

I-SHOU UNIVERSITY Department of Visual Arts and Design 4-Year Curriculum for Students Admitted in Academic Year 2025

Category	Freshman Year(2025)		Sophomore Year(2026)	
GE core courses: required (18 credits)	A93A34 Academic English [2]1st A93A35 Professional English [2] 2nd A93A29 Secret Codes in Intelligent Technologies [2]2nd A93A21 Civic Literacy in the Era of Globalization [2]2nd A93A22 Chinese Literature 1.0- Reading, Narration and communication [2] 2nd		A93A23 Chinese Literature 2.0- Critical thinking and creativity in writing [2]1st A93A15 Physical Education (I) [1]1st A93A16 Physical Education (II) [1]2nd	
College-required courses (8credits)	A81814 Computer graphic design [3] 1s A81813 Color Design [3] 1 st A81E01 Introduction to Communication and design [2] 2nd			
Category	Freshman Year(2025)	Sophomore Year(2026)	Junior Year(2027)	Senior Year(2028)
Department-required courses (54 credits)	A15001Design Sketching[3]1st A15002AI and Visual Creativity[3]1st A15003Basic Art and Design[3]1st A15004Art and Design Industry Experience[1]1st A15005Integrated Virtual and Real Design[3]2nd A15006Visual Painting Expression[3]2nd A15007Advanced Art and Design[3]2nd	A15008UI/UX Interactive Design[3]1st A15009AI-Assisted Design[3]1st A15010Visual Arts and Design[3]1st A15011Virtual Influencer Design[3]1st A15012Practical Visual Arts Design[3]2nd A15013Interactive Game Design[3]2nd A150143D Visual Design[3]2nd	A15015Practical Development in Visual Arts[3]1st A15016Exhibition Planning and Design[3]2nd	A15500English Proficiency Enhancement[0] A15017Graduation Design Project (I)[3]1st A15019Digital Humanities Literacy[2]1st A15018Graduation Design Project (II)[3]2nd
Departmental electives (≥18 credits)	A15101Cross-Disciplinary Creative Thinking[2] A15102Digital Visual Art[2] A15103Technological Visual Art[2] A15104Workshop Practice[3]	A15201Metaverse Technological Art[3] A15202Electronic Music and Synthesized Sound Effects[3] A15203Packaging Structure Design[3] A15204Generative AI Game Design[3] A15205Graphic Creation Design[3] A15206Web Design[3] A15207Art Psychology[3] A15208Visual Design in Pop Culture[3] A15209Digital Photography[3]	A15301Practical Visual Arts Development[3] A153023D Animation and Visual Effects[3] A15303Creative Product Design[3] A15304Visual Arts Project Management[3] A15305Generative Character Design[3] A15306Service Design[3] A15307Book Binding Design[3] A153083D Modeling and Texturing[3] A15309Professional Internship[2] A15310Communication and Presentation Skills[2]	A15401Portfolio Production[2] A15402Social Media Marketing[3] A15403Cross-Media Art Creation[3] A15404Cross-Disciplinary Art Project[3] A15405Virtual Influencer Live Broadcast Project[3] A15406Visual Arts Innovation and Entrepreneurship[3]
GE liberal arts education	GE liberal arts education: elective, 10 credits from “Humanities and Arts”, “Nature and Technology” , “Social Science”			
Cross-domain electives	Up to 20 credits earned from courses, whether required or elective, offered by other departments/programs at I-Shou University or its partner universities will be recognized by the Department as credits from electives.			
Credits required for graduation from the Department	128 Credits			
Note	1.Students are required to meet the requirements set by the Department for “English Proficiency” in addition to earning the required number of credits to be eligible for graduation. 2.Before graduation, students are required to take at least one required cornerstone course offered by another college. The credits earned from such courses may be recognized as part of the credits under the category of Liberal Arts Education, but only a maximum of four credits will be recognized accordingly. (For more details about required cornerstone course offered by different colleges, please refer to the announcement on the website of the Curriculum Section.)			