**元智大學 資訊傳播學系 必修科目表**

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

**List of Required Courses**

**（110學年度入學新生適用Applicable to Students Admitted in Academic Year 2021）**

110.05.05 一○九學年度第五次教務會議通過

 Passed by the 5th Academic Affairs Meeting, Academic Year 2020, on May 05, 2021

110.11.24 一一○學年度第二次教務會議修訂通過

Amended by the 2nd Academic Affairs Meeting, Academic Year 2021, on November 24, 2021

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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（21） | 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) |
| 外語課程應依「通識外語修課規定」修習，共計10學分。1. 「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。
2. 除了「英語（一）」及「英語（二）」外，應修習主題式英語課程三學期5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。
3. 另開設「英語檢定」計一學期1學分，「英語檢定」之修課限制與注意事項，請參照「英語檢定」修課規定，並由通識教學部公佈後施行。

外國學生改修華語須經國際語言文化中心審核通過始可改修華語課程10學分，其華語課程10學分應含「華語檢定」1學分，「華語檢定」修課限制與注意事項，請參照「英語檢定」修課規定。凡本校大學部外國學生(不含交換生)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」、「華語五」、「華語六」，若修習「華語三」、「華語四」任一課程成績未達60分，不得修習「華語五」或「華語檢定」。The undergraduate students must complete 10 required credits of foreign language courses as follows:* English (I), (II): 4 credits
* English thematic course: 5 credits
* English Test: 1 credit

English (I) and (II) are 4 credits elementary courses for the freshmen who are grouped on English competence-based to complete within two semesters.English thematic courses are 5-credit of English courses; students are required to obtain 5 credits through 3 different thematic courses for graduation.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.Foreign students need approval by ILCC for taking 10 credits of Mandarin Chinese courses as alternative courses of English.The undergraduate foreign students, exchange students excluded, must score 60 points or higher to pass Mandarin Chinese (I) and (II) before taking Mandarin Chinese (III), (IV), (V), and (VI). Students must score 60 points or higher in Mandarin Chinese (III) and (IV) before taking Mandarin Chinese (V) and (VI).英語檢定English Testing（1）、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） | 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，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。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, 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. |
| 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 RequiredCourses(35) | 資訊概論Introduction to Computer ScienceIC181(3) | 數位影像處理Digital Image ProcessingIC120(3) | 互動腳本製作Interactive Script ProductionIC225(3) | 網頁程式設計Web ProgrammingIC186(3) |  | 跨媒體整合Cross-Media IntegrationIC324（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 PrinciplesIC151(3) | 數位音像設計基礎Fundamentals of Digital Audiovisual DesignIC341(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 | 3 | 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)：DrawingIC145(3) | 藝術基礎(二)：創意素描Fundamentals of Arts(Ⅱ)：Creative DrawingIC168(3) | 電腦繪圖Computer GraphicsIC205(3) | 平面設計Graphic DesignIC204(3) |  |  |  |  |
| 設計史Design HistoryIC175(3) | 色彩學Color TheoryIC191(3) | 動畫概論Principles of AnimationIC194(3) |  |  |  |  |  |
| 程式設計Computer ProgrammingIC212(3) |  |  |  |  |  |  |  |
| 程式設計實習Computer Programming Lab.IC336(0) |  |  |  |  |  |  |  |
| 學期學分小計Credits Per Semester | 9 | 6 | 6 | 3 | 0 | 0 | 0 | 0 |
| 科技組必修Technology Group Required Courses(21) | 微積分概論Introduction to CalculusIC287(3) | 線性代數Linear AlgebraIC248(3) | 視窗應用程式設計Windows ProgrammingIC238(3) | 遊戲程式設計Game ProgrammingIC342(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 StructureIC172(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 選修科目表
Department of Information Communication, Yuan Ze University**

**List of Elective Courses**

**（110學年度入學新生適用Applicable to Students Admitted in Academic Year 2021）**

110.05.05 一○九學年度第五次教務會議通過

 Passed by the 5th Academic Affairs Meeting, Academic Year 2020, on May 05, 2021

110.11.24 一一○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 24, 2021

111.04.20 一一○學年度第六次教務會議修訂通過

Amended by the 6th Academic Affairs Meeting, Academic Year 2021, on April 20, 2022

113.01.03 一一二學年度第六次教務會議修訂通過

Amended by the 6th Academic Affairs Meeting, Academic Year 2023, on January 03, 2024

