

國立臺北商業大學二技日間部創意科技與產品設計系課程科目表 (109學年度入學新生適用)

2 Years Program, Creative Technologies and Product Design, College of Innovation Management, National Taipei University of Business  
(Applicable to Students Admitted in Fall or Spring, 2020)

| 科目類別<br>Category                               | 科目名稱<br>Course Title   | 學分數<br>Credit | 時數<br>Hour | 授課時數<br>Contact Hour |                |               |                |               |                |               |                | 備註<br>Remarks           |
|--|--|---------------|------------|----------------------|----------------|---------------|----------------|---------------|----------------|---------------|----------------|-------------------------|
|  |  |               |            | 第一學年 AY 1            |                |               |                | 第二學年 AY 2     |                |               |                |                         |
|  |  |               |            | 上<br>Fall            |                | 下<br>Spring   |                | 上<br>Fall     |                | 下<br>Spring   |                |                         |
|  |  |               |            | 授課<br>Lecture        | 實習<br>Practice | 授課<br>Lecture | 實習<br>Practice | 授課<br>Lecture | 實習<br>Practice | 授課<br>Lecture | 實習<br>Practice |                         |
| 通識科目<br>(一般科目)<br>Liberal Arts<br>(Compulsory) | 國文<br>Chinese  | 2             | 2          | 2                    |                |               |                |               |                |               |                |                         |
|  | (公民涵養-民主法治/環境保育領域)<br>Course module of life aesthetics         | 2             | 2          | 2                    |                |               |                |               |                |               |                |                         |
|  | 興趣通必<br>Elective courses from the Center for General Education | 2             | 2          | 2                    |                |               |                |               |                |               |                |                         |
|  | 體育<br>Physical education                                       | 0             | 4          | 2                    |                | 2             |                |               |                |               |                |                         |
|  | 英文<br>English  | 2             | 2          |                      |                | 2             |                |               |                |               |                |                         |
|  | (公民涵養-生活美學領域)<br>Course module of democracy and law and order  | 2             | 2          |                      |                | 2             |                |               |                |               |                |                         |
|  | 體育<br>Physical education                                       | (2)           | (4)        |                      |                |               |                | 2             |                | 2             |                | 備註1                     |
|  | 英語訓練(畢輔)<br>English training                                   | 0             | (2)        |                      |                |               |                | (2)           |                | (2)           |                | 未通過英語畢業門檻學生必修課程,各系上下對開。 |
| 合計<br>Subtotal                                 | 10   | 10            | 6          | 0                    | 4              | 0             | 0              | 0             | 0              | 0             |                |                         |
| 專業必修<br>Core Course<br>(Compulsory)            | 造形原理<br>FORM PRINCIPLES  | 3             | 3          | 3                    |                |               |                |               |                |               |                |                         |
|  | 電腦輔助立體設計<br>COMPUTER-AIDED THREE-DIMENSIONAL DESIGN            | 3             | 3          | 3                    |                |               |                |               |                |               |                |                         |
|  | 創意科技程式<br>CREATIVE TECHNOLOGY PROGRAM                          | 2             | 2          | 2                    |                |               |                |               |                |               |                |                         |
|  | 設計概論<br>DESIGN INTRODUCTION                                    | 2             | 2          | 2                    |                |               |                |               |                |               |                |                         |
|  | 產品表現技法<br>PRODUCT SKETCH                                       | 3             | 3          | 3                    |                |               |                |               |                |               |                |                         |
|  | 人機互動設計<br>HUMAN-COMPUTER INTERACTION DESIGN                    | 2             | 2          | 2                    |                |               |                |               |                |               |                |                         |
|  | 圖文編排設計<br>LAYOUT DESIGN  | 3             | 3          | 3                    |                |               |                |               |                |               |                |                         |
|  | 設計思考<br>DESIGN THINKING  | 2             | 2          |                      |                | 2             |                |               |                |               |                |                         |
|  | 科技外語<br>FOREIGN LANGUAGE OF TECHNOLOGY                         | 2             | 2          |                      |                | 2             |                |               |                |               |                |                         |
|  | 材料與機構<br>MATERIAL AND MECHANISM                                | 2             | 2          |                      |                | 2             |                |               |                |               |                |                         |
|  | 模型製作<br>MODEL MAKING   | 3             | 3          |                      |                | 3             |                |               |                |               |                |                         |
|  | 互動數位敘事IDN<br>INTERACTIVE DIGITAL NARRATIVE                     | 2             | 2          |                      |                | 2             |                |               |                |               |                |                         |
|  | 動力機械設計<br>POWER MACHINERY DESIGN                               | 2             | 2          |                      |                | 2             |                |               |                |               |                |                         |
|  | VR/AR  | 2             | 2          |                      |                |               |                | 2             |                |               |                |                         |
|  | 文創設計<br>CULTURAL AND CREATIVE DESIGN                           | 2             | 2          |                      |                |               |                | 2             |                |               |                |                         |
|  | 品牌設計與管理<br>BRAND MANAGEMENT                                    | 3             | 3          |                      |                |               |                | 3             |                |               |                |                         |
|  | 人因工程<br>HUMAN FACTORS  | 2             | 2          |                      |                |               |                | 2             |                |               |                |                         |
|  | 職業倫理與設計法規<br>PROFESSIONAL ETHICS AND DESIGN LAWS               | 2             | 2          |                      |                |               |                |               |                | 2             |                |                         |
|  | 展場規劃與行銷<br>EXHIBITION PLANNING AND MARKETING                   | 2             | 2          |                      |                |               |                |               |                | 2             |                |                         |
|  | 設計專題(上)<br>GRADUATION SPECIAL TOPIC 1                          | 3             | 4          |                      |                | 4             |                |               |                |               |                |                         |
| 設計專題(下)<br>GRADUATION SPECIAL TOPIC 2          | 3  | 4             |            |                      |                |               |                |               | 4              |               |                |                         |
| 必修合計<br>Subtotal, Compulsory                   | 50   | 52            | 18         | 0                    | 17             | 0             | 9              | 0             | 8              | 0             |                |                         |

