國立臺北商業大學 日間大學部四年制數位多媒體設計系 課程科目表(113學年度入學新生適用)

Course List for Bachelor of Design (BDes) - 4 Years Program, Department of Digital Multimedia Design, College of Innovation Management, National Taipei University of Business
(Applicable to Students Admitted in Fall or Spring, 2024)

科目類別 Category	科目名稱 Course Title			學分數 Credit	時數 Hour	Yr1 上Fall 授課	Yr1 上Fall 實習	Yr1 下Spring 授課	Yr1 下Spring 實習	Yr2 上Fall 授課	Yr2 上Fall 實習	Yr2 下Spring 授課	Yr2 下Spring 實習	Yr3 上Fall 授課	Yr3 上Fall 實習	Yr3 下Spring 授課	Yr3 下Spring 實習	Yr4 上Fall 授課	Yr4 上Fall 實習	Yr4 下Spring 授課	Yr4 下Spring 實習	備註 Remarks
通識科目（一般科目）Liberal Arts (Compulsory)	基礎必修（語文思辯）Basic required courses (Language)	國文領域 Chinese	大學國文選（一）（二）Chinese	4	4	2		2														依年級規定修課，惟學期課程，依通識中心實際排課為準。Each course must be taken in the designated semester, which is subject to the actual arrangement of the General Education Center.
			實用中文與寫作 Practical Chinese and Writing（境外生:實用華語）(for overseas students: Practical Chinese)	2	2					2												
		英文領域 English	英文（一）（二）English(I)(II)	4	4	2		2														
			英文（三）English(III)	2	2					2												
	核心必修（公民涵養）Core required courses (Citizenship)	公民意識領域 Citizenship	依通識中心課程公告及實際開課為準 Courses offerings are subject to change due to further approval by the General Education Center. Please refer to "Course Schedule" announced at the General Education Center.	2	2											2						依年級規定修課，惟學期課程，依通識中心實際排課為準。且每一領域至少需修習2學分。Each field/domain must be taken in the designated semester, which is subject to the actual arrangement of the General Education Center. At least two credits are required for each field/domain.
		永續發展領域 sustainable development		2	2									2								
		生活美學領域 Aesthetics		2	2									2								
	興趣選修（跨領域選修）Elective courses (Interdisciplinary)	國際視野 Global views		2	2							2										因興趣選修為跨領域課程，故可依學生需求，自行安排跨年度、學期選修，大一起即可自由選修，惟畢業前需修畢8學分，且其中2學分需為國際視野之英語文相關（通識教育中心訂定之）課程。Due to the interdisciplinary nature of general education, before graduation students have to take 8 credits in total for elective courses, including a mandatory 2 credits for English-related courses offered by the General Education Center.
		社會融合 Social sciences	依通識中心課程公告及實際開課為準 Courses offerings are subject to change due to further approval by the General Education Center. Please refer to "Course Schedule" announced at the General Education Center.	6	6					2		2				2						
		自然科學 Science																				
		應用科學 Applied sciences																				
		人文藝術 Humanities																				
	體育 physical education			0	12	2		2		2		2		2		2						一至三年級為必修，四年級為選修，並計入應修最低畢業學分數內。Compulsory in Yr 1 to Yr 3, Elevtive in Yr
	體育（選修）physical education(Elective)			(2)	(4)													(2)		(2)		選修（不計入畢業最低應修學分數）Elevtive courses (Not included in the minimum graduation
	全民國防教育軍事訓練 National Defense Education Military Training			(8)	(8)	(2)		(2)		(2)		(2)										
	合計// Subtotal			26	38	6	0	6	0	6	0	6	0	6	0	6	0	0	0	0	0	
校訂必修 University Requirement	現代商業導論與學習方法 Introduction to Modern Business and Learning Methods			2	2			2														
	合計// Subtotal			2	2			2														
院必修 College Requirement	設計概論 INTRODUCTION TO DESIGN			2	2	2																
	基礎素描 BASIC SKETCH			3	3	3																
	基礎程式設計 INTRODUCTION TO PROGRAMMING			3	3	3																
	設計思考 DESIGN THINKING			3	3					3												
	合計// Subtotal			11	11	8	0	0	0	3	0	0	0	0	0	0	0	0	0	0	0	
	平面動畫 2D ANIMATION			3	3	3																
	3D電腦動畫（一）3D ANIMATION I			3	3	3																
	遊戲程式設計 FUNDAMENTALS OF GAME PROGRAMMING			3	3			3														
	3D遊戲場景設計 3D GAME SCENE DESIGN			3	3			3														
	3D電腦動畫（二）3D ANIMATION II			3	3			3														
	2D遊戲程式設計 2D GAME PROGRAMMING			3	3					3												
	音樂音效剪輯 MUSIC AND SOUND EDIT			3	3					3												

