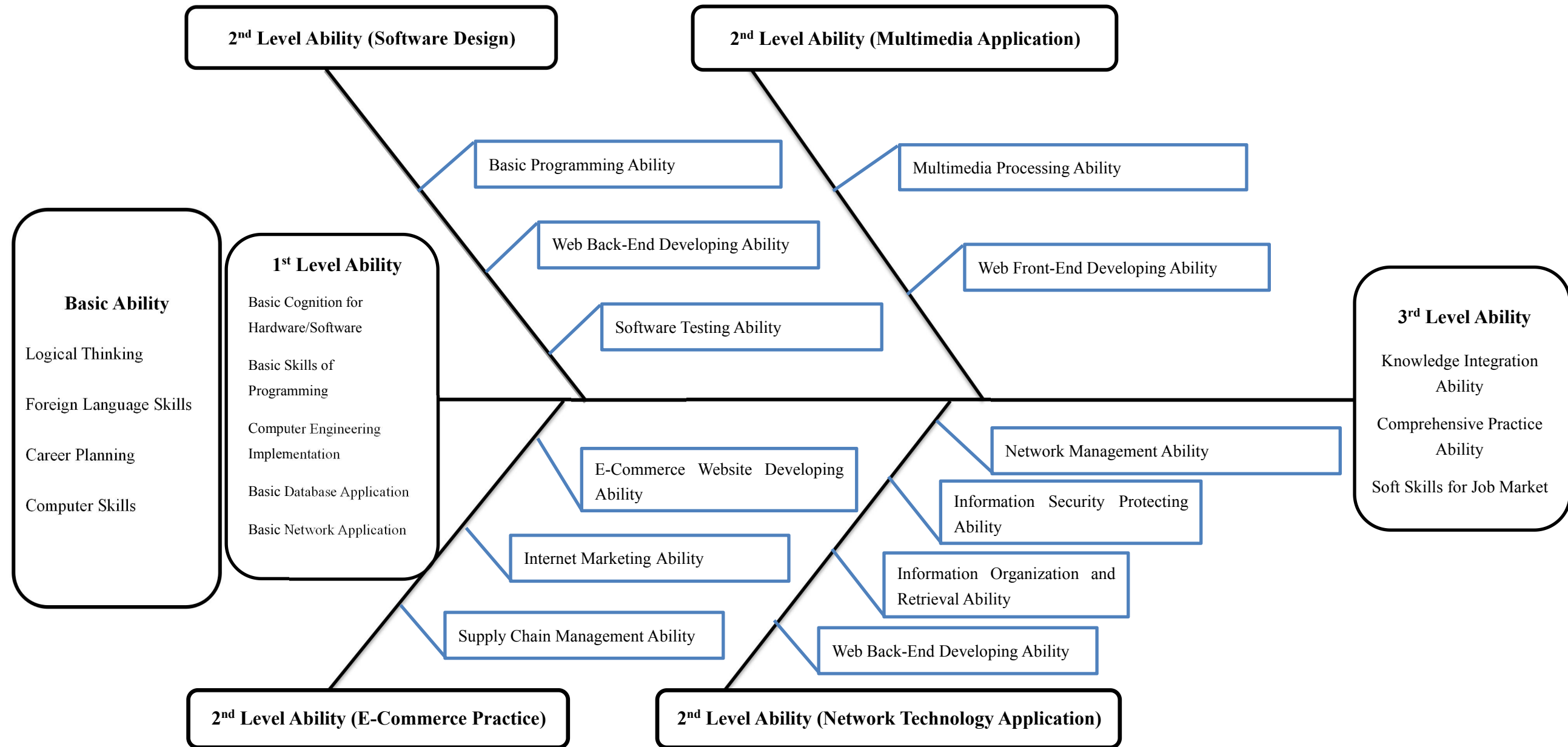
