

多媒體與遊戲設計系 四技日間部課程規劃表

Department of Multimedia and Game Design Curriculum of 4-year Bachelor's Program

111 學年實施

Effective from : 111 Academic Year

112 年 5 月 31 日 1112 學期第 2 次課程委員會公布

The second curriculum committee meeting of the 1112th semester was held on May 31, 112.

校訂必修類 General Education Required Course								
課號 Course ID	課程名稱 Course	英文課程名稱 Course	年級 Grade / Year	上學期 Sem 1	下學期 Sem 2	學分 Credits	時數 Hours	總計 Total
40001041	一般體育	Physical Education	1	●		2	2	24
40001041	一般體育	Physical Education	1		●	2	2	
40001215	中文口語表達	Chinese Oral Expression	1	●		2	2	
40001216	中文閱讀與寫作	Chinese reading and writing	1		●	2	2	
40001293	基礎英文表達(一)	Basic English Expression(I)	1	●		2	2	
40001313	基礎英文表達(二)	Basic English Expression(II)	1		●	2	2	
40001426	新一代服務人才	New Generation of Service Talent	1		●	2	2	
40001427	永續發展與社會責任	Sustainable Development and Social Responsibility	1	●		2	2	
40002293	職場英文表達(一)	Workplace English Expression(I)	2	●		2	2	
40002313	職場英文表達(二)	Workplace English Expression(II)	2		●	2	2	
40002465	新時代公民素養	Citizen Literacy in the New Era.	2	●		2	2	
40000010	學術倫理	Academic Integrity	1		●	0	0	
40004280	英文檢定	English Proficiency Test	2		●	0	0	
分類通識 Classified general Education								

課號 Course ID	課程名稱 Course	英文課程名稱 Course	年級 Grade / Year	上學期 Sem 1	下學期 Sem 2	學分 Credits	時數 Hours	總計 Total
--	分類通識-人文藝術類	Classified general Education	--	--	--	2	2	6
--	分類通識-社會科學類	Classified general Education	--	--	--	2	2	
--	分類通識-生命樂活類	Classified general Education	--	--	--	2	2	
--	分類通識-自然應用類	Classified general Education	--	--	--	2	2	

院訂必修類 School Required Course								
課號 Course ID	課程名稱 Course	英文課程名稱 Course	年級 Grade / Year	上學期 Sem 1	下學期 Sem 2	學分 Credits	時數 Hours	總計 Total
40491001	科技管理	Technology Management	1	●		2	2	4
40491002	創新創業	Innovation and Entrepreneurship	1		●	2	2	

院訂選修類								
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School Elective Course

課號 Course ID	課程名稱 Course	英文課程名稱 Course	年級 Grade / Year	上學期 Sem 1	下學期 Sem 2	學分 Credits	時數 Hours	總計 Total
40491401	興趣探索	Interest Exploration	1	●		1	1	3
40491402	職能探索	Function exploration	1	●		2	2	

系訂必修類

Department Required Course

課號 Course ID	課程名稱 Course	英文課程名稱 Course	年級 Grade / Year	上學期 Sem 1	下學期 Sem 2	學分 Credits	時數 Hours	總計 Total
40280001	多媒體與遊戲概論	Introduction to Multimedia and Games	1		●	3	3	45
40280002	基礎素描	Basic Sketch	1	●		3	3	
40280003	2D 電腦繪圖	2D computer graphics	1	●		3	3	
40280004	互動創意實務	Interactive Creative Practice	1	●		3	3	
40285085	遊戲引擎	Game Engine	1		●	3	3	
40280008	色彩應用	Color Applications	2		●	3	3	
40280025	企劃提案	Project Planning	2		●	3	3	
40285034	動畫原理	Principles of animation	2	●		3	3	
40285037	3D 基礎設計	3D-based design	2	●		3	3	
40280011	畢業專題(一)	Graduation project (一)	3	●		3	3	
40280013	畢業專題(二)	Graduation project (二)	3		●	3	3	
40280014	個人作品集	Personal Collections	3		●	3	3	
40284001	校外實習	Off-campus internship	4	●		9	9	
40280015	專業認證	Professional Certification	4		●	0	0	