科目類別 Category	科目名稱 Course Title	學分數 Credit	時數 Hour	Yr1 上Fall 授課	Yr1 上Fall 實習	Yr1 下Spring 授課	Yr1 下Spring 實習	Yr2 上Fall 授課	Yr2 上Fall 實習	Yr2 下Spring 授課	Yr2 下Spring 實習	Yr3 上Fall 授課	Yr3 上Fall 實習	Yr3 下Spring 授課	Yr3 下Spring 實習	Yr4 上Fall 授課	Yr4 上Fall 實習	Yr4 下Spring 授課	Yr4 下Spring 實習	備註 Remarks
專業必修 Core Course (Compulsory)	色彩計畫 COLOR PLANNING	3	3							3										
	數位多媒體整合製作(一) INTEGRATION OF DIGITAL MULTIMEDIA PRODUCTION I	2	1							1										
	數位多媒體整合製作(一)實習 INTEGRATION OF DIGITAL MULTIMEDIA PRODUCTION I PRACTICE	0	2								2									
	影片後製 FILM EDITING-POST PRODUCTION	3	3									3								
	數位多媒體整合製作(二) INTEGRATION OF DIGITAL MULTIMEDIA PRODUCTION II	2	1									1								
	數位多媒體整合製作(二)實習 INTEGRATION OF DIGITAL MULTIMEDIA PRODUCTION II PRACTICE	0	2										2							
	畢業專題製作(一) GRANDUATE PROJECT I	2	1											1						
	畢業專題製作(一)實習 GRANDUATE PROJECT I PRACTICE	0	2												2					
	數位出版 DIGITAL PUBLISHING	3	3											3						
	設計倫理與法規 DESIGN ETHICS	2	2											2						
	畢業專題製作(二) GRANDUATE PROJECT II PRACTICE	2	1													1				
	畢業專題製作(二)實習 GRANDUATE PROJECT II PRACTICE	0	2														2			
	設計實務專題講座 DESIGN PRACTICE SEMINAR	2	2															2		
	展演設計 EXHIBITION DESIGN	2	2															2		
	服務學習（大學部） SERVICE LEARNING	(2)	(2)			(2)														備註(不計入畢業最低總學分數) Not included in the minimum graduation requirement.
合計// Subtotal		44	48	6	0	9	0	6	0	4	2	4	2	6	2	1	2	4	0	
必修合計 // Subtotal, Compulsory		44	48	6	0	9	0	6	0	4	2	4	2	6	2	1	2	4	0	
數位遊戲設計課程模組專業選修 DIGITAL GAMES DESIGN COURSE MODULE ELECTIVE	遊戲概論 INTRODUCTION TO GAME	2	2	2																
	遊戲企畫 GAME PROJECT PLANNING	2	2			2														
	3D遊戲角色與道具設計 3D GAME CHARACTER AND PROPS DESIGN	3	3					3												
	數位雕塑 DIGITAL SCULPTING	3	3					3												
	3D遊戲設計 3D GAME DESIGN	3	3							3										
	射擊遊戲設計 SHOOTING GAME DESIGN	3	3							3										
	3D遊戲動畫與綁定 3D ANIMATION AND RIGGING FOR GAME	3	3							3										
	擴增實境遊戲設計 AR INTERACTIVE GAME DESIGN	3	3									3								
	3D遊戲材質渲染與特效 3D GAME RENDERING AND VISUAL EFFECTS	3	3									3								
	塔防遊戲設計 TOWER DEFENSE GAME DESIGN	3	3									3								
	競速遊戲設計 RACING GAME DESIGN	3	3											3						
	虛擬實境遊戲設計 VR INTERACTIVE GAME DESIGN	3	3											3						
	多人遊戲設計 MULTIPLAYER GAME DESIGN	3	3													3				
	遊戲介面設計 GAME INTERFACE DESIGN	3	3													3				
數位動畫設計課程模組專業選修 DIGITAL	動畫概論 INTRODUCTION TO ANIMATION	2	2	2																
	數位影像處理 DIGITAL IMAGE PROCESSING	3	3	3																
	動態圖像設計 MOTION GRAPHIC DESIGN	3	3			3														
	角色雕塑 FIGURE SCULPTUER	3	3			3														
	進階平面動畫 ADVANCED 2D ANIMATION	3	3			3														
	概念美術設計 CONCEPT ART DESIGN	3	3					3												
	劇本撰寫 SCRIPTWRITING	3	3					3												
	3D角色動畫(一) 3D CHARACTER ANIMATION I	3	3					3												
數位動畫設計課程模組專業選修	角色造型設計 CHARACTER DESIGN	3	3							3										

