**元智大學 資訊傳播學系大學部 必修科目表**

**Department of Information Communication at Yuan Ze University**

**List of Required Courses**

**（106學年度入學新生適用Applicable to Students Admitted in Academic Year 2017）**

106.04.26 一○五學年度第五次教務會議通過

Passed by the 5th Academic Affairs Meeting, Academic Year 2016, on April 26, 2017

106.06.21一○五學年度第六次教務會議修訂通過

Amended by the 6th Academic Affairs Meeting, Academic Year 2016, on June 21, 2017

107.05.02 一○六學年度第五次教務會議修訂通過

Amended by the 5th Academic Affairs Meeting, Academic Year 2017, on May 2, 2018

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| 學年Academic Year  學期Semester  科目Subject | 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University Compulsory  （23） | 國文（一）  Chinese (I)  （2） | | 國文（二）  Chinese (II)  （2） | |  |  |  |  |  |  |
| 英語（一）  English (I)  （2） | | 英語（二）  English (II)  （2） | |  |  |  |  |  |  |
| 程式語言共4學分，依各院修課規則辦理。(開課名稱：基礎程式設計)  Fundamental Computer Programming is a four-credit course. For those who would like to registered “Fundamental computer programming”, he/she has to meet the college requirement. (Course Name: Fundamental Computer Programming) | | | | | | | | | |
| 「英語（一）」及「英語（二）」為基礎課程，共計二學期四學分。除了「英語（一）」及「英語（二）」外，應修習主題式英語課程三學期六學分，畢業前需修畢三個不同英語課程，始取得畢業資格。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」，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。  English (I) and (II) are 4 credits elementary courses for the freshmen to complete within two semesters. Except English (I) and English (II), Students are required to obtain 6 credits from 3 different thematic courses before graduation. The “English Testing” course is provided to students who fail to score 350 in a TOEIC mock held in the end of their first academic year. They will need to take the exam again after the course and pass; otherwise, they will need to take another “English Testing” course next semester.  英語檢定English Testing（2）、經典五十Fifty Canonized Books（2）、服務學習Service Learning（1） | | | | | | | | | |
| 體育Physical Education（0） | 體育Physical Education（0） | | 體育Physical Education（0） | | 體育Physical Education（0） |  |  |  |  |
| 體育除修習大一至大二4個學期外，另需通過「游泳能力檢定」及「心肺適能檢定」等二項檢測，列為畢業門檻。  Beside taking PE courses for 4 semesters (Year 1 to 2), students must pass both swimming and cardiopulmonary function tests. | | | | | | | | | |
| 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。學生須於四領域中各選修兩學分課程，共計8學分，其餘2學分學生可自由選擇，由通識講座課程、微課自主學習或通識四大領域課程中選課。惟按所屬院（系）之不同，學生選修四大領域課程時需符合以下規定：The General Education program comprises four categories：Humanities, Natural Science, Social Science and Life Science. Students are required to take a two-credit course from each category to get eight credits before graduation. The rest two credits can be chosen from the General Education Lecture course, Micro Credit and Self-Study course or four categories upon their needs.However, there are rules and limitations set by each college for taking a course from the four categories：   |  |  | | --- | --- | | (系)院  (Dept.)College | 選課規定  Course requirements | | 中語系、應外系、藝設系與資傳系  Dept. of Chinese Linguistics & Literature  Dept. of Foreign Languages and Applied Linguistics  Dept. of Art and Design  Dept. of Information Communication | 不得再選人文領域(LE)，須於自然(GN), 生命(LS),社會(GS)三領域中選課  General Education courses in the area of Humanities are not required; please select the courses among the areas of GN, LS and GS. | | | | | | | | | | |

