

B: 術科(創作)

經 111 學年度第 3 次系課程委員會通過 (1120410)

Grade	1st Academic Year		2nd Academic Year	
Core Abilities	1st Semester	2nd Semester	1st Semester	2nd Semester
Aesthetic sensibilities with cultural insights	Seminar (3B)		Journal Paper Reading (3A)	Contemporary Art and Art Creation (3A)
	Studies on New Media Art and Aesthetics (3A)		(6/1)	(Ordanom (O/V)
Research abilities	Research Methods (3A)			
	Studies on User Interface (3A)			
	Music-Inspired Design Research (3A)			
	Studies on Game Design (3A)			
Practical application in New Media Arts	Internet Programming (3A)	Programming Languages in Web Media (3A)	Open Source Software Programming (3B)	Interactive Programming (3B)
	Game Development Programming (3B)			Interactive Website Design (3B)
Creation and Integration abilities	Studies and Practices in Experimental Filmmaking (3B)	Special Project in Interactive Installation Art(3B)	New Media Performance (3B)	
		Special Project in Virtual Reality (3B)	Off-Campus Practical Studies (3B)	
	Video Art (3B)	Electronic Media Installation Art(3B)	New Media and Live Art	
	New Media Art and Creative Strategies (3B)	Special Project in New Media Art(3B)	Special Project in Video Installation Art(3B)	Curating Project of New Media Art (3B)
	Interactive Sound and Image Design (3B)	Music Production for Multimedia (3B)		
International perspectives and communication capabilities	Required Elective		English in New Media and Animation (3A)	New Media Art International Exchange and Planning (3A)

Curriculum Map for the Master's Degree Program in the Department of Multimedia and Animation Arts(Academic Year 112)

(Master's Program in New Media Arts)

A: Subject (Theory) B: Skills (Creation) Approved by the 5th Department Curriculum Committee in the Academic Year 112 (1130319)

A: Subject (Theory) B: Skills (Creation)