National University of Kaohsiung, Department of Information Management, Undergraduate Required and Elective Courses List

For students admitted after the 2020 Academic Year

Approved and amended on March 5, 2007, by the 1nd Department Meeting of the 2nd Semester of the 95th Academic Year

Approved and amended on April 30, 2007, by the 2nd Department Meeting and Curriculum Meeting of the 2nd Semester of the 95th Academic Year

Approved and amended on October 29, 2012, by the 3nd Department Meeting and Curriculum Meeting of the 1nd Semester of the 101th Academic Year

Approved and amended on December 3, 2012, by the 3nd Department Curriculum Meeting of the 1nd Semester of the 101th Academic Year

Approved and amended on December 24, 2012, by the 5nd Department Meeting of the 1nd Semester of the 101th Academic Year

Approved and amended on December 7, 2015, by the 1nd Department Curriculum Meeting of the 1nd Semester of the 104th Academic Year

Approved and amended on May 11, 2016, by the 1nd College Curriculum Meeting of the 2nd Semester of the 104th Academic Year

Approved and Recorded on May 26, 2016, by the University Curriculum Meeting of the 2nd Semester of the 104th Academic Year

Approved and amended on April 27, 2020, by the 2nd Department Curriculum Meeting of the 2nd Semester of the 108th Academic Year

Approved and amended on May 12, 2020 by the 1nd College Curriculum Meeting of the 2nd Semester of the 108th Academic Year

Approved and amended on May 28, 2020 by the University Curriculum Meeting of the 2nd Semester of the 108th Academic Year

| **Required courses：72 credits** |
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| Course Name | Type | Credits | S1 Year 1 | S2 Year 1 | S1 Year 2 | S2 Year 2 | S1 Year 3 | S2 Year 3 | S1 Year 4 | S2 Year 4 | Note |
| Economics | Required | 3 | $$√$$ |  |  |  |  |  |  |  |  |
| Business Management | Required | 3 | $$√$$ |  |  |  |  |  |  |  |  |
| Introduction to Computer | Required | 3 | $$√$$ |  |  |  |  |  |  |  |  |
| Program Design | Required | 3 | $$√$$ |  |  |  |  |  |  |  |  |
| Calculus | Required | 3 |  | $$√$$ |  |  |  |  |  |  |  |
| Accounting | Required | 3 |  | $$√$$ |  |  |  |  |  |  |  |
| Object-Oriented Programming(I) | Required | 3 |  | $$√$$ |  |  |  |  |  |  |  |
| Introduction to Information Management | Required | 3 |  | $$√$$ |  |  |  |  |  |  |  |
| Object-Oriented Programming(II) | Required | 3 |  |  | $$√$$ |  |  |  |  |  |  |
| Statistics(I) | Required | 3 |  |  | $$√$$ |  |  |  |  |  |  |
| Computer Network | Required | 3 |  |  | $$√$$ |  |  |  |  |  |  |
| Marketing Management | Required | 3 |  |  | $$√$$ |  |  |  |  |  |  |
| Web Pages Programming | Required | 3 |  |  |  | $$√$$ |  |  |  |  |  |
| Database Management | Required | 3 |  |  |  | $$√$$ |  |  |  |  |  |
| Electronic Commerce | Required | 3 |  |  |  | $$√$$ |  |  |  |  |  |
| Statistics(II) | Required | 3 |  |  |  | $$√$$ |  |  |  |  |  |
| Management Information Systems | Required | 3 |  |  |  |  | $$√$$ |  |  |  |  |
| Data Structures | Required | 3 |  |  |  |  | $$√$$ |  |  |  |  |
| Project Management | Required | 3 |  |  |  |  | $$√$$ |  |  |  |  |
| Systems Analysis and Design | Required | 3 |  |  |  |  | $$√$$ |  |  |  |  |
| Project Development(I) | Required | 3 |  |  |  |  |  | $$√$$ |  |  |  |
| Operating Systems | Required | 3 |  |  |  |  |  | $$√$$ |  |  |  |
| Project Development(II) | Required | 3 |  |  |  |  |  |  | $$√$$ |  |  |
| Information Ethics and Law | Required | 3 |  |  |  |  |  |  | $$√$$ |  |  |

