems.  The course will consist primarily of weekly laboratory sessions where students work individually or in small groups. Each lab will be preceded by a brief overview of the relevant theory and safety considerations, followed by hands-on experimentation.  Assessment will be based on the completion of lab experiments, the quality of laboratory notebook entries, written lab reports, and possibly quizzes or practical exams. Assessments will focus on students’ understanding of electronic principles, their technical skills, and their ability to apply theoretical knowledge in practical settings. |

## Digital Circuits and Systems Design B

| **Course name** | Digital Circuits and Systems Design B |
| --- | --- |
| **Course No.** | 2111011007 |
| **Time** | Autumn 2019 |
| **Credits / Hours** | 2 / 32 |
| **Preparatory Course** | None |
| **Course description** | Digital Circuits and Systems Design is an intermediate-level course that provides students with the knowledge and skills needed to design, analyze, and implement digital systems. This course focuses on the principles and applications of digital logic design, encompassing both combinational and sequential circuits. Students will learn to work with digital components such as logic gates, flip-flops, counters, and memory units to create complex digital systems. |

## Experiment of Digital Circuits and Systems Design B

| **Course name** | Experiment of Digital Circuits and Systems Design B |
| --- | --- |
| **Course No.** | 2111010008 |
| **Time** | Autumn 2019 |
| **Credits / Hours** | 0.5 / 16 |
| **Preparatory Course** | Digital Circuits and Systems Design B |
| **Course description** | The Experiment of Digital Circuits and Systems Design course is a practical, lab-based course that provides students with experiential learning in the design, construction, and testing of digital circuits and systems. It is designed to complement theoretical digital design courses by giving students hands-on experience with the tools and processes used by industry professionals. This course encourages problem-solving, creativity, and understanding through experimentation and is essential for students aspiring to careers in electrical engineering, computer engineering, and related technical fields.  Throughout the course, students will work with digital components and prototyping platforms such as breadboards, FPGA development boards, and simulation software to bring digital designs to life. The experiments are structured to guide students from basic combinational logic to more complex sequential systems and integrated digital applications. |

## Signals and Systems

| **Course name** | Signals and Systems |
| --- | --- |
| **Course No.** | 2111030082 |
| **Time** | Autumn 2019 |
| **Credits / Hours** | 3.5 / 56 |
| **Preparatory Course** | None |
| **Course description** | Digital Circuits and Systems Design is an intermediate-level course that provides students with the knowledge and skills needed to design, analyze, and implement digital systems. This course focuses on the principles and applications of digital logic design, encompassing both combinational and sequential circuits. Students will learn to work with digital components such as logic gates, flip-flops, counters, and memory units to create complex digital systems.  The course will consist primarily of weekly laboratory sessions where students work individually or in small groups. Each lab will be preceded by a brief overview of the relevant theory and safety considerations, followed by hands-on experimentation.  Assessment will be based on the completion of lab experiments, the quality of laboratory notebook entries, written lab reports, and possibly quizzes or practical exams. Assessments will focus on students’ understanding of electronic principles, their technical skills, and their ability to apply theoretical knowledge in practical settings. |

## Digital Signal Processing

| **Course name** | Digital Signal Processing |
| --- | --- |
| **Course No.** | 2111030096 |
| **Time** | Spring 2020 |
| **Credits / Hours** | 3.5 / 56 |
| **Preparatory Course** | Signals and Systems |
| **Course description** | Digital Signal Processing (DSP) is a specialized area within the field of electrical engineering that focuses on the manipulation and analysis of digital signals. This course is designed to introduce students to the fundamental concepts and practical techniques used in DSP. It covers the theoretical foundations, algorithms, and applications of DSP, emphasizing the processing of discrete-time signals through digital systems.  Students will explore various DSP techniques and learn to apply them to real-world applications such as audio and speech processing, telecommunications, biomedical signal analysis, and image processing. The course combines mathematical theory with practical implementation, often using software tools like MATLAB to simulate and analyze signal processing systems. |

