

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	study in advance
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									
Required section			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	
Alternative topics to the Graduation Thesis			12	0	0	0	12	0	
Specialization in Graphic Design/Game Design/Multimedia			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	regulation						
6		Foreign language proficiency requirements	regulation						

7		Computer Science Output Standards	reg ulat ion						
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