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| 學年Academic Year  學期Semester  科目Subject | 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 |
| 系必修科目  Department Required  Courses  (38) | 資訊概論  Introduction to Computer Science  IC181  (3) | 數位  影像處理  Digital Image Processing  IC120  (3) | 多媒體概論  Introduction to Multimedia  IC340  (3) | 網頁程式設計  Web Programming  IC186  (3) |  | 跨媒體整合  Cross-Media Integration IC324 （3） | 專題製作  (一)  Field Study(I)  IC464 (4) | 專題製作  (二)  Field Study(II) IC465  (4) |
| 設計概論  Introduction to Design Principles  IC151  (3) | 數位影音  概論  Introduction of Digital Audio and Video  IC288  (3) | 互動腳本  製作  Interactive Script Production  IC225  (3) | 人機互動  概論  Introduction of Human Computer Interaction  IC291  (3) |  |  | 專業實習  (一)  Internship(I)  IC401  (3) |  |
| 學期學分小計  Credits Per Semester | 6 | 6 | 6 | 6 | 0 | 3 | 7 | 4 |
| 設計組必修  Design Group Required Courses  (24) | 藝術基礎(一)：素描  Fundamentals of Arts(Ⅰ)：Drawing  IC145  (3) | 藝術基礎(二)：創意素描  Fundamentals of Arts(Ⅱ)：Creative Drawing  IC168  (3) | 電腦繪圖  Computer Graphics  IC205  (3) | 動畫概論  Principles of Animation  IC194  (3) |  |  |  |  |
| 設計史  Design History  IC175  (3) | 色彩學  Color Theory  IC191  (3) |  | 平面設計  Graphic Design  IC204  (3) |  |  |  |  |
| 程式設計  Computer Programming  IC212  (3) |  |  |  |  |  |  |  |
| 程式設計  實習  Computer Programming Lab.  IC336  (0) |  |  |  |  |  |  |  |
| 學期學分小計  Credits Per Semester | 9 | 6 | 3 | 6 | 0 | 0 | 0 | 0 |
| 科技組必修  Technology Group  Required Courses  (21) | 微積分概論  Introduction to Calculus  IC287  (3) | 線性代數  Linear Algebra  IC248  (3) | 視窗應用 程式設計  Windows Programming  IC238  (3) | 遊戲程式設計  Game Programming  IC342  (3) |  |  |  |  |
| 程式設計(一)  Computer Programming(I)  IC184  (3) | 程式設計(二)  Computer Programming(II)  IC192  (3) | 資料結構 Data Structure  IC172  (3) |  |  |  |  |  |
| 程式設計  實習(一)  Computer Programming Lab.(I)  IC286  (0) | 程式設計  實習(二)  Computer Programming Lab.(II)  IC200  (0) |  |  |  |  |  |  |
| 學期學分小計  Credits Per Semester | 6 | 6 | 6 | 3 | 0 | 0 | 0 | 0 |

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**元智大學 資訊傳播學系大學部 選修科目表  
Department of Information Communication at Yuan Ze University**

**List of Elective Courses**

**（106學年度入學新生適用Applicable to Students Admitted in Academic Year 2017）**

106.04.26 一○五學年度第五次教務會議通過

Passed by the 5th Academic Affairs Meeting, Academic Year 2016, on April 26, 2017

106.06.21一○五學年度第六次教務會議修訂通過

Amended by the 6th Academic Affairs Meeting, Academic Year 2016, on June 21, 2017

106.11.15 一○六學年度第二次教務會議修訂通過

Amended by the 2nd Academic Affairs Meeting, Academic Year 2017, on November 15, 2017

107.05.02 一○六學年度第五次教務會議修訂通過

Amended by the 5th Academic Affairs Meeting, Academic Year 2017, on May 2, 2018

108.05.01 一○七學年度第六次教務會議修訂通過

Amended by the 6th Academic Affairs Meeting, Academic Year 2018, on May 01, 2019

109.06.17 一○八學年度第七次教務會議修訂通過

Amended by the 7th Academic Affairs Meeting, Academic Year 2019, on June 17, 2020

109.11.11 一○九學年度第二次教務會議修訂通過

Amended by the 2nd Academic Affairs Meeting, Academic Year 2020, on November 11, 2020

