國立臺北商業大學【四技日間部】數位多媒體設計系 課程科目表(114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, 2025)

科目類別 Category	科目名稱 Course Title			學分數 Credit	時數 Hour	第一學年Yr 1 上Fall 授課 Lecture	第一學年Yr 1 上Fall 實習 Practice	第一學年Yr 1 下Spring 授課 Lecture	第一學年Yr 1 下Spring 實習 Practice	第二學年Yr 2 上Fall 授課 Lecture	第二學年Yr 2 上Fall 實習 Practice	第二學年Yr 2 下Spring 授課 Lecture	第二學年Yr 2 下Spring 實習 Practice	第三學年Yr 3 上Fall 授課 Lecture	第三學年Yr 3 上Fall 實習 Practice	第三學年Yr 3 下Spring 授課 Lecture	第三學年Yr 3 下Spring 實習 Practice	第四學年Yr 4 上Fall 授課 Lecture	第四學年Yr 4 上Fall 實習 Practice	第四學年Yr 4 下Spring 授課 Lecture	第四學年Yr 4 下Spring 實習 Practice	備註 Remarks
通識科目（一般科目）Liberal Arts (Compulsory)	基礎 必修（語文思辨）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 4, PE Graduation credits are included in the minimum graduation requirement.
	體育（選修）physical education(Elective)			(2)	(4)													(2)		(2)		選修(不計入畢業最低總學分數) Elevtive courses (Not included in the minimum graduation requirement.) 實際開課學期，依軍訓室實際排課為準。the semater of courses is subject to the actual arrangement of the Military Education Office.
	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	8	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	0	0	2	0	0	0	0	0	0	0	0	0	0	0	0	0	
院必修 College Requirement	設計概論 INTRODUCTION TO DESIGN			2	2	2																
	基礎程式設計 INTRODUCTION TO PROGRAMMING			3	3	3																
	設計思考 DESIGN THINKING			3	3					3												
	合計// Subtotal			8	8	5	0	0	0	3	0	0	0	0	0	0	0	0	0	0	0	
	平面動畫 2D ANIMATION			3	3	3																
	基礎3D電腦動畫 3D ANIMATION BASICS			3	3	3																
	素描 Drawing			3	3	3																

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專業必修 Core Course (Compulsory)	遊戲程式設計 FUNDAMENTALS OF GAME PROGRAMMING	3	3			3														
	次世代3D遊戲美術 Fundamentals of Next-Gen 3D Game Art	3	3			3														
	進階3D電腦動畫 Advanced 3D Animation	3	3			3														
	2D遊戲程式設計 2D GAME PROGRAMMING	3	3					3												
	3D角色動畫 3D CHARACTER ANIMATION	3	3					3												
	3D遊戲設計 3D GAME DESIGN	3	3							3										
	影片後製與特效 FILM POST-PRODUCTION and VFX	3	3									3								
	數位多媒體整合製作 INTEGRATION OF DIGITAL MULTIMEDIA PRODUCTION	4	4									4								
	畢業專題製作(一) GRANDUATE PROJECT I	2	2											2						
	設計倫理與法規 DESIGN ETHICS	2	2											2						
	動畫專案管理 ANIMATION PROJECT MANAGEMENT	2	2											2						
	畢業專題製作(二) GRANDUATE PROJECT II	2	2													2				
	展演設計 EXHIBITION DESIGN	2	2													2				
	畢業專題製作(三) GRANDUATE PROJECT III	2	2															2		
	設計實務專題講座 DESIGN PRACTICE SEMINAR	2	2															2		
	專題展演 PROJECT EXHIBITION	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		50	50	9	0	9	0	6	0	3	0	7	0	6	0	4	0	6	0	
必修合計 // Subtotal, Compulsory		86	98	20	0	17	0	17	0	9	0	13	0	12	0	4	0	6	0	
數位遊戲設計課程模組專業選修 DIGITAL GAMES DESIGN COURSE MODULE ELECTIVE	遊戲開發導論與應用 Introduction to Game Development	2	2	2																
	遊戲企畫與數值設定 Game Design & Balancing	2	2			2														
	智慧感測互動設計 INTERACTION DESIGN OF INTELLIGENCE SENSORS	3	3					3												
	互動媒體遊戲設計 INTERACTIVE MEDIA GAME DESIGN	3	3							3										
	遊戲介面與視覺特效 Game UI & VFX	3	3									3								
	虛擬實境應用與設計 VR Design & Applications	3	3											3						
	遊戲人工智慧設計 Game Artificial Intelligence Design	3	3											3						
	進階3D遊戲設計 Advanced 3D Game Design	3	3													3				
	塔防遊戲設計 TOWER DEFENSE GAME DESIGN	3	3													3				
	多人遊戲設計 MULTIPLAYER GAME DESIGN	3	3															3		
數位動畫設計課程模組專業選修 DIGITLA ANIMATION DESIGN MODULE ELECTIVE	動畫概論 INTRODUCTION TO ANIMATION	2	2	2																
	數位影像處理 DIGITAL IMAGE PROCESSING	3	3	3																
	進階平面動畫 ADVANCED 2D ANIMATION	3	3			3														
	3D角色與道具造型設計 3D Character & Prop Modeling Design	3	3					3												
	概念美術設計 CONCEPT ART DESIGN	3	3					3												
	劇本撰寫 SCRIPT WRITING	3	3					3												
	腳本與分鏡 STORY BOARDING	3	3							3										
	動態圖像設計 MOTION GRAPHIC DESIGN	3	3											3						
	角色雕塑 ROLE SCULPTURE	3	3			3														
	真人表演之動畫應用 ANIMATION APPLICATIONS FOR LIVE ACTION	3	3							3										
	3D動態綁定 3D Rigging	3	3							3										
	行動裝置遊戲設計 Mobile Game Design	3	3							3										
	3D燈光渲染跨域應用 Game-Cinematic 3D Lighting & Rendering	3	3									3								
	音樂音效剪輯 MUSIC AND SOUND EDIT	3	3											3						
	3D虛擬人與動作捕捉 3D AVATAR AND MOTION CAPTURE	3	3											3						
	數位出版 DIGITAL PUBLISHING	3	3											3						