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|------------------|--|---------------|------------|----------------------|----------------|---------------|----------------|---------------|----------------|---------------|----------------|---------------|
|                  |  |               |            | 第一學年 AY 1            |                |               |                | 第二學年 AY 2     |                |               |                |               |
|                  |  |               |            | 上<br>Fall            |                | 下<br>Spring   |                | 上<br>Fall     |                | 下<br>Spring   |                |               |
|                  |  |               |            | 授課<br>Lecture        | 實習<br>Practice | 授課<br>Lecture | 實習<br>Practice | 授課<br>Lecture | 實習<br>Practice | 授課<br>Lecture | 實習<br>Practice |               |
|                  | 故事行銷與表達<br>STORY MARKETING AND COMMUNICATIONS                  | 2             | 2          | 2                    |                |               |                |               |                |               |                |               |
|                  | 電腦輔助平面設計<br>COMPUTER-AIDED GRAPHIC DESIGN                      | 3             | 3          | 3                    |                |               |                |               |                |               |                |               |
|                  | 素描<br>SKETCH   | 3             | 3          | 3                    |                |               |                |               |                |               |                |               |
|                  | 色彩計畫<br>COLOR DESIGN   | 2             | 2          | 2                    |                |               |                |               |                |               |                |               |
|                  | 進階電腦輔助立體設計<br>ADVANCES COMPUTER-AIDED THREE DIMENSIONAL DESIGN | 3             | 3          | 3                    |                |               |                |               |                |               |                |               |
|                  | 電子商務<br>ELECTRONIC COMMERCE                                    | 3             | 3          | 3                    |                |               |                |               |                |               |                |               |
|                  | 通用設計<br>UNIVERSAL DESIGN                                       | 2             | 2          |                      |                | 2             |                |               |                |               |                |               |
|                  | 消費者行為<br>CONSUMER BEHAVIOR                                     | 2             | 2          |                      |                | 2             |                |               |                |               |                |               |
|                  | 數位表現技法<br>DIGITAL RENDERING TECHNIQUES                         | 2             | 2          |                      |                | 2             |                |               |                |               |                |               |
|                  | 資訊視覺化方法<br>INFORMATION VISUALIZATION                           | 2             | 2          |                      |                | 2             |                |               |                |               |                |               |
|                  | 田野調查科技應用<br>FIELD SURVEY TECHNOLOGY APPLICATION                | 2             | 2          |                      |                | 2             |                |               |                |               |                |               |
|                  | 虛幻引擎應用<br>UNREAL ENGINE APPLICATION                            | 2             | 2          |                      |                | 2             |                |               |                |               |                |               |
|                  | 智慧生活設計研究<br>SMART LIVING DESIGN RESEARCH                       | 2             | 2          |                      |                | 2             |                |               |                |               |                |               |
|                  | 產品設計美學<br>AESTHETICS IN PRODUCT DESIGN                         | 2             | 2          |                      |                | 2             |                |               |                |               |                |               |
| 專業選修<br>Elective | 創業實務<br>PRACTICAL ENTREPRENEURSHIP                             | 2             | 2          |                      |                |               |                | 2             |                |               |                |               |
|                  | 包裝結構與設計<br>STRUCTURAL PACKAGING DESIGN                         | 2             | 2          |                      |                |               |                | 2             |                |               |                |               |
|                  | 福祉產品設計<br>PRODUCT DESIGN FOR WELFARE                           | 2             | 2          |                      |                |               |                | 2             |                |               |                |               |
|                  | CNC應用實務<br>COMPUTER NUMERICAL CONTROL APPLICATION              | 2             | 2          |                      |                |               |                | 2             |                |               |                |               |
|                  | 結構與造型設計<br>STRUCTURAL AND FORM DESIGN                          | 2             | 2          |                      |                |               |                | 2             |                |               |                |               |
|                  | 產品逆向設計<br>PRODUCT REVERSE DESIGN                               | 2             | 2          |                      |                |               |                | 2             |                |               |                |               |
|                  | 使用者經驗<br>USER EXPERIENCE                                       | 2             | 2          |                      |                |               |                | 2             |                |               |                |               |
|                  | 行動裝置企劃與設計<br>MOBILE DEVICE PLANNING AND DESIGN                 | 2             | 2          |                      |                |               |                | 2             |                |               |                |               |
|                  | 混合實境產品行銷<br>MIXED REALITY PRODUCT MARKETING                    | 3             | 3          |                      |                |               |                | 3             |                |               |                |               |
|                  | 商品攝影<br>PRODUCT PHOTOGRAPHY                                    | 2             | 2          |                      |                |               |                | 2             |                |               |                |               |
|                  | 創意廣告與微電影製作<br>CREATIVE ADVERTISING AND FILM MAKING             | 3             | 3          |                      |                |               |                | 3             |                |               |                |               |
|                  | 智慧生活產業與設計<br>SMART LIVING INDUSTRY AND DESIGN                  | 2             | 2          |                      |                |               |                | 2             |                |               |                |               |
|                  | 未來科技應用設計<br>FUTURE TECHNOLOGY APPLICATION DESIGN               | 2             | 2          |                      |                |               |                | 2             |                |               |                |               |
|                  | AI應用設計<br>ARTIFICIAL INTELLIGENCE APPLICATION DESIGN           | 2             | 2          |                      |                |               |                | 2             |                |               |                |               |
|                  | 國際設計競賽講座<br>INTERNATIONAL DESIGN COMPETITION LECTURE           | 2             | 2          |                      |                |               |                |               |                | 2             |                |               |
|                  | 物聯網服務設計<br>SERVICE DESIGN FOR INTERNET OF THINGS               | 2             | 2          |                      |                |               |                |               |                | 2             |                |               |