## Modern Television Technology

| **Course name** | Modern Television Technology |
| --- | --- |
| **Course No.** | 2111030156 |
| **Time** | Spring 2020 |
| **Credits / Hours** | 3 / 56 |
| **Preparatory Course** | None |
| **Course description** | Modern Television Technology is an engaging course that delves into the contemporary landscape of television production, broadcast, and distribution technologies. This course provides students with a comprehensive overview of the technical aspects of television, including the transition from analog to digital broadcasting, high-definition television (HDTV), streaming services, and the impact of emerging technologies on the industry.  Throughout the course, participants will explore the principles of television systems, signal processing, video compression, transmission methods, and the various types of equipment used in modern television studios and control rooms. |

# General Education

## University Physics

| **Course name** | University Physics |
| --- | --- |
| **Course No.** | 2131010007(1st), 2131010008(2nd) |
| **Time** | Spring 2019, Autumn 2019 |
| **Credits / Hours** | 2 / 32, 4 / 64 |
| **Preparatory Course** | Advanced Mathematics |
| **Course description** | University Physics I is the first part of a comprehensive two-semester physics course sequence. This introductory course provides students with a foundational understanding of classical mechanics, the branch of physics that deals with the motion of objects and the forces that affect them. The course is designed for students pursuing a degree in physics, engineering, or any science-related field that requires a solid grounding in physical principles.  Key topics to be covered include:   1. Measurement and Units - Introduction to the SI unit system and the importance of dimensional analysis. 2. Kinematics in One and Two Dimensions - Describing motion in terms of displacement, velocity, and acceleration; projectile motion and relative velocity. 3. Newton's Laws of Motion - Understanding the relationship between forces and motion; applying Newton's laws to various systems. 4. Work and Energy - Work-energy theorem, kinetic and potential energy, conservation of energy, and power. 5. Momentum and Collisions - Linear momentum, impulse, conservation of momentum, elastic and inelastic collisions. 6. Rotational Motion - Rotational kinematics and dynamics, torque, angular momentum, and conservation of angular momentum. 7. Gravitation - Universal law of gravitation, gravitational potential energy, and orbits of celestial bodies. 8. Static Equilibrium and Elasticity - Conditions for equilibrium, center of gravity, and stress-strain relationships. 9. Oscillations and Waves - Simple harmonic motion, damped and driven oscillations, wave properties, and sound waves. |

## Experiment of Physics

| **Course name** | Experiment of Physics |
| --- | --- |
| **Course No.** | 2131010004(1st), 2131010005(2nd) |
| **Time** | Spring 2019, Autumn 2019 |
| **Credits / Hours** | 0.5 / 16 , 1 / 32 |
| **Preparatory Course** | University Physics |
| **Course description** | Experimental Physics is a hands-on course designed to complement the theoretical knowledge acquired in introductory physics courses like University Physics. This course emphasizes the development of experimental techniques, data analysis, and scientific communication skills necessary for conducting and interpreting physics experiments. Students will engage in a series of laboratory experiments that explore various principles of physics, reinforcing their understanding of the subject through direct observation and measurement.  The course is ideal for students majoring in physics, engineering, or any science discipline that requires practical experience in experimental methods. It aims to prepare students for advanced laboratory work and research, as well as careers that depend on empirical scientific investigation. |

## Tang Poems Study

| **Course name** | Tang Poems Study |
| --- | --- |
| **Course No.** | 3112102240 |
| **Time** | Summer 2021 |
| **Credits / Hours** | 1 / 16 |
| **Preparatory Course** | None |
| **Course description** | Tang Poems Study is a specialized literature course that offers an in-depth exploration of the poetry from the Tang Dynasty, one of the most celebrated periods in Chinese literary history. The course will guide students through the rich tapestry of Tang poetry, examining the cultural, historical, and philosophical contexts that gave rise to some of China's most revered poets and their works.  Through a combination of lectures, discussions, and close readings, students will engage with the themes, forms, and aesthetics of Tang poetry. They will learn to appreciate the subtleties of the Chinese language and the artistry that makes these poems timeless. The course will cover a wide range of poets, including well-known figures such as Li Bai, Du Fu, Wang Wei, and Bai Juyi, among others. |