| **Elective courses 24 credits** |
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| Course Name | Type | Credits | S1 Year 1 | S2 Year 1 | S1 Year 2 | S2 Year 2 | S1 Year 3 | S2 Year 3 | S1 Year 4 | S2 Year 4 | Note |
| Internet and Multimedia Applications | Elective | 3 |  |  | $$√$$ |  |  |  |  |  |  |
| Technology English | Elective | 3 |  |  | $$√$$ |  |  |  |  |  |  |
| Network Planning and Management Study | Elective | 2 |  |  | $$√$$ |  |  |  |  |  |  |
| Advanced Java Theory and Practice | Elective | 2 |  |  | $$√$$ |  |  |  |  |  |  |
| Data and Design Thinking | Elective | 3 |  |  |  | $$√$$ |  |  |  |  |  |
| Python Programing | Elective | 3 |  |  |  | $$√$$ |  |  |  |  |  |
| Organizational Behavior | Elective | 3 |  |  |  | $$√$$ |  |  |  |  |  |
| Introduction to Knowledge Management | Elective | 3 |  |  |  |  | $$√$$ |  |  |  |  |
| Customer Relationship and Service Management | Elective | 3 |  |  |  |  | $$√$$ |  |  |  |  |
| Deep Neural Network I | Elective | 3 |  |  |  |  | $$√$$ |  |  |  |  |
| Deep Reinforcement Learning I | Elective | 3 |  |  |  |  | $$√$$ |  |  |  |  |
| Information and Technology Management | Elective | 3 |  |  |  |  | $$√$$ |  |  |  |  |
| Data Analytics and Visualization | Elective | 3 |  |  |  |  | $$√$$ |  |  |  |  |
| Investment and Financial Management Practice | Elective | 3 |  |  |  |  | $$√$$ |  |  |  |  |
| Information Systems Research | Elective | 3 |  |  |  |  | $$√$$ |  |  |  |  |
| Information Technology Trend and Practical Business English | Elective | 3 |  |  |  |  | $$√$$ |  |  |  |  |
| Creative Thinking and Problem Solving | Elective | 3 |  |  |  |  | $$√$$ |  |  |  |  |
| Mobile Commerce | Elective | 3 |  |  |  |  |  | $$√$$ |  |  |  |
| Human Resource Management | Elective | 3 |  |  |  |  |  | $$√$$ |  |  |  |
| SCM and Enterprise Resource Planning | Elective | 3 |  |  |  |  |  | $$√$$ |  |  |  |
| English Presentation Skills | Elective | 3 |  |  |  |  |  | $$√$$ |  |  |  |
| Front-End Web Development | Elective | 3 |  |  |  |  |  | $$√$$ |  |  |  |
| Digital Marketing | Elective | 3 |  |  |  |  |  | $$√$$ |  |  |  |
| Social Media Management and Analysis | Elective | 3 |  |  |  |  |  | $$√$$ |  |  |  |
| Internet of Things | Elective | 3 |  |  |  |  |  | $$√$$ |  |  |  |
| Unmanned Vehicle Design and Application | Elective | 3 |  |  |  |  |  | $$√$$ |  |  |  |
| Indoor Localization Tracking and Unmanned Vehicle Application | Elective | 3 |  |  |  |  |  | $$√$$ |  |  |  |
| Enterprise Visiting | Elective | 4 |  |  |  |  |  | $$√$$ |  |  |  |
| Managerial Mathematics | Elective | 3 |  |  |  |  |  | $$√$$ |  |  |  |
| Introduction to Deep Learning | Elective | 3 |  |  |  |  |  | $$√$$ |  |  |  |
| Application of Deep Learning Techniques to Real World Problems | Elective | 3 |  |  |  |  |  | $$√$$ |  |  |  |
| Deep Neural Network II | Elective | 2 |  |  |  |  |  | $$√$$ |  |  |  |
| Deep Reinforcement Learning Ⅱ | Elective | 2 |  |  |  |  |  | $$√$$ |  |  |  |
| Deep Neural Network Research | Elective | 2 |  |  |  |  |  | $$√$$ |  |  |  |
| Artificial Intelligence System and Practice I | Elective | 1 |  |  |  |  |  | $$√$$ |  |  |  |
| Open Data System and Practice I | Elective | 1 |  |  |  |  |  | $$√$$ |  |  |  |
| Social Network System and Practice I | Elective | 1 |  |  |  |  |  | $$√$$ |  |  |  |
| Information Technology and Practice I | Elective | 1 |  |  |  |  |  | $$√$$ |  |  |  |
| Internship Ⅱ | Elective | 6 |  |  |  |  |  | $$√$$ |  |  | Classes are only offered during the summer vacation |
| Information Technology and Corporate Strategy | Elective | 3 |  |  |  |  |  |  | $$√$$ |  |  |
| Advanced Database Management | Elective | 3 |  |  |  |  |  |  | $$√$$ |  |  |
| Advance Network Management | Elective | 3 |  |  |  |  |  |  | $$√$$ |  |  |
| Information Retrieval | Elective | 3 |  |  |  |  |  |  | $$√$$ |  |  |
| Apps Programing | Elective | 3 |  |  |  |  |  |  | $$√$$ |  |  |
| Internship I | Elective | 9 |  |  |  |  |  |  | $$√$$ |  |
| Internship Ⅲ | Elective | 3 |  |  |  |  |  |  | $$√$$ |  |
| Java Script Application Design | Elective | 3 |  |  |  |  |  |  | $$√$$ |  |  |
| Artificial Intelligence System and Practice(II) | Elective | 1 |  |  |  |  |  |  | $$√$$ |  |  |
| Open Data System and Practice(II) | Elective | 1 |  |  |  |  |  |  | $$√$$ |  |  |
| Social Network System and Practice(II) | Elective | 1 |  |  |  |  |  |  | $$√$$ |  |  |
| Information Technology and Practice(II) | Elective | 1 |  |  |  |  |  |  | $$√$$ |  |  |
| Digital Games Design | Elective | 3 |  |  |  |  |  |  |  | $$√$$ |  |
| Supply Chain Management | Elective | 3 |  |  |  |  |  |  |  | $$√$$ |  |
| Knowledge Management Research | Elective | 3 |  |  |  |  |  |  |  | $$√$$ |  |
| Information Technology and Business Models | Elective | 3 |  |  |  |  |  |  |  | $$√$$ |  |
| Data Mining and Knowledge Discovery | Elective | 3 |  |  |  |  |  |  |  | $$√$$ |  |
| Practices in Digital Games Design | Elective | 3 |  |  |  |  |  |  |  | $$√$$ |  |
| Web Consumer Behavior | Elective | 3 |  |  |  |  |  |  |  | $$√$$ |  |