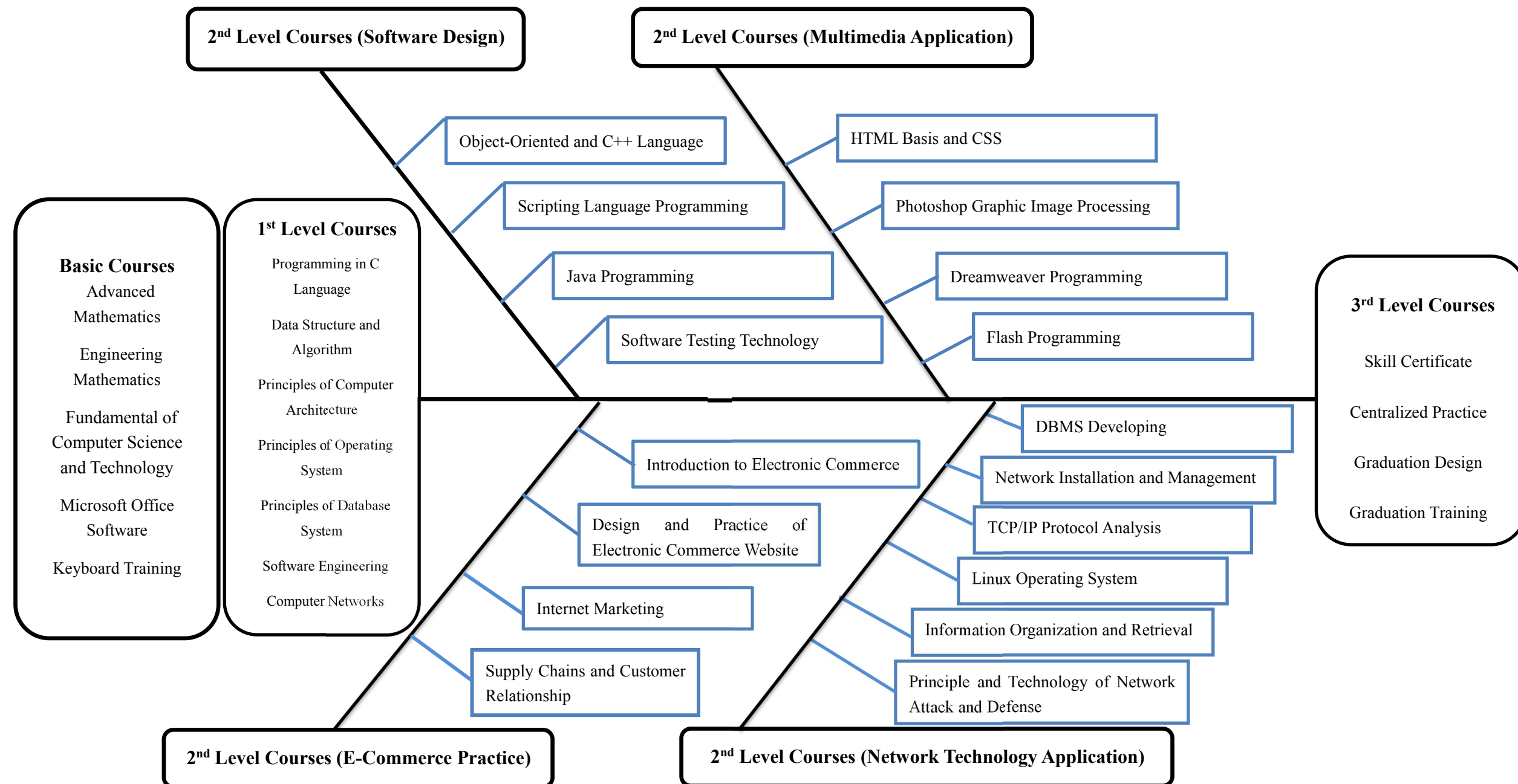


