

Four-year course planning table for the Artificial Intelligence group of the Department of Information Engineering

May 11, 2021 Passed by the Departmental meeting at its 2nd meeting, spring semester, Academic Year 2020-21;
Approved at the 2nd College Curriculum Meeting of academic year 109, on June 9, 2021

	First Grade		Second Grade		Third Grade		Fourth Grade	
	Last Term	Next Term	Last Term	Next Term	Last Term	Next Term	Last Term	Next Term
Compulsory	English (I) (2) Physical Education(I) (0)	English (II) (2) Physical Education (II) (0)	English (III) (1)	English(IV)(1)				
General Studies	Core General Education Courses: Core general education courses are divided into three categories: "Social Concerns" (including the aspect of "Humanistic Cultivation" and "Social Observation"), "Innovation and Creativity" (including the aspect of "Artistic Perception" and "Scientific Exploration"), and "Health Promotion" (including the aspect of "Self-Exploration" and "Biomedical Health and Safety"). In each category, students are required to take a minimum of two core general education courses, totaling 12 credits. For elective courses, students need to complete 11 courses, totaling 10 credits.							
calibration	Intercollege Micro Programs(3)							
Department of compulsory	Discrete Mathematics (3) Introduction to Computer (3) ★ C Programming Design (3) C programming practice (1) (1)	Calculus (3) C++Programming Design (3) C programming practice (II) (1) Introduction of Artificial Intelligence (3) ★	Data structures (3) Linear Algebra (3) Python Programming (3)	Database System (3) Probability (3)	Intro. to Computer Algorithms (3)	Project Implementation (1) Artificial Intelligence (3)	Project Implementation (1)	
number of credits	10	10	9	6	3	4	1	0
Required of Elective				Innovative Information Technology and Application (3) Python Programming Certification (3)				
Elective	English for Science and Technology (1) (3)* Visual Programming Logic and Design (3)★	The implementation and applications of programming (3) * English for Science and Technology (II) (3) * Information Application Software (3) Multimedia Softwares (3) The Internet and Applications (3)	Introduction to UNIX Operating System (3) Robot Programming (3)* Matlab Programming (3) Digital Image Editing (3) Windows Programming (3) Engineering Mathematics (3) Combinatorial Mathematics (3) Introduction to Cloud Computing (3) Multimedia Technology and Application (3) Introduction to Game Design (3)	Advanced Linear Algebra (3) * JAVA Programming (3)* Digital signal processing (3) Advanced Matlab Programming (3) Problem Solving and Programming Techniques (3) Interactive Multimedia Systems (3) APP Design and Application (3) Advanced Python Programming (3) Advanced Data Structure (3) Introduction to Internet of Things (3) Assembly Language (3) Logic Electronic (3) Digital Music Editing and Production (3)	OCA, Java Programmer (3) Computer Graphics (3) Cisco Certified Network Associate (CCNA) I (3) * Image Processing (3) Oracle Database SQL Certified Expert (3) iOS APP Programing (3) Video Editing and Digital Design (3) Introduction to VLSI (3) Statistics (3) Software Engineering (3) * System Programming (3) Microprocessor System (3) Web Design and Programming (3) Computer Network (3)	OCP, Java Programmer (3) Computer Animation (3) Cisco Certified Network Associate (CCNA) II (3) Oracle Database Administrator Certified Associate (3) Android APP Programing (3) Practical Robot Programming (3) Programming Language (3) Introduction to Graphs (3) Operating System (3) Computer Architecture (3) Compilers (3) * Advanced Web Programming (3) Statistical Practice (3)	Digital Audio Signal Processing (3) Wireless Network (3) Electronic Commerce (3) Computer Vision (3) Professional Internships (3) Data Mining (3) * All Semester Internships (9) Wireless ad hoc and sensor networks (3) Machine Learning (3) Network Security Practice (3)	Video processing (3) Pattern Recognition (3) Professional Internships (3) Information Project Implementation (3) Digital Learning (3) Big Data Analysis and Applications (3) All Semester Internships (9) Internet of Things-Theory and Implementation (3) Deep Learning (3) Cloud Security (3) UAV Unmanned Aerial Vehicle (3) Intelligent A01 Project Implementation (1) Practical Game Design (3)
number of credits	6	15	30	45	42	39	36	43