本課程科目表經113年6月18日教務會議審議通過，適用113學年度入學新生。

科目類別 Category	科目名稱 Course Title	學分數 Credit	時數 Hour	Yr1 上Fall 授課	Yr1 上Fall 實習	Yr1 下Spring 授課	Yr1 下Spring 實習	Yr2 上Fall 授課	Yr2 上Fall 實習	Yr2 下Spring 授課	Yr2 下Spring 實習	Yr3 上Fall 授課	Yr3 上Fall 實習	Yr3 下Spring 授課	Yr3 下Spring 實習	Yr4 上Fall 授課	Yr4 上Fall 實習	Yr4 下Spring 授課	Yr4 下Spring 實習	備註 Remarks
DIGITLA ANIMATION DESIGN MODULE ELECTIVE	3D角色動畫(二) 3D CHARACTER ANIMATION II	3	3							3										
	腳本與分鏡 STORYBOARDING	3	3							3										
	3D動畫綁定 3D CG RIGGING	3	3									3								
	停格動畫 STOP MOTION ANIMATION	3	3									3								
	動畫專案企畫 ANIMATION PROJECT MANAGE	2	2											2						
	實驗動畫 EXPERIMENTAL ANIMATION	3	3											3						
	3D動畫燈光與渲染 3D ANIMATION LIGHTING AND RENDERING	3	3											3						
	動畫特效 ANIMATION EFFECTS	3	3													3				
	進階角色雕塑 ADVANCED ROLE SCULPTURE	3	3													3				
專業選修 Elective	人體動態速寫 LIFE DRAWING	3	3			3														
	智慧感測互動設計 INTERACTION DESIGN OF INTELLIGENCE SENSORS	3	3					3												
	創意攝影 CREATIVE PHOTOGRAPHY	2	2					2												
	真人表演之動畫應用 ANIMATION APPLICATIONS FOR LIVE ACTION	3	3					3												
	行動設備遊戲設計 MOBILE DEVICE PROGRAMMING	3	3							3										
	數位音樂製作 DIGITAL MUSIC PRODUCTION	3	3							3										
	互動網頁設計 INTERACTIVE WEB DESIGN	3	3									3								
	AI圖像生成應用 ARTIFICIAL INTELLIGENCE GENERATED CONTENT	3	3									3								
	AI圖像生成應用 ARTIFICIAL INTELLIGENCE GENERATED CONTENT	3	3									3								
	虛擬網紅製作與商業應用 VTUBER PRODUCTION AND COMMERCIAL APPLICATION	3	3											3						
	遊戲AI AI IN VEDIO GMAES	3	3											3						
	簡報與溝通技巧 PRESENTATION AND COMMUNICATION SKILLS	2	2											2						
	3D列印與雷射雕刻 3D PRINTING AND LASER	3	3													3				
	網路遊戲程式 INTERNET GMAE DESIGN	3	3															3		
	互動媒體遊戲設計 INTERACTIVE MEDIA GAME DESIGN	3	3															3		
	校外實習 OFF-CAMPUS INTERNSHIP	4	18																18	
	數位多媒體實務訓練 DIGITAL MULTIMEDIA PRACTICE TRAINING	0	(2)													(2)		(2)		
	英語訓練(畢輔) ENGLISH TRAINING	0	(2)													(2)		(2)		備註As Remark 2
	專業選修-微學分 Micro Course in Elective	2	(2)																	專業選修-微學分最高採計2學分 Maximum of 2 credits
	教學專業實習 PRACTICE OF PROFESSIONAL TEACHING	(8)	(8)	(1)		(1)		(1)		(1)		(1)		(1)		(1)		(1)		教學輔助學習生（不計入畢業最低總學分）Teaching assistant (Credits will be NOT counted toward total credits required for graduation.)
	專題研究實習 PRACTICE OF TOPIC RESEARCH	(8)	(8)	(1)		(1)		(1)		(1)		(1)		(1)		(1)		(1)		國科會、科技部、產學合作計畫(不計入畢業最低總學分) Research assistant of the MOST projects and industry-academia cooperation projects. Credits will be NOT counted toward total credits required for graduation.