## An Introduction to European Civilization

| **Course name** | An Introduction to European Civilization |
| --- | --- |
| **Course No.** | 113102718 |
| **Time** | Summer 2021 |
| **Credits / Hours** | 2 / 32 |
| **Preparatory Course** | None |
| **Course description** | An Introduction to European Civilization is a broad survey course designed to provide students with a foundational understanding of the key historical, cultural, artistic, and intellectual developments that have shaped European societies from antiquity to the modern era. This interdisciplinary course will cover a variety of subjects including history, literature, philosophy, art, and political thought, offering a panoramic view of the rich and complex tapestry that is European civilization.  Students will explore the evolution of European ideas and institutions, the interaction between different cultures within Europe, and the continent's influence on the global stage. The course will examine pivotal periods such as Classical Antiquity, the Middle Ages, the Renaissance, the Reformation, the Enlightenment, the Industrial Revolution, and the World Wars. |

## Internet Marketing

| **Course name** | Internet Marketing |
| --- | --- |
| **Course No.** | 2081030185 |
| **Time** | Autumn 2021 |
| **Credits / Hours** | 2 / 32 |
| **Preparatory Course** | None |
| **Course description** | Internet Marketing is a course designed for students who wish to learn about the strategies and tools necessary to effectively market products and services in the digital space. With the ongoing shift towards online platforms, understanding the principles of Internet marketing is crucial for businesses to thrive in a competitive digital landscape. This course will provide students with a thorough understanding of online marketing strategies, including search engine optimization (SEO), content marketing, social media marketing, email marketing, pay-per-click (PPC) advertising, and analytics. |

## Writing and Communication

| **Course name** | Writing and Communication |
| --- | --- |
| **Course No.** | 2081030301 |
| **Time** | Autumn 2020 |
| **Credits / Hours** | 2 / 32 |
| **Preparatory Course** | None |
| **Course description** | Writing and Communication is a foundational course that focuses on developing students' proficiency in written and oral communication. The course is designed to enhance the ability to express ideas clearly, persuasively, and effectively across various platforms and for different audiences. Students will engage with multiple styles and genres of writing, including academic essays, research reports, professional emails, creative writing, and public speaking.  Throughout the course, students will learn the principles of good writing and communication, including structure, coherence, clarity, style, and audience awareness. They will also explore the use of rhetorical strategies, the importance of the writing process, including drafting and revision, and the role of research in effective communication. Additionally, the course will cover the fundamentals of public speaking, including preparation, delivery, and the use of visual aids. |

## Portrait Photography

| **Course name** | Portrait Photography |
| --- | --- |
| **Course No.** | 1131020512 |
| **Time** | Autumn 2019 |
| **Credits / Hours** | 2 / 32 |
| **Preparatory Course** | None |
| **Course description** | Portrait Photography is a specialized course designed to teach students the art and technique of capturing compelling images of people. This course focuses on the various styles of portrait photography, including studio portraiture, environmental portraiture, street, and documentary styles. Students will explore the technical aspects of portrait photography, such as lighting, composition, and camera settings, while also considering the more nuanced elements of subject interaction and creative expression.  Throughout the course, students will engage in both practical exercises and theoretical discussions, learning to create portraits that tell a story, reveal character, and evoke emotion. They will study the work of renowned portrait photographers to understand diverse approaches and to find inspiration for developing their own unique style. |