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|--|---|---------------|------------|----------------------|----------------|---------------|----------------|---------------|----------------|---------------|----------------|-----------------------|
|  |   |               |            | 第一學年 AY 1            |                |               |                | 第二學年 AY 2     |                |               |                |                       |
|  |   |               |            | 上<br>Fall            |                | 下<br>Spring   |                | 上<br>Fall     |                | 下<br>Spring   |                |                       |
|  |   |               |            | 授課<br>Lecture        | 實習<br>Practice | 授課<br>Lecture | 實習<br>Practice | 授課<br>Lecture | 實習<br>Practice | 授課<br>Lecture | 實習<br>Practice |                       |
| 專業選修<br>Elective   | 商品互動體驗設計<br>COMMODITY INTERACTIVE EXPERIENCE DESIGN | 2             | 2          |                      |                |               |                |               |                | 2             |                |                       |
|  | 科技與醫療產品設計<br>TECHNOLOGY AND MEDICAL PRODUCT DESIGN  | 2             | 2          |                      |                |               |                |               |                | 2             |                |                       |
|  | 智慧家庭產品設計<br>SMART HOME PRODUCT DESIGN               | 2             | 2          |                      |                |               |                |               |                | 2             |                |                       |
|  | 作品集設計<br>PORTFOLIO DESIGN                           | 2             | 2          |                      |                |               |                |               |                | 2             |                |                       |
|  | 職場實習<br>INTERNSHIP                                  | 2             | 160        |                      |                |               |                |               |                |               | 160            | 職場實習1學分80小時·2學分共160小時 |
|  | 研究專題實習<br>PRACTICE OF TOPIC RESEARCH                | (0.1)         | 4          |                      | 1              | 1             |                | 1             |                | 1             |                | 備註6                   |
|  | 教學專業實習<br>PRACTICE OF TOPIC RESEARCH                | (0.1)         | 4          |                      | 1              | 1             |                | 1             |                | 1             |                | 備註7                   |
|  | 教育專案實習<br>PRACTICE OF TOPIC RESEARCH                | (0.1)         | 4          |                      | 1              | 1             |                | 1             |                | 1             |                | 備註8                   |
|  | 合計<br>Subtotal, Elective                            | 76            | 246        | 16                   | 3              | 16            | 3              | 30            | 3              | 12            | 163            |                       |
| 畢業最低總學分數 72 (專業選修至少應修 12 學分可含他系專業選修及必修學分,不含通識科目)<br>Total Number of Required Credits: 72 (Minimum of Electives Required: 12 Credits) |   |               |            |                      |                |               |                |               |                |               |                |                       |

