

CONTENT OF THE GRAPHIC DESIGN PROGRAM AT THE UNIVERSITY LEVEL



Applicable to: 2024 enrollment keywords

(Issued together with Decision No. dated [date] [month] [year] 2024)

Industry: **Information Technology**

Specialized: **Graphic Design/ Game Design/ Multimedia**

Accumulated credits: **134**

Industry code: **7480201**

No.	HP Code	Course name	Number of credits						HP Code
			Total	LT	TH/TN	TT	BL	Graduation Thesis	
		I. GENERAL EDUCATIONAL KNOWLEDGE	50	50	0	0	0	0	
		I.1. Courses on political theory and law	14	14	0	0	0	0	
1	POL105	Marxist-Leninist Philosophy	3	3					
2	POL106	Political economy	2	2					POL105
3	POL107	Scientific socialism	2	2					POL106
4	POL108	Ho Chi Minh Thought	2	2					POL107
5	POL109	History of the Communist Party of Vietnam	2	2					POL109
6	LAW101	General Law	3	3					
		I.2. Courses on natural sciences and the environment	12	12	0	0	0	0	
1	NAS101	Environment and people	3	3					
2	NAS202	Advanced Mathematics	3	3					
3	NAS204	General Physics	3	3					
4	NAS203	Application statistics	3	3					
		I.3. Courses on economics, management, and general administration	6	6	0	0	0	0	
1	BUS101	Entrepreneurial spirit	3	3					
2	BUS102	Change management	3	3					
		I.4. Courses on social sciences, humanities, and multiculturalism	3	3	0	0	0	0	
1	SOS102	Vietnamese Van Hien	3	3					
		I.5. Modules on general personal qualities	3	3	0	0	0	0	
1	SKL101	University study methods	3	3					
		I.6. Elective Courses	12	12	0	0	0	0	
		Choose one of the two modules.	3	3					
1	ENG201	Conversational English 1	3	3					
2	SKL202	Office administration skills	3	3					
		Choose one of the two modules.	3	3					
1	ENG202	English Communication 2	3	3					ENG201
2	VIE201	Vietnamese language skills	3	3					
		Choose one of the two modules.	3	3					
1	MAN201	Management	3	3					
2	SOS206	General Aesthetics	3	3					
		Choose one of the two modules.	3	3					
1	SOS205	Intercultural communication	3	3					
2	MAR201	Basic Marketing	3	3					
		II. PROFESSIONAL EDUCATION	84						
		II.1. Basic Knowledge	21	45	18	1	3	0	
1	INT306	Introduction to the field	2	2					
2	INT310	Experience in the industry/profession	1			1			
3	INT4401	Computer network	3	2	1				INT416
4	INT304	Computer architecture	2	2					
5	INT323	Database	4	3	1				
6	INT4403	Linux operating system	3	2	1				INT416
7	INT322	Basic Java Programming	3	2	1				

8	ELE326	Electronic components	3	2	1			
II.2. Specialized Course Modules								
<i>Required section</i>			46	30	13	0	3	0
1	GRA401	Graphic design facility	2	2				
2	GRA403	Basic Graphic Design 1 (Photoshop)	3	2	1			
3	GRA404	Basic Graphic Design 2 (Illustrator)	3	2	1			
4	GRA420	Developing creative ideas	3	2	1			GRA403, GRA404
5	GRA407	Layout design (Indesign)	3	2	1			GRA403, GRA404
6	GRA421	2D Graphic Design	4	2	2			GRA403, GRA404, GRA418
7	GRA423	Brand identity design	3	2	1			GRA403, GRA404, GRA418
8	GRA424	3D graphic design (Blender, 3Ds Max, Maya)	4	2	2			GRA403, GRA404
9	GRA414	Animation (After Effects)	3	2	1			GRA403, GRA404
10	GRA418	Illustration	3	2	1			
11	GRA422	Film Editor (Premiere)	3	2	1			GRA403, GRA404
12	GRA419	Calligraphy and decorative art	3	2	1			GRA401
13	INT324	C++ programming	3	2	1			
Choose one of the two modules.			3	2	1			
1	GRA310	Photography & Videography	3	2	1			
2	GRA425	2D Game Effects Design	3	2	1			
Choose one of the two modules.			3	2	1			
1	GRA409	Application UI Design (Figma)	3	2	1			GRA403, GRA404
2	INT4406	Object-Oriented Programming	3	2	1			INT324
II.3. Graduation Knowledge			17	0	0	5	0	12
1	INT551	Internship in Information Technology	5			5		
Choose one of the three modules.								
2	INT587	Graphic design graduation thesis	12					12
<i>Alternative topics to the Graduation Thesis</i>			12	0	0	0	12	0
<i>Specialization in Graphic Design/Game Design/Multimedia</i>			12	0	0	0	12	0

2.1	GRA511	Topic 1: Branding - Illustrating graphic products for a brand (brand identity kit)	6			6		
2.2	GRA512	Module 2: UX-UI - Web/App Interface Development (Interface Design)	6			6		
III. NON-CURRENT COURSES								
1	DEE104	National defense education	8					
2	PHT101	Physical Education 1	1		1			
3	PHT102	Physical Education 2	1		1			
4	PHT103	Physical Education 3	1		1			
5		Soft skills	reg ulat ion					
6		Foreign language proficiency requirements	reg ulat ion					

7		Computer Science Output Standards	reg ulat ion							
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