專業選修類

Department Elective Course

課號 Course ID	課程名稱 Course	英文課程名稱 Course	年級 Grade / Year	上學期 Sem 1	下學期 Sem 2	學分 Credits	時數 Hours	總計 Total
40285035	動態素描	Dynamic Sketch	一下		●	3	3	49
40285061	遊戲程式設計基礎	Game Programming Basics	一下		●	3	3	
40280007	多媒體與遊戲應用	Multimedia and Gaming Applications	二下		●	3	3	
40285018	互動與生活應用	Applications interact with life	二下		●	3	3	
40285062	漫畫與數位繪畫	Comics and Digital Painting	二上	●		3	3	
40285064	3D 進階設計	3D Advanced Design	二下		●	3	3	
40285065	數位短片創作	Digital Short Film Creation	二下		●	3	3	
40285084	互動設計應用	Interactive design application	二上	●		3	3	
40285086	遊戲引擎進階	Game Engine in Advance	二上	●		3	3	
40285088	分鏡腳本	Storyboards	二上	●		3	3	
40285100	數位內容產業分析	Digital Content Industry Analysis	二下		●	3	3	
40280012	多媒體與遊戲實務	Multimedia and Game Practice	三上	●		3	3	
40285001	多媒體網頁設計	Multimedia Web Design	三下		●	3	3	
40285016	多人連線遊戲設計	Multiplayer Game Design	三上	●		3	3	
40285049	數位影音特效	Digital Video Effects	三上	●		3	3	

40285063	設計構成與編排	Design Composition and Arrangement	三上	●		3	3
40285073	自媒體與社群行銷	Social Media Marketing	三下		●	3	3
40285087	虛擬實境	Virtual Reality	三下		●	3	3
40285098	新媒體數位行銷	New Media Digital Marketing	三上	●		3	3
40284401	就業實習	Corporate Internship	四下		●	9	9
40285011	動畫與遊戲評論	Animation and Game Reviews	四下		●	3	3
40285020	畢業專題(三)	Graduation project (3)	4	●		3	3
40285028	資訊倫理與法規	Information Ethics and regulations	4		●	3	3
40285029	畢業專題(四)	Graduation project (4)	4		●	3	3
40285031	專題實務	Thematic Practice	4		●	3	3
40285055	文創商品設計	Cultural and creative product design	4		●	3	3
40285071	產業體驗	Industry practice	4		●	3	3

總計 Total

128

總說明：

(中文)

1.每學期選修課程實際開課科目以系上公告為主。

2.畢業門檻：

- (1)語言證照一張：「英文檢定」課程須具有全民英檢初級以上或本校認可的同等級英語測驗標準，並於二年級下學期第 15 週結束前繳交至系辦審查，未達標準者，方可參加第一階段（三年級上學期）補救措施。
- (2)專業證照：採累積點數的方式實施(詳見本系專業認證課程實施辦法)，並於三年級下學期繳交相關證明，於大四下學期修習「專業認證」課程。
- (3)競賽規範：參與國內外競賽之績效，採累積點數的方式實施(詳見本系專業認證課程實施辦法)，並於三年級下學期繳交相關證明，於大四下學期修習「專業認證」課程。

3.證照補救課程：

- (1)語言證照：未達標準者，方可參加第一階段(三年級上學期)補救措施；或三年級下學期參加校外英文檢定或本校自辦之英語能力測驗，成績通過者，視同通過英語能力畢業門檻。前項兩者皆未通過者，得於暑假選修「英文能力課程」，成績通過者，視同通過英語能力畢業門檻。
- (2)專業認證：未能通過專業認證門檻者，需於四年級加選本系開設之選修課程抵免方得畢業，但若未參加過校外證照檢定考試者，不可以選修課程抵免。