備註1: 二年級體育為選修課程, 不計入畢業最低總學分數中。

備註2: 依「創新經營學院英語能力畢業門檻及輔導要點」規定: 自109學年度起入學之學生應通過相關英語能力檢定考試或於畢業當年度(二技二年級)修習0學分每週2小時之「英語訓練(畢輔)」課程, 並通過課程測驗後始得畢業, 檢定標準請詳閱該要點。

備註3: 依「本校服務學習課程實施要點」: 自99學年度起入學之日間部學生, 應於畢業前至少修習一門「服務學習」課程始得畢業, 相關規定詳該要點。

備註4: 105學年度起入學之日間部學生, 必須通過本系科之專業能力門檻始得畢業, 相關規定依「商品創意經營系學生專業能力畢業門檻及輔導實施要點」辦理。

備註5: 依本校「學術倫理教育課程實施要點」規定: 自107學年度起入學之大學部、專科部學生須完成「臺灣學術倫理教育資源中心」之「學術倫理教育」全部核心單元並通過總測驗, 或修習其他管道之學術倫理教育課程2小時以上且持有修課證明者始得畢業。

備註6: 研究專題實習: 供國科會、科技部、產學合作計畫、研究助理選修, 不列入畢業學分。

備註7: 教育專業實習: 供學習型教學輔助學習生選修, 不列入畢業學分。

備註8: 教育專案實習: 供教育部、經濟部、勞動部或其他專案計畫助理選修, 不列入畢業學分。