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專業選修 Elective	校外實習(1) OFF-CAMPUS INTERNSHIP I	[1]	[1]																[1]	備註10 Remark10
	校外實習(2) OFF-CAMPUS INTERNSHIP II	[2]	[2]																[2]	備註10 Remark10
	校外實習(3) OFF-CAMPUS INTERNSHIP III	[3]	[3]																[3]	備註10 Remark10
	校外實習(4) OFF-CAMPUS INTERNSHIP IV	[4]	[4]																[4]	備註10 Remark10
	數位多媒體實務訓練(畢輔) DIGITAL MULTIMEDIA PRACTICE TRAINING	0	(2)													(2)		(2)		
	英語訓練(畢輔) ENGLISH TRAINING	0	(2)													(2)		(2)		備註2 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、產業合作計畫(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.
	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、勞動部或其他專業計畫(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		75	75	7	0	8	0	12	0	15	0	6	0	18	0	6	0	3	0	

畢業最低總學分數128(專業選修至少應修42學分)
Total Number of Required Credits : 128 (Minimum of Electives Reqruied: 42 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。
Remark 1: 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。
Remark 2: 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。
Remark 3: Students are required to take a course of academic ethics before graduation. Please refer to the requirement of the university.

備註4：依本校「學分學程設置辦法 」規定：自113學年度起入學之四技日間部學生，在學期間應至少選讀一門學程（含微學程），修畢於學位證書加註學分學程（含微學程）名稱，未修畢者得向教務處申請開列修課證明；成績及格之科目學分得計入應修最低畢業學分數內。
Remark 4: 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5：113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 5: 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.

備註6：學生須通過本系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。
Remark 6: 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7：畢業專題製作(一)、(二)、(三)設有修課順序限制，學生須依序修習並通過前一階段課程，方可修習下一階段課程；如未通過，須重修該階段課程後，始得繼續修習後續課程。
Remark 7: Graduation Project (I), (II), and (III) have a sequential course requirement. Students must complete and pass each stage in order before enrolling in the next. If a student fails to pass a stage, they must retake and complete it before proceeding to the subsequent course.

備註8：本系學生跨系選修畢業學分數採計上限至多12學分。
Remark 8: The maximum limit for cross-department elective graduation credits for students in this department is 12 credits.

備註9：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 9: 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10：114學年度起入學之學生至多採計4學分之校外實習課程學分。校外實習每1學分應達之時數依本校校外實習相關規定辦理。
Remark 10: Students admitted from the 2025 academic year may include up to 4 credits from off-campus internship courses in their graduation requirements. The number of hours required for each credit of off-campus internship shall be handled in accordance with the school's relevant regulations for off-campus internships.

備註11：修習「數位動畫設計課程模組」或「數位遊戲設計課程模組」任一模組課程學分數達21學分以上者，得申請課程模組修畢證明書。
Remark 11: Students who have successfully completed 21 or more credits in either the Digital Animation Design Module or the Digital Game Design Module are eligible to apply a Certificate of Completion for the selected module.

備註12：未修過「畢業專題製作(二)」者，不得修習「專題展演」
Remark 12: Students who have not taken "Graduation Project (II)" are ineligible to enroll in "PROJECT EXHIBITION".