**Computer Project Design(I) and (II)**

The "Computer Project Design(I) and (II)" courses primarily aim to cultivate undergraduate students' ability to practically implement an information system or module. These are year-long, two-semester compulsory courses for third-year students. By this stage, students have already acquired a substantial amount of foundational and specialized knowledge in the field of information technology during their first and second years, and they possess both software and hardware programming skills.

Before enrolling in this Capstone Project course, students' programming abilities were primarily developed through programming assignments within their specialized courses. They had not yet had the opportunity to develop integrated programming skills specifically for an information application system or module.

In these two courses, students will proactively seek out a project advisor based on their own interests and the advisor's expertise and research direction. Each advisor will guide a group of students in conducting a research project on a specific information application system or module, and then implement it programmatically. At the end of the second semester of their third year, students will participate in the **Graduation Project Exhibition** to showcase their work, which will then be graded by faculty members.