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| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 學年(Academic Year)  學期(Semester)  科目(Course) | 第一學年 (1st Year) | | 第二學年 (2nd Year) | | 第三學年 (3rd Year) | | 第四學年 (4th Year) | |
| 上  (Fall Semester) | 下  (Spring Semester) | 上  (Fall Semester) | 下  (Spring Semester) | 上  (Fall Semester) | 下  (Spring Semester) | 上  (Fall Semester) | 下  (Spring Semester) |
| 系  共  同  選  修  Department Elective  Courses | 智慧財產權  Intellectual Property  IC362  (3) |  | 敘事與故事 Narrative and storytelling  IC339  (3) |  | 電玩企劃  Game Planning  IC242  (3) | 電玩製作  Game Production  IC250  (3) | 資訊傳播專題(一)  Seminar on Information Communication(I)  IC454  (3) | 資訊傳播專題  (二)  Seminar on Information Communication(II)  IC456  (3) |
|  |  | 科技英文  Technical English  IC300  (3) |  | 創新媒體  實務應用  Creative Media Practice  IC296  (2) | 電子商務  法律實務  Legal Practice of e-Commerce  IC293  (3) | 大數據創新應用專題  Innovation Topics on Big Data  IC330  (3) | 專業實習(二)  Internship(II)  IC451  (3) |
|  |  |  |  | 行銷分析與實務  IC377  Marketing Research and Practices  (3) | 網路社群  媒體分析  Analysis for Social Media Services  IC331  (3) | 社群媒體專題  Special Topics in Social Media Services  IC329  (3) |  |
| 設  計  組  選  修  Design Group Elective  Courses | 攝影學  Applied Photography  IC116  (3) | 創意方法  Creativity  Techniques  IC256  (3) | 電子商務  Electronic Commerce  IC328  (3) | 雲端策展與執行  Cloud Curating  IC289  (3) | 影視製作專題  Advanced Film and Video Production Workshop  IC322  (3) | 複合媒材設計  Mixed Media Design  IC189  (3) | 穿戴式  科技設計(一)  Designing Wearable Technology (I)  IC294  (3) | 穿戴式  科技設計(二)  Designing Wearable Technology (II)  IC295  (3) |
|  | 行銷傳播  Marketing Communications  IC207  (3) | 文創產業個案  Case Study on Cultural Industries  IC249  (3) |  | 作品集設計  與展現  Portfolio Design and Presentation  IC326  (3) | 行動裝置視覺介面設計  User-Interface Design for Mobile Device  IC240  (3) |  |  |
|  |  |  | 3D電腦繪圖  3D Computer Graphics  IC335  (3) | 3D電腦動畫  3D Computer Animation  IC337  (3) | 設計繪畫  Illustration  IC272  (3) |  |  |
|  |  |  |  | 影視視覺特效  Visual Effects for Film and Video  IC347  (3) |  |  |  |
| 科  技  組  選  修  Technology  Group  Elective  Courses | 普通物理學  General Physics  IC224  (3) | 電腦網路概論  Introduction to Computer Networks  IC193  (3) | Java  程式設計  Java Programming  IC275  (3) | 電腦圖學  Interactive Computer Graphics  IC271  (3) | 網際網路  程式設計  Internet Programming  IC257  (3) | 展示科技應用  Application of Display Technology  IC297  (3) | 穿戴式  科技設計(一)  Designing Wearable Technology (I)  IC294  (3) | 穿戴式  科技設計(二)  Designing Wearable Technology (II)  IC295  (3) |
|  |  |  | 網路資料庫系統 Networks Database System  IC261  （3） | 人機互動實務  Human Computer Interaction Application  IC344  (3) | 雲端應用程式  Cloud Applications  IC290  (3) |  |  |
|  |  |  | 資訊隱私  Information Privacy  IC298  (3) | 人工智慧概論  Introduction to Artificial Intelligence  IC387  (3) | 混合實境  Mixed Reality  IC196  (3) |  |  |
|  |  |  | 網頁遊戲  程式設計  Web Game Programming  IC338  (3) | 手機遊戲設計  Mobile Game Design  IC334  (3) | 資訊安全  Information Security  IC292  (3) |  |  |
|  |  |  | 行動裝置  程式設計  Mobile Device Programming  IC190  (3) | 網站設計專題  Special Topics in Website Design  IC343  (3) |  |  |  |
|  |  |  |  | 虛擬實境  Virtual Reality  IC346  (3) |  |  |  |
|  |  |  |  | 演算法  Algorithm  IC239  (3) |  |  |  |
| 備註  remarks | 1. 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。 2. 除共同必修科目及通識科目共33學分外，本系必修科目為38學分，設計組必修24學分、科技組必修21學分。所屬組別的選修至少選修12學分(含系共同選修)，他組選修或他組必修至少選修6學分，最低畢業學分為128學分。 3. 【藝術基礎一：素描】（3）與【藝術基礎二：創意素描】（3），上課時數皆為4小時。 4. 【藝術基礎一：素描】為本系設計組申請雙主修和輔系之先修課程，系上將根據該課堂表現審核是否同意該生選修本組為雙主修或輔系。 5. 修習專業實習課程須遵照專業實習辦法之相關規定。 6. 選修本系碩士班課程可列入系選修學分。 7. 終端學習課程：【專題製作二】。 8. 通識教育科目學分只採計至多10學分，超修之學分不列入畢業學分   1. Please refer to “Yuan Ze University Common Required Course List” for general education course information and regulations.  2. In addition to the university required and general education courses (33 credits), students must complete department required courses (38 credits) and group required courses (24 credits for Design group or 24 credits for Technology group). For elective courses, students must complete at least 12 credits based on their respective group (which include the department elective courses) and and at least 6 credits of required or elective courses from the other group. The minimum graduation requirement is 128 credits in total.  3. "Fundamentals of Arts (I)" and "Fundamentals of Arts (II)" courses are 4-hour classes with 3 credits.  4. "Fundamentals of Arts (I)" is the preparatory course for students applying for double majors/minor in the Design group and their performance in this course will determine if their double majors/minor application is approved.  5. Students taking the “Internship” course have to satisfy its regulations.  6. Department master courses can be counted as credits for department elective courses.  7. The experiential learning course: "Field Study (II)".  8. The maximum credits for general education courses is 10, the exceeding credits will not be counted. | | | | | | | |