科目類別 Category	科目名稱 Course Title	學分數 Credit	時數 Hour	授　　課　　時　　數 Contact Hour																備註 Remarks
				第一學年Yr 1				第二學年Yr 2				第三學年Yr 3				第四學年Yr 4				
				上Fall		下Spring		上Fall		下Spring		上Fall		下Spring		上Fall		下Spring		
				授課 Lecture	實習 Practice	授課 Lecture	實習 Practice	授課 Lecture	實習 Practice	授課 Lecture	實習 Practice	授課 Lecture	實習 Practice	授課 Lecture	實習 Practice	授課 Lecture	實習 Practice	授課 Lecture	實習 Practice	
	教育專案實習 PRACTICE OF EDUCATIONAL CASE STUDY	(8)	(8)	(1)		(1)		(1)		(1)		(1)		(1)		(1)		(1)		教育部、經濟部、勞動部或其他專案計畫（不計入畢業最低總學分） Research assistant of the MOE projects, MEA projects, ML projects, and other project plans. Credits will be NOT counted toward total credits required for graduation.
合計// Subtotal		132	144	7	0	14	0	20	0	24	0	20	0	20	0	15	0	6	18	

畢業最低總學分數128（專業選修至少應修45學分）
Total Number of Required Credits : 128　(Minimum of Electives Reqruied:45 Credits)

備註1：依「本校服務學習課程實施要點」規定：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，相關規定請詳閱該要點。
Remark1:　Students are required to take service learning before graduation and obtain the graduation qualification. Please refer to the requirement of the university.

備註2：依「國立臺北商業大學學生外國語言能力指標檢核要點」規定：學生應通過相關外語能力指標檢定或修習0學分每週2小時之「英語訓練(畢輔)」課程，並通過校內英檢後始得畢業，檢定標準請詳閱該要點。
Remark2:　Accordinng to regeluation of professional ability thresholds of the department for graduation, students who do not meet the requirements must take and pass credits of "Professional Certificate of International Business". Please refer to the requirement of the department.

備註3：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6小時以上且持有修課證明者始得畢業。
Remark3:　Students are required to take a course of academic ethics before graduation. Please refer to the requirement of the university.

申請開列修課證明，成績及格之科目學分得計入應修最低畢業學分數內。
Remark4: Students are required to apply one program (including micro program), the program name (including micro program) will be added to the degree certificate after successfully completing. Those who have not completed it can apply for the Certification of Completion, and subject credits may be included in the minimum number of credits required for graduation.

備註4：學生須通過本系學生專業能力門檻始得畢業，相關規定依「數位多媒體設計系學生專業能力畢業門檻及輔導實施要點」辦理。
Remark4: Students must pass the professional competency threshold for the Department before graduation. Relevant regulations are handled according to the "Guidelines for the Professional Competency Graduation Threshold and Counseling Implementation for Students of the Department of Digital Multimedia Design."

備註5：科目名稱之後若標示(一)(二)為連續課程，具有擋修制度，未修畢/未修過(一)課程不得修習(二)課程。
Remark5: If the subject names are followed by (一) and (二), it indicates a sequence of courses with a blocking system; students must complete (一) or have already taken (一) before being allowed to enroll in (二).

備註6：未修過(或成績不及格)數位多媒體整合製作(一)(二)、數位多媒體整合製作(一)(二)實習，不得修習畢業專題製作(一)(二)、畢業專題製作(一)(二)實習。
Note 6: Students who have not completed (or have failed) the courses INTEGRATION OF DIGITAL MULTIMEDIA PRODUCTION I/INTEGRATION OF DIGITAL MULTIMEDIA PRODUCTION II, and INTEGRATION OF DIGITAL MULTIMEDIA PRODUCTION I PRACTICE/INTEGRATION OF DIGITAL MULTIMEDIA PRODUCTION II PRACTICE, are not permitted to enroll in the courses GRANDUATE PROJECT I/GRANDUATE PROJECT II and GRANDUATE PROJECT I PRACTICE/GRANDUATE PROJECT II PRACTICE.

備註7：本系學生跨系選修畢業學分採計上限至多12學分。
Remark 7: The maximum limit for cross-department elective graduation credits for students in this department is 12 credits.

備註8：學生須在第四學年下學期期末考前辦理校內及校外畢業成果展各乙次，始得畢業。
Remark 8: Students must participate in one internal and one external graduation showcase before the final exams of their fourth-year second semester in order to graduate.

備註 9：未修過(或成績不及格)「數位多媒體整合製作(二)、數位多媒體整合製作(二)實習」，不得修習「數位出版」。
Remark 9: Students who have not completed (or have failed) the courses INTEGRATION OF DIGITAL MULTIMEDIA PRODUCTION II and INTEGRATION OF DIGITAL MULTIMEDIA PRODUCTION II PRACTICE are not permitted to enroll in the course Digital Publishing.

備註10：「數位出版」課程，不得申請為學分抵免。
Remark 10: The course Digital Publishing is not eligible for credit transfer or exemption applications.

備註11：113學年度起入學之學生須依本校「學生資訊能力檢核辦法」規定，應於畢業前達成辦法內擇一資訊能力檢核認定項目，始得畢業。
Remark 11:Students must comply with the provisions of the school's "Student Information Ability Assessment Measures" and must complete one of the information competency assessment and certification items in the regulations before graduation in order to graduate.