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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 ElectiveCourses | 智慧財產權Intellectual PropertyIC362(3) | 多媒體概論Introduction to MultimediaIC340(3) | 科技英文English for Science and TechnologyIC300(3) |  | 電玩企劃Game PlanningIC242(3) | 電玩製作Game ProductionIC250(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) |
|  |  |  |  | 創新媒體實務應用Creative Media PracticeIC296(2) | 電子商務法律實務Legal Practice of e-CommerceIC293(3) | 大數據創新應用專題Innovation Topics on Big DataIC330(3) | 專業實習(二)Internship(II)IC451(3) |
|  |  |  |  | 資訊傳播科技創新應用ICT and Its InnovationsIC348(3) | 網路社群媒體分析Analysis for Social Media ServicesIC331(3) | 社群媒體專題Special Topics in Social Media ServicesIC329(3) |  |
| 設計組選修Design Group ElectiveCourses | 攝影學Applied PhotographyIC116(3) | 創意方法CreativityTechniquesIC256(3) | 電子商務Electronic CommerceIC328(3) | 雲端策展與執行Cloud CuratingIC289(3) | 影視製作專題Advanced Film and Video Production WorkshopIC322(3) | 複合媒材設計Mixed Media DesignIC189(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) |
|  |  | 文創產業個案Case Study on Cultural IndustriesIC249(3) | 行銷傳播Marketing CommunicationsIC207(3) | 使用者介面設計User-Interface DesignIC349(3) | 作品集設計與展現Portfolio Design and PresentationIC326(3) |  |  |
|  |  |  | 3D電腦繪圖3D Computer GraphicsIC335(3) | 3D電腦動畫3D Computer AnimationIC337(3) | 設計繪畫IllustrationIC272 (3) |  |  |
|  |  |  |  | 影視視覺特效Visual Effects for Film and VideoIC347(3) |  |  |  |
| 科技組選修TechnologyGroup ElectiveCourses | 普通物理學General PhysicsIC224(3) | 電腦網路概論Introduction to Computer NetworksIC193(3) | Java程式設計Java ProgrammingIC275(3) | 網路資料庫系統Networks Database SystemIC261（3） | 電腦圖學Interactive Computer GraphicsIC271(3) | 展示科技應用Application of Display TechnologyIC297 (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) |
|  |  | 人工智慧概論Introduction to Artificial IntelligenceIC387 (3) | 資訊隱私Information PrivacyIC298(3) | 網際網路程式設計Internet ProgrammingIC257(3) | 混合實境Mixed RealityIC196(3) |  |  |
|  |  | Python程式設計Python ProgrammingIC400(3) | 網頁遊戲程式設計Web Game ProgrammingIC338 (3) | 人機互動實務Human Computer Interaction Application IC344(3) |  |  |  |
|  |  |  | 行動裝置程式設計Mobile Device ProgrammingIC190 (3) | 手機遊戲設計Mobile Game DesignIC334(3) |  |  |  |
|  |  |  |  | 網站設計專題Special Topics in Website DesignIC343(3) |  |  |  |
|  |  |  |  | 虛擬實境Virtual Reality IC346(3) |  |  |  |
|  |  |  |  | 演算法AlgorithmIC239(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31學分外，本系必修科目為35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】(IC465)。
8. 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。
9. 【專題製作二】(IC465)為本系必修「議題導向實作專題課程」。
10. 【數位影像處理】(IC120)、【網頁程式設計】(IC186)、【電腦繪圖】(IC205)、【視窗應用程式設計】(IC238)為本系「數位應用相關課程｣。
11. 為增進學生英文能力，鼓勵選修英語授課課程(含英專班)，其修習之課程科目及學分數之認抵需依學系規定辦理。

1. Please refer to Yuan Ze University Common Required Course List for General Education courses information and regulations.2. In addition to the university required and general education courses (31 credits), students must complete department required courses (35 credits) and group required courses (24 credits for Design group or 21 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)" (IC465).8. The maximum credits for general education courses is 10, the exceeding credits will not be counted.9. "Field Study (II)" (IC465) is a compulsory three-credit course of "Topic and Implementation-oriented courses".10. “Digital Image Processing “(IC120), “Web Programming” (IC186), “Computer Graphics” (IC205),”Windows Programming”(IC238) are courses of 'digital application courses'.11. To improve students’ English, we encourage students to take the courses in English (including English Bachelor), which courses and credits waiver and transference should be standardized by each department. |

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**元智大學資訊傳播學系 擋修科目表**

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

**List of Prerequisite Courses**

**（110學年度入學新生適用Applicable to Students Admitted in Academic Year 2021）**

110.05.05 一○九學年度第五次教務會議通過

 Passed by the 5th Academic Affairs Meeting, Academic Year 2020, on May 05, 2021

|  |  |  |
| --- | --- | --- |
| 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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