Curriculum Map of 2025 Academic Year for Undergraduate. Department of Information Technology and Management of Tzu Chi University

Course schedule for Fall 2025	Year 1		Year 2		Year 3		Year 4		Educational Goals	
	1st Semester	2nd Semester	1st Semester	2nd Semester	1st Semester	2nd Semester	1st Semester	2nd Semester	Core Competencies	Future Development
The Core Required Courses of the School (33)	3. Physical Education Courses: Required Courses 2 credits, Interest Options for Active Physical Education Elective Courses 1 credit. *The core required courses of the school are handled by the regulations of the College, the General Education Center, the Physical Education Center, and the Foreign Language Teaching Center								Cultivate information talents with humanistic	Eurther education: Domestic and foreign management master's programs.
(Required) (6)		Sustainable Development(2)	Application(2)			Self-Managemen			workplace ethics. 2. Cultivate information	Employment :
Professional Basic Courses (Required) (20)	Multimedia Design and Production(2) Introduction to Computer Science(3) Management of Mathmatics(2)	Management Fundamentals(3)	Probability(2)	Statistics(2)	Business Data Communications(3)	Operating System(3)			talents with system integration and problem- solving abilities. 3. Cultivate information	Integrating learning and application with the industry. Employment includes global Tzu Chi organizations,
Professional Core Courses (Required) (14)	Programming(3)	Object-Oriented Technology(3)	Data Structure(3)	Database Management System(3)	Project planning (I) (1)	Project planning (II) (1)			and international perspectives.	management companies, and other information-related industries.
Employment Course Module I AI Big Data (Elective) (15)		Artificial Intelligence(3)	Data Mining(3)	Internet of Things(3)	Big Data Analytics(3) AI Deep Learning(3)	AIoT Practice and Application(3)	Information Visualization(3)		Core Competencies : 1. Cultivate students' programming abilities.	
Employment Course Module II Digital Multimedia (Elective) (15)		Digital Image Processing(3)	Unity Development Practice(3)	Unity Multi-Platform Application Development(3)	Video Clips(3) 3D Computer Animation(3)	Computer Animation(3)	Live Streaming and Marketing(3)		abilities. 5. Cultivate students' ability	
General Elective Courses (30)		Introduction to Smart Robots(3)	Management Information System(3)	E-Service and Learning(3) Information Security Management(3)	Algorithms(3) Software Engineering(3)	Cloud Application(3) Mobile Applications Design(3) Generative Artificial Intelligence(3) System Analysis and Design(3)	Smart Health and Care(3) Full-end System Management(3) Business Process Reengineering(3) Industry Internship (I)			
The Core Required Courses of the School(33)+College Courses (Required)(6)+Professional Basic Courses (Required) (20)+Professional Core Courses (Required)(14)+Employment Course Module I Al Big Data (Elective)(15)+Employment Course Module II Digital Multimedia (Elective) (15)+General Elective Courses(30)=133 credits in total. Course Regulations 1. Electives are courses offered in the current semester.									to integrate science, technology, humanities, and information ethics. 6. Cultivate students' ability	