

Department of Multimedia and Animation Arts
Course of Master – Master’s Program in Animation Arts

I 、 Educational Objective :

1.Animation Research

It emphasizes innovative creation with digital and mass media with cultural and aesthetic insights.

2.Animation

It offers a comprehensive, multidisciplinary approach to animation that promotes individual exploration and innovative thinking.

II 、 The curriculum features a solid foundation in

- A. Aesthetic sensibilities with cultural insights
- B. Creative and innovative thinking
- C. Practical application in animation
- D. International perspectives and communication capabilities.

III 、 Graduation Credits : 45 Credits (Thesis 6 credits) ,
 Degree : MFA

IV 、 Research Focus

● Required Courses :

Course	unit	1 academic year		2 academic year		Note
		1nd semester	2nd semester	1nd semester	2nd semester	
Seminar	3	3				In One Class
Research Methods	3		3			In One Class
English in New Media and Animation	3			3		In One Class
Total	9	3	3	3	0	

● Elective Courses :

Course	unit	1 academic year		2 academic year		Note
		1nd semester	2nd semester	1nd semester	2nd semester	
Studies on Computer Animation (I)	3	3				
Interactive Design in Animation	3	3				
Experimental Animation Research and Practice	3	3				In One Class
Practical Training for Animation Project	3	3				
Video Animation	3	3				
3D Animation Project (I)	3	3				
Qualitative Research	3	3				In One Class
Music-Inspired Design Research	3	3				In One Class
Animation Music Research	3	3				
3D Animation Scripting	3	3				
Studies on Computer Animation (II)	3		3			
Special Project on Computer Animation	3		3			
Research on Game Design	3		3			In One Class
Animation in Interactive Performance	3		3			In One Class
Internet Technology and Application	3		3			In One Class
Animation Planning and Script-writing	3		3			
Research and Practice on Animation Festival	3		3			
3D Animation Project (II)	3		3			
Animation Aesthetics	3		3			In One Class

Course	unit	1 academic year		2 academic year		Note
		1nd semester	2nd semester	1nd semester	2nd semester	
Digital Sound Effect Practice and Research	3		3			
Special Topics on Computer Graphics (I)	3			3		
Game Proposal	3			3		In One Class
Computer Language in Internet-Animation	3			3		
Interactive Web Site Design	3			3		In One Class
Studies on Animated Film	3			3		In One Class
Animation and Performance Art	3			3		
Research on Animation	3			3		
Special Topics on Computer Graphics (II)	3				3	
Web Planning and Practice	3				3	In One Class
Animation Direction and Storyboarding	3				3	
Curatorial Project	3				3	
Visual Culture Research	3				3	
Total	96	30	30	21	15	Depending on the actual needs of elective courses opened