* The minimum required credits for graduation are 128, with 72 credits of compulsory courses in the major (department), 8 credits of compulsory courses designated by NUK, 24 credits of general education electives, and 24 credits of electives. ①Among the elective courses, students must complete at least 15 credits within the IM Department and can take up to 9 credits of compulsory or elective courses from other departments. ② Alternatively, students can select to complete all 24 elective credits by taking courses within the IM Department.
* For the Form 5 graduates : The student graduated from a senior secondary school in a foreign country, Hong Kong, or Macao, and their graduating year is academically equivalent to the second grade of a senior secondary school in Taiwan. Those admitted with equivalent qualifications must have a minimum of 140 credits upon graduation.

Students who take the courses that meet the requirements (Note 1) can apply for exemption before enrollment.

Note 1: Standards for Recognition of Equivalent Educational Levels for University Admission; Regulations Governing the Assessment and Recognition of Mainland Area Academic Records; Regulations Governing the Examination and Recognition of Educational Records from Hong Kong and Macao; Students who take courses organized by Taiwan’s universities/ colleges Continuing Education Programs.

* NUK daytime undergraduate students are required to pass the basic competency tests for graduation:
1. English proficiency qualification examination (according to NUK's Implementation Regulations for Graduation Requirements on English Proficiency Assessment.)
2. Information literacy qualification examination (according to NUK's Implementation Regulations for the Basic Information Competence Assessment.)
* According to NUK's graduation rules, the Department of Information Management recognizes the professional applied law course Information Ethics and Law (3 credits).
* The minimum number of credits required for graduation from Department of Information Management includes credits from professional applied law courses.