**元智大學 資訊工程學系 必修科目表**

**Department of Computer Science and Engineering**

**Yuan Ze University**

**List of Required Courses**

**（114學年度入學新生適用For students admitted in academic year 2025）**

114.04.23 一一三學年度第五次教務會議通過

Approved by the 5th Academic Affairs Meeting, Academic Year 2024, on April 23, 2025

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| 學年Year  學期Semester  科目Course | 第一學年1st Academic Year | | 第二學年2nd Academic Year | | 第三學年3rd Academic Year | | 第四學年4th Academic Year | |
| 上Fall | 下Spring | 上Fall | 下Spring | 上Fall | 下Spring | 上Fall | 下Spring |
| 共同必修科目  Common Compulsory  （17） | 中文閱讀、思辨與表達（一）  Chinese Reading, Critical Thinking, and Expression (I)  （2） | 中文閱讀、思辨與表達（二） Chinese Reading, Critical Thinking, and Expression (II)  （2） |  |  |  |  |  |  |
| 英語（一）  English (I)  （2） | 英語（二）  English (II)  （2） |  |  |  |  |  |  |
| 1. 外語課程應修習 10 學分。 2. 「英語（一）」及「英語（二）」為基礎課程，採能力分級上課，共計二學期四學分。 3. 除了「英語（一）」及「英語（二）」外，畢業前應修畢二個不同主題式英語課程，共計 4 學分。 4. 大一英語能力後測「TOEIC 模擬測驗」成績未達 350 分者，應修習「應試加強班」（EL260）。修習「應試加強班」期間之期末 TOEIC 模擬測驗成績未達 350 分者，則該科成績將「不及格」，並應再次修習「應試加強班」，直到取得TOEIC模擬測驗分數達 350 分（含）始得修習其他主題式英語課程。 5. 另開設「英語檢定」（EL160）計一學期2學分，「英語檢定」之修課限制與注意事項，請參照「通識外語『英語檢定』修課規定」，並由通識教學部公佈後施行。 6. 外國學生可修華語課程10學分，其華語課程 10 學分應含「華語檢定」2 學分，「華語檢定」修課限制與注意事項，請參照「通識外語『英語檢定』修課規定」及「元智大學外籍生華語學分抵免規定」。 7. 凡本校大學部外國學生修習「華語（一）」或「華語（二）」任一課程成績未達60分，不得修習「華語（三）」、「華語（四）」。若修習「華語（三）」、「華語（四）」任一課程成績未達60分，不得修習「華語檢定」（EL375）。 8. The undergraduate students must complete 10 required credits of foreign language courses. 9. English （I） & （II） for the total 4 credits: English （I） and （II） are 4 credits elementary courses for the freshmen who are grouped on English competence; to complete within two semesters. 10. English thematic course for the total 4 credits: English thematic courses are 4-credit English courses; students are required to obtain 4 credits through 2 different thematic courses for graduation. 11. Students who do not reach the 350-point threshold of TOEIC Mock Exam in the end of the freshman year must take English Testing （EL260） course. Students will fail the course if they do not score higher than 350 points of TOEIC Mock Exam by the end of the course, and must repeatedly take the course until they can score higher than 350 points. 12. “English Testing” （EL160） is a 2-credit course: For the requirements of registering “English Testing”, please refer to The Regulation for Registering English Test announced and implemented by the College of General Education. 13. Foreign students could take 10 credits of Mandarin Chinese courses as alternative courses of English. The 10 credits in Mandarin Chinese courses must include 2 credits for “Chinese Proficiency Test”. For the specific restrictions and considerations for taking the “Chinese Proficiency Test”, please refer to the 'General Education Foreign Language “English Proficiency Exam” Course Requirements' and 'Yuan Ze University Regulations for Exempting the Mandarin Chinese as a Foreign Language Credit ' for more details. 14. The undergraduate foreign students must pass Mandarin Chinese （I） and （II） before taking Mandarin Chinese （III） and （IV）. Students must pass Mandarin Chinese （III） and （IV） before taking 'Chinese Proficiency Test' （EL375）.   英語檢定English Testing （2）、經典選讀A Guide to Classics （2）、服務學習Service Learning （1） | | | | | | | |
| 體育  Physical Education  （0） | 體育  Physical Education  （0） | 興趣選項體育  Optional Physical Education  （0） | 興趣選項體育  Optional Physical Education  （0） |  |  |  |  |
| 大學部必須修習4學期體育課程；其中2學期為大一體育課程原班級上課，另2學期為興趣選項體育課程。  The undergraduate students must attend the physical education course for 4 semesters; 2 semesters for the freshman physical education courses, the other two semesters for the optional physical education courses. | | | | | | | |
