



Department of Photography

Build the Future

and Virtual Reality Design

Photography and Technology Art

Interactive Media

HUAFAN

UNIVERSITY

Huafan is the first university founded by the Buddhist community among the Chinese-speaking countries. The university has incorporated the ideals of both Chinese education and Buddhist culture into its curricula. It was established by the Ven. Hiu Wan, artist and educator, in 1993, as Huafan Institute of Technology, reorganized as Huafan College of Humanities and Technology in 1993, and then in 1997 was accredited its present status of a full-fledged university. Located in the rural area outside of Taipei, Huafan prides itself on its sublime educational ideals, its energetic teaching faculty, and its serene mountainous surroundings. Huafan University comprises four colleges including College of Engineering and Management, College of Liberal Arts, College of Arts and Design, and College of Buddhism, offering bachelor, master and doctoral programs in 13 fields of studies.

Admissions for Overseas Chinese
& International students

Play with image. The world right in front of you.

The first VR department in Taiwan

Eight reasons why you should become a VR guru

- 1 With the advent of the 5G era, VR media will soon go mainstream.
- 2 VR technology is ready to serve as a hub for multi-media integration.
- 3 With the rise of new media, VR video is poised to create powerful, immersive experiences.
- 4 VR is one of the hottest areas for entrepreneurship, and is poised to integrate highly profitable services.
- 5 The application of VR technology can span medicine, architecture, art, education, and the military, allowing you to expand into unlimited career possibilities.
- 6 VR has academic, commercial and artistic value, allowing you to develop your life ambitions across multiple domains.
- 7 The world's major manufacturers, such as Facebook and Apple, have regarded VR/AR as a global development trend and have increased their investment in the field.
- 8 Due to continuous breakthroughs in the production and technology of VR equipment, the era of one machine per person is at hand.

Educational goals and characteristics

The department is divided into the "VR and Interactive Media Group " and the "Photography and Technology Art Group. "

This department is suitable for students who are highly interested in dynamic and static photography, 3D / 2D multimedia design, virtual reality design, and virtual photography.

VR and Interactive Media Group

We focus on cultivating cross-disciplinary talents specializing in 3D games and animation, as well as virtual and augmented reality.

Photography and Technology Art Group

We focus on cultivating cross-disciplinary talents in both dynamic and static photography as well as virtual photography.

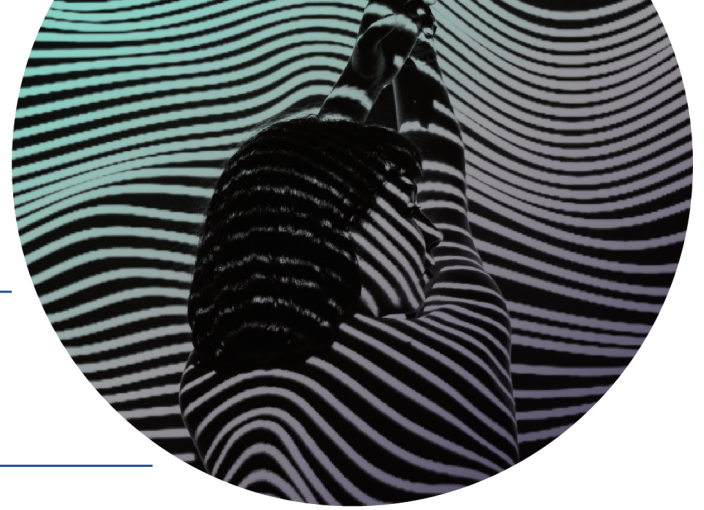
We emphasize practical hands-on learning and help students develop their abilities across multiple domains, with a focus on "learning by doing." By emphasizing project-based learning (PBL), teachers and professional VR developers cooperate to assist students with hands-on practice, problem-solving, learning new technologies, and developing communication, cooperation, and marketing skills.



Who is suitable for this department?

Those who are interested in photography, 3D games and animation, virtual reality, new media art, interactive media art, virtual photography and 3D modeling are welcome to join us.

The VR Industry and Career Development



In 2018, Facebook CEO Mark Zuckerberg announced that "Facebook wants to bring a billion people into the world of VR, and it's only 1% of the way."

VR/AR is virtual reality and augmented reality.

The VR/AR industry is one of the five largest global annual trends. VR/AR-related jobs are proliferating, within which VR/AR software engineers have the largest amount of job opportunities, followed by multimedia animation designers.

Project Based Learning (PBL) and Studios

The department has established four studios: the VR core studio, the photography core studio, the 3D model studio, and an audio-visual graphics studio. These studios are equipped with more advanced experimental and research equipment than other general educational locations, and provide a place for study, practice, and cooperation between the university and the VR/AR industry. Studio members can enjoy the benefits of free participation in a training camp featuring lecturers from the industry, and have priority to participate in on-campus learning opportunities and projects between the industry and university.



What is VR/AR?

VR: Virtual Reality

A world is created out of thin air with multimedia technology from within an empty void. With today's technology, VR only requires a set of headsets to present a convincing virtual vision.

AR: Augmented Reality

Based on the existing world, augmented reality adds objects that did not exist before. AR is already able to create exciting applications with today's technology by using a mobile phone camera and the natural world.

Modular Honeycomb Course

Huafan University has pioneered modular honeycomb courses as a learning model, echoing the trend of cultivating cross-disciplinary talent within higher education.