4.外系及通識中心選修課程併計至多承認 20 學分。

5.學生在大四必須修習「校外實習」至系上認可之實習公司實習至少四個半月(或 720 小時)，實習成績合格可獲得 9 學分，相關規定詳見本系校外實習要點。

6.畢業專題修讀順序為畢業專題企劃、畢業專題(一)、畢業專題(二)，畢業專題(一)、畢業專題(二)未通過者，可修習畢業專題(三)、畢業專題(四)為抵免課程，但任一學期不可同時修習二門以上之畢業專題系列課程，餘相關規定詳本系學生畢業專題實施辦法。

7.本院學生入學管道多元，為促進各管道入學新生間的交流與學習，111 學年起規劃暑期校內課程先修的方式，奠基基礎專業能力，以期能順利銜接至開學後院(系)開設之課程，上課對象為高中(職)非就讀「機械群」、「動力機械群」、「電機與電子群」學生，課程名稱為【科技與新媒體應用】/0 學分 1 小時(18 節)。

Notes：

(English)

1.The actual courses offered in each semester are subject to the department's announcement.

2.Graduation requirements:

- (1) One language certificate: The "English Proficiency Test" course must have a national English proficiency test standard of elementary or above or an English test of the same level recognized by the school, and must be submitted to the department for review before the end of the 15th week of the second semester of the second year. Those who do not meet the standard can participate in the first stage (first semester of the third year) remedial measures.
- (2) Professional certificate: The system is implemented in a cumulative point system (see the implementation method of the professional certification course of the department for details), and relevant certificates must be submitted in the second semester of the third year, and the "professional certification" course will be taken in the second semester of the fourth year.
- (3) Competition Rules: Participation in domestic and international competitions will be awarded points (see the department's Professional Certification Course Implementation Guidelines for details). Students must submit relevant certifications in the second semester of their third year and take the "Professional Certification" course in the second semester of their fourth year.

3. Remedial courses for certificates:

- (1) Language certificates: Those who do not meet the standards may participate in the first stage (first semester of the third year) remedial measures; or take an off-campus English test or the school's own English proficiency test in the second semester of the third year. Those who pass the test are deemed to have passed the English proficiency graduation threshold. Those who fail to pass the two of the above items may take the "English Proficiency Course" during the summer vacation. Those who pass the test are deemed to have passed the English proficiency graduation threshold.
- (2) Professional certification: Those who fail to pass the professional certification threshold must take elective courses offered by the department in the fourth year to be exempted from graduation. However, if you have not taken the off-campus certificate certification examination, you cannot use the elective course to offset the graduation.

4. Elective courses taken outside the department and the General Education Center can be counted for a maximum of 20 credits.
5. Students must complete an off-campus internship in their senior year at a department-approved company for at least four and a half months (or 720 hours). A satisfactory internship will earn 9 credits. For details on the off-campus internship requirements, please refer to the department's guidelines for off-campus internships.
6. The order of studying the Graduation Project is Graduation Project Planning, Graduation Project (I), and Graduation Project (II). Students who fail Graduation Project (I) and (II) may take Graduation Project (III) and (IV) as credit courses. However, students may not take more than two Graduation Project courses simultaneously in any one semester. For other relevant regulations, please refer to the Department's Student Graduation Project Implementation Guidelines.
7. Our college has multiple channels for student admission. To promote communication and learning among new students admitted through various channels, we have planned a summer on-campus course preparatory system starting from the 2012 academic year to lay a foundation for basic professional skills so that they can smoothly transition to courses offered by the college (department) after the start of the semester. The target audience of this course is high school (vocational) students who are not enrolled in the "Mechanical Engineering Group", "Power Machinery Group", and "Electrical and Electronic Engineering Group". The course is called "Technology and New Media Applications" / 0 credits, 1 hour (18 periods).