I Fish bone Diagram of Modular Capabilities



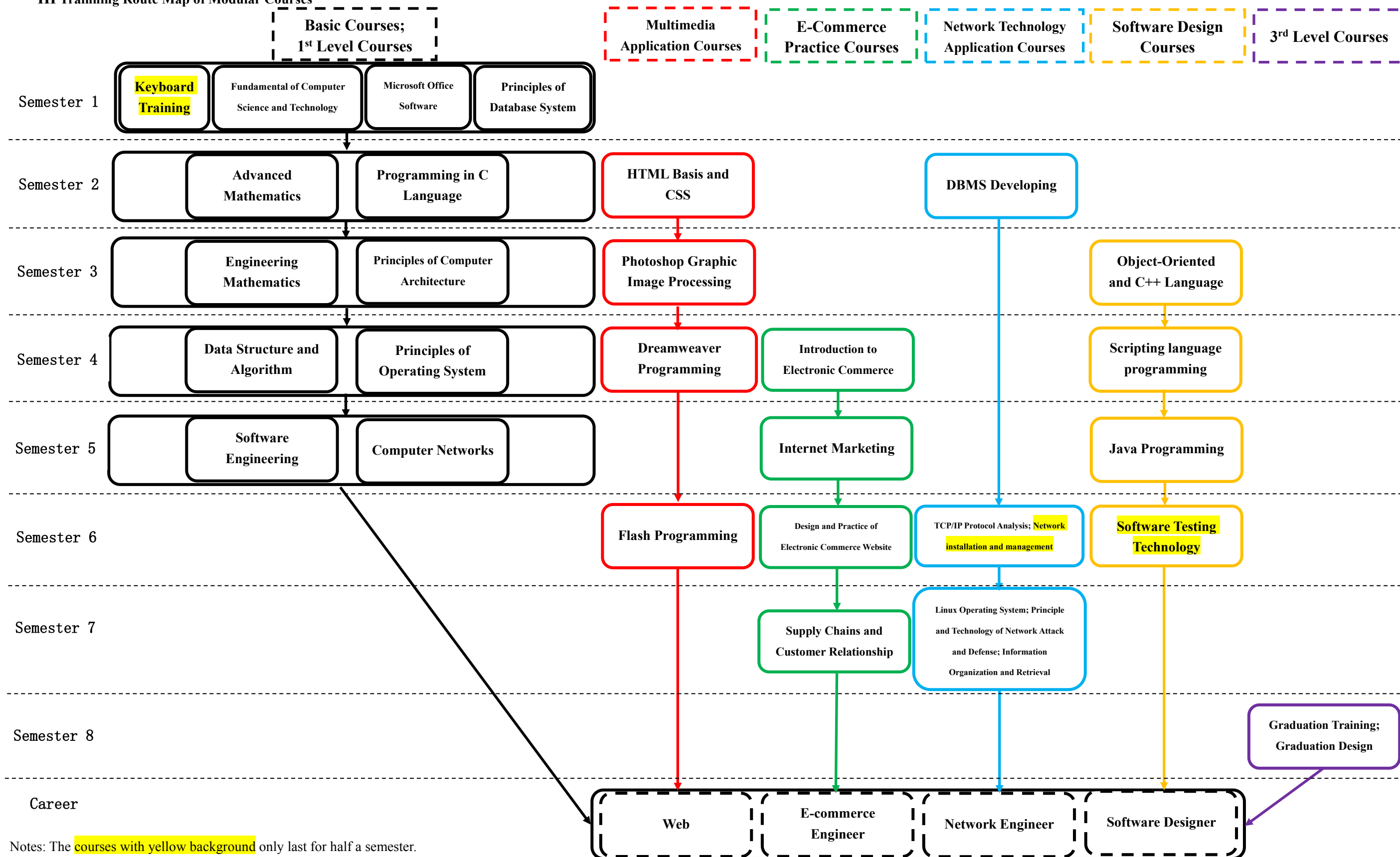
1. Computer Skills: Including the use of office software and keyboard training.
2. Basic Cognition for Hardware/Software: Including the understanding of computer architecture, system software (E.g. operating system) and application software.
3. Web Front-End/Back-End Developing Ability: Front-End technology includes master the language of HTML, CSS, and use the webpage design and management tool (E.g. Dreamweaver); Back-End technology includes use scripting language and manage database.
4. Multimedia Processing Ability: Including use the application tools (E.g. Photoshop, Flash) for processing text, images, animation, audio, video and other multimedia materials.
5. Network Management Ability: Including the management of large scale database, the analysis of the TCP/IP protocol, and the use of network operating system (E.g. Linux).

II Fishbone Diagram of Modular Courses



1. The basic courses help students to obtain the basic ability.
2. The 1st level courses help students to master the 1st level ability. The focus is on the breadth of the curriculum.
3. The 2nd level courses help students to master the 2nd level ability (4 modules). The focus is on the depth of the curriculum.
4. The 3rd level courses help students to master the 3rd level ability. The focus is on the practicality and comprehensiveness of the curriculum.

III Training Route Map of Modular Courses



IV Relation Graph of Modular Courses

Notes: are the Basic Courses and 1st Level Courses; are the Multimedia Application Courses; are the E-Commerce Practice Courses; are the Network Technology Application Courses; are the Software Design Courses.