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**元智大學資訊傳播學系大學部 擋修科目表**

**Department of Information Communication at Yuan Ze University**

**List of Prerequisite Courses**

**（106學年度入學新生適用Applicable to Students Admitted in Academic Year 2017）**

106.04.26 一○五學年度第五次教務會議通過

Passed by the 5th Academic Affairs Meeting, Academic Year 2016, on April 26, 2017

106.11.15 一○六學年度第二次教務會議修訂通過

Amended by the 2nd Academic Affairs Meeting, Academic Year 2017, on November 15, 2017

109.06.17 一○八學年度第七次教務會議修訂通過

Amended by the 7th Academic Affairs Meeting, Academic Year 2019, on June 17, 2020

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| 先修科目  Prerequisite Course | | 擋修科目  Course | 備註  Remarks |
| 課名  Course Name | 分數  Score | 課名  Course Name |
| 專題製作(一)  Field Study(I) | 60 | 專題製作(二)  Field Study(II) |  |
| 數位音像設計基礎  Fundamentals of Digital Audiovisual Design | 60 | 影視製作專題  Advanced Film and Video Production Workshop |  |
| 數位音像設計基礎  Fundamentals of Digital Audiovisual Design | 60 | 動畫概論  Principles of Animation |  |
| 數位影像處理  Digital Image Processing | 60 | 影視視覺特效  Visual Effects for Film and Video |  |
| 數位音像設計基礎  Fundamentals of Digital Audiovisual Design | 60 |
| 3D電腦繪圖  3D Computer Graphics | 60 |

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