| 通識教育科目  General Education  （10） | 通識課程分為人文藝術、自然科學、社會科學及生命科學四大類。學生須於四大領域中各選修2學分課程，共計8學分。General Education program comprises four categories：Humanities, Natural Science, Social Science and Life Science. Students are required to take a 2-credit course from each category to get 8 credits before graduation.  通識跨域課程General Education Interdisciplinary Course：此2學分學生可自由於通識講座課程、微課自主學習或在地多元文化課群中選課。惟外籍生與工程學院英語學士班、資訊學院英語學士班、人文社會學院英語學士班、電機通訊學院英語學士班學生仍須於四大領域中選課，依各院修課規定辦理。Students can select the 2 credits from a General Education Lecture course, Micro Credit courses, Self-Study courses, or Local-Multicultural courses. Only foreign students and undergraduates of International Programs in the Colleges of Engineering, Informatics, Humanities and Social Sciences, as well as Electrical and Communication Engineering are required to take a 2-credit course from the four categories according to each college’s policy before graduation. | | | | | | | |
| 院必修科目  College  Compulsory  （4） | 基礎程式設計-C++實習（一）  Fundamental Computer Programming- C++ Lab(I)  CI001(2) | 基礎程式設計-C++實習（二）  Fundamental Computer Programming- C++ Lab(II)  CI002(2) |  |  |  |  |  |  |
| 程式語言共4學分，依各院修課規則辦理。  The Fundamental Computer Programming has 4 credits in total, which is subject to the rules of each college. | | | | | | | |
| 系必修科目  Required Courses  （60） | 微積分（一）  Calculus(I)  CS147(3) | 微積分（二）  Calculus(II)  CS148(3) | 線性代數  Linear Algebra  CS233(3) | 機率與統計  Probability and Statistics  CS226(3) | 編譯程式概論  Introduction to Compiler  CS321(3) | 資訊科技應用  Applications of Information Technology  CS350(3) | 資料庫系統概論  Introduction to Database System  CS352(3) | 影像處理概論  Introduction to Image Processing  CS362(3) |
| 程式設計（一）  Computer Programming(I)  CS106(3) | 離散數學  Discrete Mathematics  CS107(3) | 資料結構  Data Structures  CS203(3) | 演算法概論  Introduction to Algorithms  CS309(3) | 內嵌式系統設計與實習  Embedded System Design and Practice  CS379(3) | 軟體工程  Software Engineering  CS377(3) | 電腦與網路安全概論  Introduction to Computer and Network Security  CS354(3) |  |
| 資訊概論  Introduction to Computer Science  CS140(3) | 程式設計（二）  Computer Programming(II)  CS114(3) | 數位系統設計  Digital System Design  CS204(3) | 組合語言與計算機組織  Assembly Language and Computer Organization  CS250(3) | 超大型積體電路設計導論  Introduction to VLSI Design  CS378(3) | 積體電路設計自動化導論  Introduction to IC Design Automation  CS338(3) | 人機互動設計概論  Introduction to Human-Computer Interaction Design  CS313(3) |  |
|  | 電子電路學  Circuit Theory  CS153(3) | 數位系統實務  Digital Systems Design and Practice  CS206(3) | 作業系統概論  Introduction to Operating System  CS305(3) | 計算機網路概論  Introduction to Computer Networks  CS311(3) | 開放平台軟體  Open Platform Software  CS381(3) | 資料探勘  Data Mining  CS412(3) |  |
|  |  | 資料通訊概論  Introduction to Data Communications  CS229(3) | 無線網路概論  Introduction to Wireless Internet  CS335(3) | 計算機圖學概論  Introduction to Computer Graphics  CS314(3) | 敏捷軟體開發  Agile Software Development  CS382(3) |  |  |
|  |  |  |  | 雲端運算與服務  Cloud Computing and Services  CS337(3) | 多媒體系統概論  Introduction to Multimedia System  CS401(3) |  |  |
|  |  |  |  | 微型應用程式設計實務  Mobile Application Programming  CS322(3) | 遊戲引擎理論與實務  Theory and Practice of Game Engine  CS330(3) |  |  |
|  |  |  |  | 智慧物聯網  Artificial Intelligence of Things  CS349(3) | 人工智慧概論  Introduction to Artificial Intelligence  CS310(3) |  |  |
|  |  |  |  |  | 大數據科學導論  Big Data Science  CS332(3) |  |  |
|  |  |  |  |  | 生物資訊概論  Introduction to Bioinformatics  CS340(3) |  |  |
| 程式能力檢定  Programming Language Proficiency Test  CS425(0) | | | | | | | |
| 備註  Remarks | 1. 畢業學分：128學分。包括共同必修及通識課程共27學分、院必修程式語言課程共4學分、系必修60學分、選修37學分。 選修37學分中，系選修至少27學分，自由選修至多承認10學分（其中可含專業自主學習至多3學分）。 Minimum credits required for a B.Sc. degree: 128 credits, including 27 credits from common required courses and general education, 4 credits from college compulsory courses fundamental computer programming, 60 credits from departmental required courses, 37 credits from elective courses.  Of the 37 elective credits, at least 27 credits must be department electives, and up to 10 credits may be free electives (of which, up to 3 credits may be disciplinary self-directed learning). 2. 通識教育科目學分只採計至多10學分，超修之學分將不列入畢業學分。 The maximum credits for general education courses is 10, the exceeding credits will not be counted. 