

## MA Curriculum (Industrial Design Major)

Curriculum	Course Suggestion
<p>Three types of courses are included: Research Method Course, Design Theory Course and Design Creation Course.</p> <p><b>Research Method Course:</b>            Research Method Course provides basic researching ability to students, targeting humans, objects, environment, activities and design process. This course also contains trainings of qualification and quantification for students to make them sufficient in researching.            Research Method course includes Design Research, User Experience Research, Qualitative Research in Design Study and more.</p> <p><b>Design Theory Course:</b>            The curriculum of modern design theory provides students an image of contemporary design topics, introducing avant-garde design practices and style sects from 80's to present to analyze design development and also improves knowledge of design history and modern design trend for students, predicts future design trends and improves aesthetic conception of students. On the other hand, this course criticizes and analyze product designs by Semiology, Semantics and Deconstructionism to make inspiration of product styling and criticizing for students.            Design Theory Course: Special Topics on Design, Special Topics on Kansei Engineering, Avant-garde Design and Comments, Structuralism and Deconstruction and more.</p> <p><b>Design Creation Course:</b>            Creation and related courses provides the practical platform for students to not only join the domestic and international design competitions but also cooperate with domestic famous suppliers or design brands to increase the practical design experience. Moreover, perform the experimental design on a specific issue or material to discover new aspect of thoughts, idea and methods.            Design Creation Course: Workshop on Design for Digital Life, Interactive Interface Design, Interactive System Design, Industrial Design, Clothe Design and more.</p>	<p>Master's thesis : Master of Public Health (MPH) and Master of Arts (MA)</p> <p><b>Master of Public Health (MPH)</b>            Requires at least two research method courses, one design creation course, and three design theory courses.</p> <p><b>Master of Arts (MA)</b>            Requires at least three design creation courses, one research method course and two design theory courses.</p> <p><b>Non-IAA Students</b> have to finish the Industrial Design Enforce Course in 1st year after enrollment to study the MA courses.</p> <p>Industrial Design Improvement Course:</p> <ol style="list-style-type: none"> <li>1. Design Method (Planned and guided by PhD Students + Self-Study + Exams)</li> <li>2. Introduction to Design(Planned and guided by PhD Students + Self-Study + Exam)</li> <li>3. Model Making I (National Taiwan University of Science and Technology Optional Course)</li> <li>4. Model Making II (National Taiwan University of Science and Technology Optional Course + Model Factory Practical Training)</li> <li>5. Presentation &amp; Technique I (Ming Chuan University Optional Course)</li> <li>6. Presentation &amp; Technique II (Ming Chuan University Optional Course)</li> <li>7. Computer Aid Design I (Planned and guided by PhD Students + Self-Study by Video Operation + Exam)</li> <li>8. Computer Aid Design II (Planned and guided by PhD Students + Self-Study by Video Operation + Exam)</li> <li>9. Topics on Basic Product Design I (2nd grade undergraduate students, Design Lab)</li> <li>10. Topics on Industrial Design (3rd grade undergraduate students, Design Lab)</li> </ol>

## MS Curriculum (Visual Communication Design Major)

Curriculum	Course Suggestions
<p>◎ <b>Design Theory Courses</b></p> <p><u>Art and Design Psychology Curriculum</u>            Visual Perception            Psychological Aspects of Art History            Advanced Psychology of the Arts            Essential Psychology for Designer</p> <p><u>Visual Art and Design Curriculum</u>            The Application of Visual Symbols and Metaphors in Films            Art in the Twenty-First Century            Seminars of Image Aesthetics of Body and Time            Seminars of Culture Criticism</p> <p><u>Technology Art Curriculum</u>            Performance, Gameplay and Practice            Symbolic and Digital Notation            Dance and Technology Aesthetics            Special Topics on Motion, Animation and Dynamics</p> <p>◎ <b>Research Method Courses</b></p> <p><u>Art and Design Psychology Curriculum</u>            Methodology of Design Psychological Research</p> <p><u>Visual Art and Design Curriculum</u>            Advanced Research on Art</p> <p>◎ <b>Design Creation Courses</b></p> <p><u>Visual Art and Design Curriculum</u>            Typography            Multimedia Web Page Design            Artists' Books            Artists' Books: Advanced            Poetry and Creativity of Visual Novels, Paint Books and Comic Books</p> <p><u>Technology Art Curriculum</u>            New Media Laboratory            Interaction and Digital Art Program            Seminars of Computer Arts            Digital Arts            Interdisciplinary Digital Arts            Stage, Landscapes and Matte Panting            Creative Workshop and Studies for Animation</p>	<p>Master thesis : Master of Public Health (MPh) and Master of Arts (MA)</p> <p><b>Master of Public Health (MPh)</b>            Requires at least one research method course, one art design creation course and three courses of Art Theory, Art History or Design Theory.</p> <p><b><u>Possible Ways to Graduate by Research Thesis (not limited):</u></b></p> <ol style="list-style-type: none"> <li>1. Arts and Design Psychology (Visual Perception, Advanced Psychology of the Arts...)</li> <li>2. Arts Philosophy</li> <li>3. Technology and Arts</li> <li>4. Related Design Research (Includes Photograph, films, multimedia, video...)</li> </ol> <p><b>Master of Arts (MA)</b>            Requires at least three art design courses, three courses of Art Theory, Art History or Design Theory.</p> <p><b><u>Possible Ways to Graduate by Creation (not limited):</u></b>            Visual Art, Animation and Comic, Graphic and 3D design, Front Design, Webpage Design, Multimedia Interactive Technology in Arts, etc.</p>