| Content       |  |
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| Title:        | Scope of professional work which possess specialized teaching knowledge or skill in the field of digital content industry Ch   |
| Date:         | 2021.11.03   |
| Legislative : | <ol> <li>Adopted and promulgated by Industrial Development Bureau, MOEA Order No.<br/>10704601530 on 15 March 2018.</li> <li>Amended on November 3 ,2021</li> </ol>  |
| Content :     | "Professional work with specialized teaching knowledge or skill in the digital content industry" prescribed in Item 3 of Subparagraph 4 of Article 4 of the Act for the Recruitment and Employment of Foreign Professionals means the work which possess specialized teaching knowledge or skill in the field of digital content industry, including:  |
|               | Digital gaming industry: Home gaming software, computer gaming software or mobile-device gaming software.  |
|               | Computer graphics and animation industry (including digital visual effects (VFX) technology).  |
|               | Somatosensory technology industry: Virtual Reality (VR) software/hardware development technologies, Augmented Reality (AR) software/hardware development technologies, Mixed Reality (MR) software/hardware development technologies, interactive control applications software/hardware development technologies or optical sensor applications software/hardware development technologies. |

Data Source : Ministry of Economic Affairs R.O.C. (Taiwan) Laws and Regulations Retrieving System