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| 40 | Steve | 學術 | 多媒體與電腦娛樂科學系 | <http://mes.stust.edu.tw/en> | **History**   * 2004: the four-year undergraduate/ graduate program was founded. * 2005: the four-year-undergraduate extension education program was founded     **Mission**    Over the last twenty years, advances in digital technology have radically changed our lives, bringing about digital innovations in culture, art, education, and entertainment.  New needs and immeasurable commercial demands are consequently created, giving rise to the emergence of multimedia digital industries, which are currently cutting edge. Among them, digital entertainment alone is estimated to raise yearly revenues in the tens of billions. Confronted by multiple issues like cultural content, information technology, and market planning, the burgeoning digital entertainment business is in urgent need of manpower with interdisciplinary talents to cope with these challenges.  Breaking the conventional disciplinary differentiations, our department is characterized by an industry-oriented educational policy. We aim to cultivate a multi-talented workforce with hands-on experience and interdisciplinary knowledge. The undergraduate program aims to create a workforce with practice experience so as to better the quantity and quality of manpower in Taiwan’s digital entertainment industry. The courses are designed to prepare students with skills in the creative planning of digital entertainment products, aesthetics design, video production, software design, system management, quality control testing, and marketing, etc. The graduate program emphasizes both theoretical and practical research to produce students with the ability to lead in the global knowledge economy. Research courses such as Digital Entertainment Industry, Multimedia Techniques Innovation, User Experiences, and Experimental Media Creation, will help lay a firm foundation for the digital entertainment industry.    **Courses**    **Undergraduate**  One of our guiding principles is to develop future professionals with practical skills  The four-year undergraduate program courses are offered at three levels: Elementary, Advanced and Professional, and Interdisciplinary Projects. The elementary level courses are taught in the first and second years, and include courses such as Game Design Introduction, Design Drawing, Software Programming, and Digital Music Introduction. These are offered to foster students’ basic theoretical knowledge. Advanced and Professional level courses are offered in the second and third years, and encompass four fields: 3D Animation Design, Game Programming Design, Digital Audio and Video Design, and Motion-sensitive Game Design. These courses are offered not only as required-elective credits to meet students’ interests, but also to foster student’s professional skills. The Interdisciplinary Projects level is designed to introduce students to the possibility of teamwork in the multimedia and entertainment industry. Through the courses offered, such as Market Survey and Product Planning, Software Programming, Arts Design, and Audio and Video Design, students in the final year will prepare for a career with sufficient professional and teamwork skills to enter the digital entertainment industry.  **Graduate**  Two-year graduate program courses offer both required and elective courses. The required courses include a series of research seminars, such as Creative Multimedia Design, to foster both students’ theoretical and practical skills. In addition, the elective courses encompass four fields designed to foster students’ multi-disciplinary abilities: Creative Digital Entertainment Industry, Multimedia Techniques Innovation, User Experience in Digital Entertainment Products, and Digital Entertainment Industry. The four fields offer courses such as Arcade Game Design Research, Digital Music Research, Interdisciplinary Media Planning, and User Experience Research.    **Career Options**  In addition to a theoretical basis for graduate studies, students will acquire skills necessary to become professionals in the following careers:  **Digital Game Industry : game planning designer, programming designer, 2D/3D game designer, and game testing/ quality control personnel**.  **Audio and Video Industry : interactive media designer, sound effects designer, music composer, digital art designer, video photographer, non-linear editor, and special effect synthesis designer.**  **Internet Programmer : computer graphic designer, animation designer, web page designer, website programmer, multimedia designer, and e-commerce Internet programmer.**    **Prospects**    The Department of Multimedia and Entertainment Science has state-of-the-art facilities and a strong faculty with leading expertise. In pursuit of the dual goals of both educational cultivation and research innovation, we are cooperating effectively with industry in southern Taiwan. In the future, MES will continue to make gains on its following three visions :  1. Providing all kinds of industries with extension learning opportunities in MES.  2. Becoming a leader in applied research in the digital entertainment industry.  3. Promoting a variety of international cooperation and academic exchange with universities abroad.      Telephone：(06)253-3131 # 7501  E-mail ：mes@mail.stut.edu.tw  Address　 ：No.1, Nantai St., Yongkang City, Tainan County 710, Taiwan (R.O.C.)  Faculty- no revisions |