All courses in this department have been modularized. Each honeycomb represents a course module. Students must take at least six modules (3 compulsory + 3 electives) and graduate with 128 credits after satisfying the school's required and elective courses.



Advantages of Modular Courses

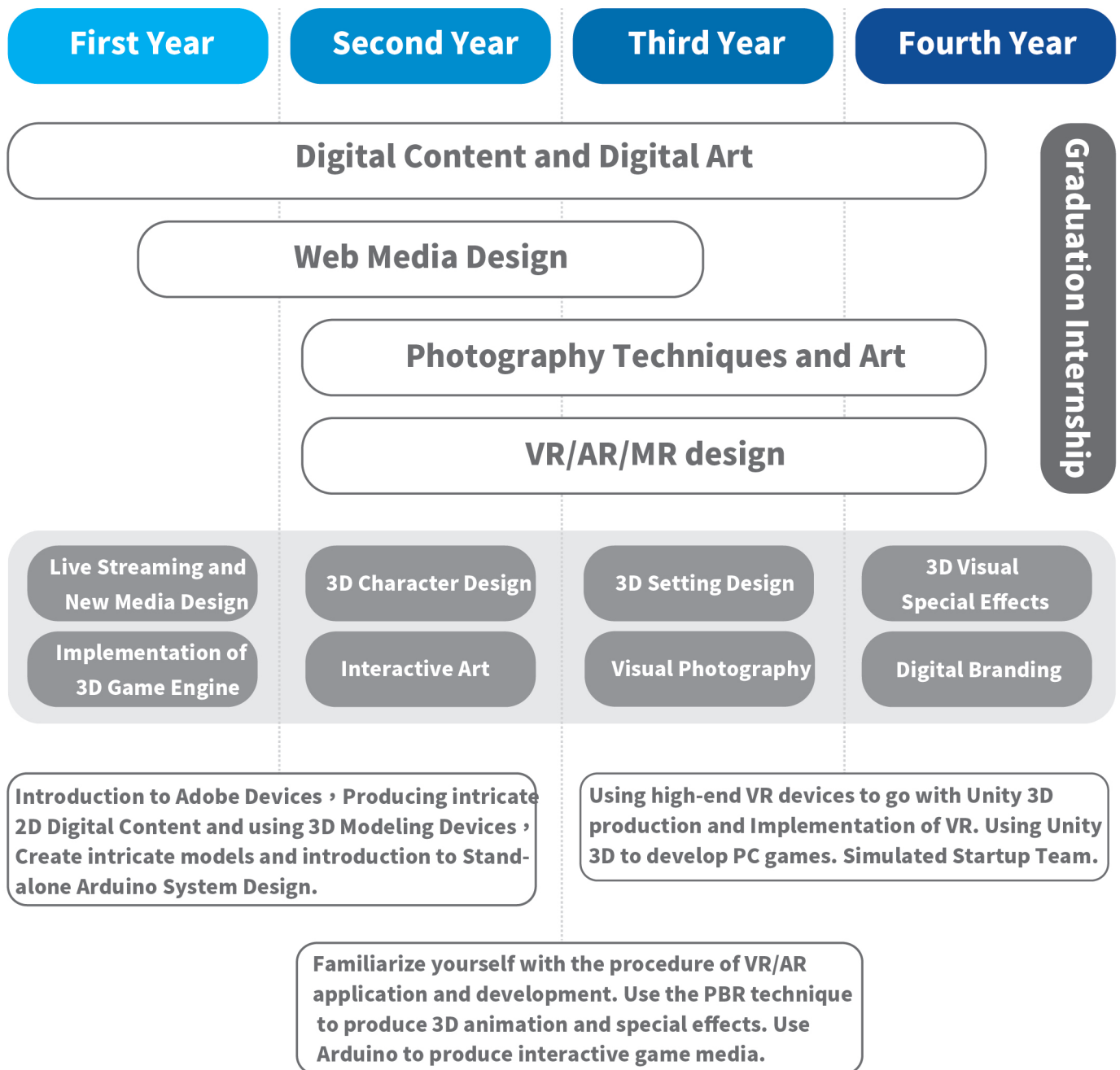
Modular courses are more diversified and flexible, and students can select courses according to their own interests, capabilities, and personal needs.



Curriculum Guide and Course Schedule

Through honeycomb modular courses and PBL thematic learning, we emphasize the integration of theory and practical application.

The department hosts an exhibition every year, providing students with the stage for showcasing their achievements. This activity can also enhance students' resumes, which is helpful for pursuing their careers.



Project-Based Learning (PBL)



Each modular course in the department is paired with one or more thematic implementation courses (project), which we call PBL.

The PBL section of each module is implemented in the co-creation space at the department, where students will be able to directly experience the same entrepreneurial atmosphere as in the professional market.

Co-creation space

This large space dedicated to the department is located on the first floor of the Shixue Building and the second floor of the Ershi Building at Huafan University. About one-third of it is dedicated to co-creation spaces provided for PBL courses, which students can freely apply for use.

What is a co-creation space?

The concepts of co-creation space and current entrepreneurial space are closely related. Its core concepts are networking and creativity. It is also a base camp for students to form groups to collaborate and express their creativity.



Equipment

The department currently has a professional 3D drawing computer classroom, a nVidia2080 computer classroom, a VR experience and exhibition room, a 30-square-meter studio, and many high-end cameras. New photography and VR equipment will be purchased every year.

