EM Curriculum Map

EM Educational Objective

To develop the entertainment management and event management professionals with global perspective

GE Core
Courses:
16 Credits

IC Liberal
Arts Elective
Courses:
12 Credits

Departmental
Required Courses:
31 Credits

Departmental
Electives Courses:
30 Credits

Graduation
Requirement:
「International
Studies」、
「English Proficiency」

Year 1/ Fall Year 1/ Spring

IC Liberal Arts Elective Courses

Service Service Education (I) Education (II)

English Reading ... English Writing and composition

Chinese Literature

Data Processing

Entertainment Management in Practice

Introduction to Entertainment Business Management

Economics (I) Economics (II)

Accounting (I) Accounting (II)

Personal Finance

(choose one of four)

Modern Culture and

History

World Culture

Presentation Skill

Second Language

Unraveling the

Mystery of Health

Statistics (I)

Management and Managerial Practice& Management Practicum

Aesthetics

Study Skills · Psychology of Leisure · Introduction to Tourism and Hospitality · Presentation and Communication Skills · Design Process and the Tendencies of Contemporary Design

Year 2/ Fall Year 2/ Spring

IC Liberal Arts Elective Courses

Physical Education (I) ... Physical Education (II)

Marketing Management

Programming(Python)

IC Required

Courses:

24 Credits

Human Resource Management Event and Venue Management

Creative Thinking and Innovation

Project Management

Business English

Storytelling Concepts

Statistics (II)

Gaming Management \ Sport Event
Management \ Film and Production
Management \ Culture and Sociology \ Gaming
Service Skills (I) \ Computer Application \
Service Management \ Consumer Behavior \
Digital Photography Practice \ Event Hosting
Practice \ Video Production \ Audio Production \
Film History and Theory \ 2D Art and Design \
Off-campus Internship (II) \ Off-campus Internship (III)

Year 3/ Fall Year 3/ Spring

IC Liberal Arts Elective Courses

Research Method

3D Computer Animation Sequential Arts S Electronic Commerce > Probability of Gaming Introduction to Tourism and Hospitality > Dispute Management

Multimedia Application • Pop Music Marketing Strategy Theatre Operations and Management . Club Management Operations . Asian Popular Culture > Psychology of Gaming > Casino Operations Management . Gaming Service Skills (II) Negotiation International Tourism · Video Production · Academic English . Sound Recording, Editing and Design Storytelling and Philosophy . Leadership . Media & Communications . Digital Media Design · Film Production Management · Mega Event Planning

Wedding Planning and Practices Industry Internship Industry Proiect

Year 4/ Fall Year 4/ Spring

IC Liberal Arts Elective Courses

Special Topic (I)

Special Topic (II)

Professional Ethics And Social Responsibility

Lodging Management Festival Management Event Practicum Industrial Relationships Media and Public Relations International Etiquette Case Studies in Entertainment Business Attractions and Theme Parks Management Risk Management Entertainment and Event Marketing Employment and Development Trend Contemporary Issue Digital Marketing and Social Media Cross Culture Awareness Entertainment Regulation and Policy Script Writing

- * The students must achieve a minimum level of English proficiency as stipulated by the Department of EM. The English Proficiency Level requirement that the students needed to meet for graduation can be chosen by the following standard:
- a. GEPT of High- Intermediate b. TOEFL PBT/ITP/IBT of scoring 527/527/70 c. TOEIC 750 d. IELTS of level 5.5 e. Cambridge Main Suite of level First Certificate in English (FCE) f. BULATS of ALTE Level 3 g. NETPAW of High-Intermediate-Second Stage.
- * The students are required to study abroad prior to graduation. Regarding the "International Studies" program please refer to" Regulations for Implementation of International Studies for Students of International College at I-Shou University".

