DONG NAI TECHNOLOGY UNIVERSITY

DNTU

CURRICULUM

Field of study:	**Digital art**
Qualification level:	**Undergraduate**
Mode of Study:	**Full-time**
Duration of Study:	**4 years**
Degree Awarded:	**Bachelor's Degree**
Cohort:	**Cohort 21 (2025 - 2029)**
Total cumulative credits for the whole program:	**126**

Courses marked with (*) are not calculated into the cumulative GPA.

SEMESTER 1: 7 cumulative credits (Compulsory: 7, Elective: 0)					
Course Code	**Course Name**	**Credits**	**Total Hours**	**Theory Hours**	**Practice Hours**
Compulsory Courses		**7**			
CB70107	Understanding DNTU (*)	1	15	15	0
CB70303	Public Speaking Skills	1	15	15	0
CB71101	Environment and Sustainable Development	2	30	30	0
TA70301	Key English 1 (*)	3	45	45	0
TA70302	Key English 2 (*)	3	45	45	0
TA70303	Key English 3 (*)	3	45	45	0
TA70304	English Speaking Community (*)	2	30	30	0
NT70003	Introduction to digital art	2	45	15	30
NT70002	Creative methods	2	45	15	30
SEMESTER 2: 22 cumulative credits (Compulsory: 22, Elective: 0)					
Course Code	**Course Name**	**Credits**	**Total Hours**	**Theory Hours**	**Practice Hours**
Compulsory Courses		**22**			
CB70101	Philosophy of Marxism and Leninism	3	45	45	0
CB70301	Applied Informatics I	2	45	15	30

CB70304	Emotion management skills	1	15	15	0
TA70305	Intensive English 1	4	60	60	0
NT70001	Application of AI in digital art	2	45	15	30
NT70004	Visual Language	2	60	0	60
NT70005	Practice digital painting	2	60	0	60
NT70008	Cinematography	2	60	0	60
TK70103	Model sculpting	2	45	15	30
TK70110	Drawing 1	2	60	0	60
Elective Courses (Choose 1 out of 3 courses)		**0**			
CB71412	Physical Education*	1	30	0	30
CB71403	Physical Education*	1	30	0	30
CB71404	Physical Education*	1	30	0	30
CB71410	Pickleball*	1	30	0	30
SEMESTER 3: 20 cumulative credits (Compulsory: 20, Elective: 0)					
Course Code	**Course Name**	**Credits**	**Total Hours**	**Theory Hours**	**Practice Hours**
Compulsory Courses		**20**			
CB70102	Philosophy of Marxism and Leninism	2	30	30	0
CB70106	Introduction of Laws	2	30	30	0
CB71102	Behavioral psychology	2	30	30	0
CB70302	Informatics 2	2	45	15	30
CB70305	Communication and relationship-building skills	2	30	30	0
CB71401	Physical Education*	1	30	0	30
TA70306	Intensive English 2	4	60	60	0
NT70009	Digital photography art	2	60	0	60
NT70006	Practicing digital sculpting	2	60	0	60
TK70111	Drawing 2	2	60	0	60
SEMESTER 4: 18 cumulative credits (Compulsory: 18, Elective: 0)					

Course Code	Course Name	Credits	Total Hours	Theory Hours	Practice Hours
Compulsory Courses		**18**			
CB70401	National Defense Education - 1rd Course*	3	45	45	0
CB70402	National Defense Education - 2rd Course*	2	30	30	0
CB70403	National Defense Education - 3rd Course*	1	30	0	30
CB70404	National Defense Education - 4rd Course*	2	60	0	60
CB70206	Scientific research methods	2	30	30	0
CB70103	Scientific socialism	2	30	30	0
CB70306	Negotiation skills	2	30	30	0
TA70307	Intensive English 3	4	60	60	0
NT70007	Web design principles	2	45	15	30
NT70010	From script to screen	2	60	0	60
NT70011	VFX effects	2	45	15	30
TK70105	History of Art and Design	2	45	15	30
Elective Courses (Choose 1 out of 3 courses)		**0**			
CB71402	Physical Education*	1	30	0	30
CB71403	Physical Education*	1	30	0	30
CB71404	Physical Education*	1	30	0	30
SEMESTER 5: 21 cumulative credits (Compulsory: 21, Elective: 0)					
Course Code	**Course Name**	**Credits**	**Total Hours**	**Theory Hours**	**Practice Hours**
Compulsory Courses		**21**			
CB70105	History of Vietnamese Communist Party	2	30	30	0
CB70104	Ho Chi Minh Ideology	2	30	30	0
TA70308	Intensive English 4	4	60	60	0
NT70012	Editing movies on Cinema 4D and Blender software	2	45	15	30
NT70013	Motion graphics	2	45	15	30
NT70014	Build stories through digital	3	75	15	60
NT70015	Interactive Storytelling	3	75	15	60

NT70016	Advanced VFX effects	3	75	15	60
Elective Courses (Choose 1 out of 3 courses)		**0**			
CB71405	Fitness *	1	30	0	30
CB71406	Dancesport *	1	30	0	30
CB71407	Physical Education*	1	30	0	30
CB71408	Martial arts*	1	30	0	30
SEMESTER 6: 24 cumulative credits (Compulsory: 24, Elective: 0)					
Course Code	**Course Name**	**Credits**	**Total Hours**	**Theory Hours**	**Practice Hours**
Compulsory Courses		**24**			
TK70121	User interface and experience (UI/UX) design	3	75	15	0
NT70017	Practice advanced digital painting	3	75	15	60
NT70018	Advanced digital sculpture practice	3	75	15	60
NT70101	Technology platform and game design	3	75	15	60
NT70102	Animation for the game	3	75	15	60
NT70103	Game technology production process	3	75	15	60
NT70104	Animation for the game	3	75	15	60
NT70105	Game psychology	3	75	15	60
SEMESTER 7: 4 cumulative credits (Compulsory: 4, Elective: 0)					
Course Code	**Course Name**	**Credits**	**Total Hours**	**Theory Hours**	**Practice Hours**
Compulsory Courses		**4**			
NT71101	Game theory	2	45	15	30
NT71102	Electronic sports business (esport)	2	45	15	0
SEMESTER 8: 10 cumulative credits (Compulsory: 10, Elective: 0)					
Course Code	**Course Name**	**Credits**	**Total Hours**	**Theory Hours**	**Practice Hours**
Graduation intership		**24**			
NT70106	Graduation intership	4	240	0	0
Graduation thesis		***6***			
NT70107	Graduation thesis	6	165	15	0