

Department of E-Learning Design and Management, National Chiayi University

There are two groups of courses: the foundation courses and the professional courses. To graduate, undergraduates must complete a minimum of 128 credit hours in four academic years. Of the above 128 hours, 30 are the foundation courses required and 98 are the professional courses required (39 are the required courses and 59 are the elective courses).

Freshman Year					
Professional Courses :Required Courses					
Subject	Semester	Credit Hours	The Amount of Credit Hours	Note	Core Competence Indicators
Introduction to Education	1 st	2.0	2	A	1
Computer Programming	1 st	3.0	3	B	4
Visual Communication and Design	1 st	3.0	3	B	3
Introduction to Digital E-Learning	1 st	3.0	3	B	2
Educational Psychology	2 nd	2.0	2	A	1
Computer Animation	2 nd	3.0	3	B	3
Sum of Semester			16		
Professional Courses :Elective Courses					
Subject	Semester	Credit Hours	The Amount of Credit Hours	Note	Core Competence Indicators
Creative Thinking and Design	1 st	2.0	2		3
Information literacy & Learning: Basic	1 st	2.0	2		1
Educational Statistics	2 nd	2.0	2		2
Windows Programming	2 nd	3.0	3		4
Information literacy & Learning: Advanced	2 nd	2.0	2		1
Introduction to Management	2 nd	2.0	2		6
Homepage Design	2 nd	2.0	2		3
Introduction to Data Network	2 nd	3.0	3		4
Digital Audio	2 nd	2.0	2		3
Sum of Semester			20		
Sum of Year			36		

Sophomore Year

Professional Courses :Required Courses

Subject	Semester	Credit Hours	The Amount of Credit Hours	Note	Core Competence Indicators
Systematic Design of Instruction	1 st	3.0	3	B	2
Sociology of Education	1 st	2.0	2	A	1
Educational Philosophy	2 nd	2.0	2	A	1
Database Systems	2 nd	3.0	3	B	4
Sum of Semester			10		

Professional Courses :Elective Courses

Subject	Semester	Credit Hours	The Amount of Credit Hours	Note	Core Competence Indicators
Interactive Multimedia Design	1 st	3.0	3		3
Technology Ethics	1 st	2.0	2		9
Research Methods in Education	1 st	2.0	2		2
Network Application Programming	1 st	2.0	2		4
Design and Development of Digital Video(I)	1 st	2.0	2		3
Digital Photography	1 st	2.0	2		3
Psychology of Learning	1 st	2.0	2		1
3D Computer Animation	2 nd	3.0	3		3
Educational Training and Development	2 nd	3.0	3		5
Instructional Strategy and Method	2 nd	3.0	3		1
Introduction to Computer Game Design	2 nd	2.0	2		3
Needs Assessment	2 nd	2.0	2		2
Design and Development of Digital Video(II)	2 nd	2.0	2		3
Sum of Semester			30		
Sum of Year			40		

Junior Year					
Professional Courses :Required Courses					
Subject	Semester	Credit Hours	The Amount of Credit Hours	Note	Core Competence Indicators
ID Project Management	1 st	3.0	3	B	5
Practicum	1 st	4.0	2	B	9
Senior Projects: Project on Multimedia Systems	1 st	3.0	3	C	8
Senior Projects: Project on Mobile Learning Systems	1 st	3.0	3	C	8
Senior Project: Project on Knowledge Management Systems	1 st	3.0	3	C	8
Senior Projects: Project on Network Systems	1 st	3.0	3	C	8
Educational Administration	2 nd	2.0	2	A	1
Senior Projects: Project on Multimedia Systems	2 nd	3.0	3	C	8
Senior Projects: Project on Mobile Learning Systems	2 nd	3.0	3	C	8
Senior Project: Project on Knowledge Management Systems	2 nd	3.0	3	C	8
Senior Projects: Project on Network Systems	2 nd	3.0	3	C	8
Sum of Semester			31		
Professional Courses :Elective Courses					
Subject	Semester	Credit Hours	The Amount of Credit Hours	Note	Core Competence Indicators
3D Computer Animation: Advanced	1 st	3.0	3		3
Game Implementation	1 st	3.0	3		3
Strategies of Web-Based Instruction	1 st	3.0	3		1
Digital Technology Management	1 st	3.0	3		6
Learning System Administration	1 st	3.0	3		4
Knowledge-Based Economics and Technology Policy	2 nd	2.0	2		7
Creative Behavior and Change	2 nd	2.0	2		3
Electronic Commerce Systems	2 nd	3.0	3		7
Sum of Semester			22		
Sum of Year			53		

Senior Year					
Professional Courses :Elective Courses					
Subject	Semester	Credit Hours	The Amount of Credit Hours	Note	Core Competence Indicators
Web 2.0:Community Management	1 st	3.0	3		7
Mobile Learning System	1 st	3.0	3		4
Knowledge-Based Management	1 st	3.0	3		7
Testing and Assessment	1 st	3.0	3		2
Digital Content Design	1 st	3.0	3		3
E-Learning Marketing	1 st	3.0	3		6
Seminar on E-learning	1 st	3.0	3		7
Human Resource Management	2 nd	3.0	3		5
Training Performance Measurement	2 nd	3.0	3		2
Innovation, Research and Development Management	2 nd	3.0	3		7
Sum of Semester			30		
Sum of Year			30		

Description of Note

(A) Required Courses of Teachers College

(B) Required Courses of Department of E-Learning Design and Management

(C) Required Courses of Department of E-Learning Design and Management (chosen one in four)