3. 「程式能力檢定」課程及格標準：參加「大學程式能力檢定（Collegiate Programming Examination-CPE）」，一次答對至少2題。 Programming proficiency test requirement: take the Collegiate Programming Examination (CPE) and answer at least two questions correctly at a time. 4. 專業實習、專題製作及海外研習至少須完成其中一項： Students are required to complete at least one track from Practical Training, Special Project, or Overseas Study: 5. 專業實習（校外）共計四門課，包括專業實習（一）、專業實習（二）、專業實習（三）與專業實習（四）。 Practical Training (off-campus) is composed of 4 courses: Practical Training I, II, III, and IV. 6. 專題製作（校內）共計兩門課，包括專題製作（一）與專題製作（二）。 Special Project (on-campus) is composed of two courses, including Special Project I and II. 7. 海外研習。 Overseas Study. 8. 下列五大領域課程，至少須選修四領域，且每一領域至少須選修一門。若選修超過一門，多修的課程採計為系選修課程。 For the following five areas of study, students are required to choose at least four areas and take at least one course from each of the four areas. When students take more than one course from a specific area, the additional courses will be counted towards departmental electives. 9. 軟體系統：「軟體工程」、「資料庫系統概論」、「開放平台軟體」、「雲端運算與服務」、「微型應用程式設計實務」、「敏捷軟體開發」。 Software System area: Software Engineering, Introduction to Database System, Open Platform Software, Cloud Computing and Services, Mobile Application Programming, and Agile Software Development. 10. 計算機系統：「內嵌式系統設計與實習」、「超大型積體電路設計導論」、「積體電路設計自動化導論」、「編譯程式概論」。 Computer System area: Embedded System Design and Practice, Introduction to VLSI Design, Introduction to IC Design Automation, and Introduction to Compiler. 11. 網路系統：「計算機網路概論」、「無線網路概論」、「電腦與網路安全概論」、「資料通訊概論」。 Network System area: Introduction to Computer Networks, Introduction to Wireless Internet, Introduction to Computer and Network Security, and Introduction to Data Communications. 12. 多媒體系統：「多媒體系統概論」、「人機互動設計概論」、「計算機圖學概論」、「影像處理概論」、「遊戲引擎理論與實務」。 Multimedia System area: Introduction to Multimedia System, Introduction to Human-Computer Interaction Design, Introduction to Computer Graphics, Introduction to Image Processing, and Theory and Practice of Game Engine. 13. 人工智慧系統：「人工智慧概論」、「大數據科學導論」、「資料探勘」、「智慧物聯網」、「生物資訊概論」。 Artificial Intelligence System area: Introduction to Artificial Intelligence, Big Data Science, Data Mining, Artificial Intelligence of Things, and Introduction to Bioinformatics. 14. 擋修規定： Pre-requisites： 通過「程式能力檢定」，始得修習「專題製作（一）」、「專題製作（二）」、「專業實習（一）」、「專業實習（二）」、「專業實習（三）」、「專業實習（四）」。 Students must pass the programming proficiency test requirement before taking Special Project I and II, or Practical Training. 15. 「資訊科技應用」為終端學習課程。 “Applications of Information Technology” is Experiential Learning course. 16. 「資訊科技應用」為本系「議題導向實作專題課程」。 “Applications of Information Technology” is the "Topic and Implementation-oriented course". 17. 「數位系統設計」與「數位系統實務」為本系「數位應用相關課程」，畢業前須通過至少2門「數位應用相關課程」(可至本系或外系修習)。 “Digital System Design” and “Digital Systems Design and Practice” are courses of 'digital application courses'. Students require passing at least two 'digital application courses'. (Student may take 'digital application courses' from another department.) 18. 有關共同必修及通識教育科目之詳細規定，另依據「元智大學共同必修科目表」之規定辦理。 Regarding the details and requirements of general education and common required courses, please refer to the Common Required Course List provided by the University. 19. 自106學年度起軍訓課程由必修改為選修，該學分納入當學期修課學分數計算，但不納入畢業總學分計算。 The military education courses are no longer compulsory starting the 106 academic year. The military education courses will not be accumulated to the graduation requirements, but they can be counted as taken credits for each semester. 20. 修習碩士班課程以大三以上學生為限，且不得修習碩士在職專班課程。 Master's degree courses are limited to students in their third year or above, and students are not allowed to take courses from the Executive Master program. 21. 資訊應用組學生畢業要求另參照本系「資訊應用組學生修業規範」。 The graduation requirements for students in the Information Application Group shall be referenced in accordance with the "Regulations for Information Application Group.” | | | | | | | |

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