# Creative Practice and Training

## Creative practice (II)

| **Course name** | Creative practice (II) |
| --- | --- |
| **Course No.** | 2081040012 |
| **Time** | Summer 2021 |
| **Credits / Hours** | 4 / 128 |
| **Preparatory Course** | New media Practice and Research, Human-Computer Interaction Design |
| **Course description** | Creative Practice II is an advanced course designed for students who have completed an introductory course in creative practice or have a foundational experience in their respective creative fields. This course emphasizes teamwork, interdisciplinary collaboration, and project-based learning. Students will form teams to conceptualize, design, and execute a significant creative project that synthesizes skills from multiple disciplines such as design, art, media, writing, technology, and more.  The course will guide students through the collaborative creative process, from initial brainstorming and ideation to planning, production, and presentation. Special attention will be given to effective communication, project management, and the integration of diverse perspectives and skill sets within a team environment. |

## Training & Practice

| **Course name** | Training & Practice |
| --- | --- |
| **Course No.** | 2081040030 |
| **Time** | Summer 2021 |
| **Credits / Hours** | 4 / 128 |
| **Preparatory Course** | None |
| **Course description** | Training & Practice is a hands-on, experiential learning course that provides students with the opportunity to apply their academic knowledge and creative skills in a professional setting. This course is structured around an internship placement at a company within the creative industry, offering real-world experience in fields such as graphic design, web development, game development, or other related areas depending on the interests of the student.  Throughout the course, students will work on actual projects under the guidance of industry professionals, gaining insight into day-to-day operations and the demands of the creative profession. The course aims to bridge the gap between academic learning and professional practice, enhancing students' employability and preparing them for future careers. |

## Graduation Field Work

| **Course name** | Graduation Field Work |
| --- | --- |
| **Course No.** | 3112102190 |
| **Time** | Autumn 2021 |
| **Credits / Hours** | 5 / 160 |
| **Preparatory Course** | None |
| **Course description** | Graduation Field Work is a capstone course designed for third-year university students to synthesize their academic learning through a comprehensive, team-based project. This course represents the culmination of the students' undergraduate experience, allowing them to apply theoretical knowledge, technical skills, and creative thinking to a real-world problem or initiative relevant to their field of study.  Working in teams, students will plan, develop, and implement a project from conception to completion. This capstone experience emphasizes collaboration, project management, and innovation, while also preparing students for the transition from academia to professional practice. The course provides a platform for students to demonstrate their competencies, work ethic, and ability to produce substantive work as part of an interdisciplinary team. |

## Graduation Project

| **Course name** | Graduation Project |
| --- | --- |
| **Course No.** | 2021050089 |
| **Time** | Spring 2022 |
| **Credits / Hours** | 5 / 160 |
| **Preparatory Course** | None |
| **Course description** | The Graduation Project course is a culminating academic endeavor that serves as a capstone experience for students in their final year of undergraduate studies. It offers students the option to work individually or in pairs to undertake a significant project that reflects their field of study, interests, and career aspirations. This course is designed to provide a framework for students to apply their learning in a focused, self-directed project where they showcase their abilities to integrate knowledge, skills, and creativity.  Students will conceive, plan, research, and execute a project that demonstrates their mastery of the subject matter.Students will be expected to take ownership of their project, exercising autonomy and responsibility while benefiting from the support and guidance of an academic advisor. The Graduation Project not only serves as an academic milestone but also as a platform to showcase students’ expertise, creativity, and ability to work in a team-oriented setting. |

# Appendix

## Conversion for Chinese credits and European ECTS

**Please Note:**

1. All credits in this course description document are expressed using **Chinese University System credits**.
2. 1 credit in course at my University corresponds to 16 course hours (Course hour refers to classroom teaching time only (1 course hour = 50 min) and **does not** include time spent by students learning outside the classroom, e.g., pre-study, homework, revision, exams).
3. For a four-year undergraduate student majoring in Digital Media Art at my University, a minimum of 160.0 Chinese University course credits are required for graduation. Since there is no standardized conversion algorithm between Chinese credits and European ECTS credits, the admission office can match the credits according to their own algorithm.