**元智大學 資訊傳播學系 必修科目表**

**（114學年度入學新生適用）**

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

**List of Required Courses**

**（Applicable to Students Admitted in Academic Year of 2025）**

114.04.23一一三學年度第五次教務會議通過

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

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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）。   1. The undergraduate students must complete 10 required credits of foreign language courses.  2. 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.  3. 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.  4. 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.  5. “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.  6. 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.  7. 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. | | | | | | | | | | | | | | | |
| 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 |
| 院必修科目  College  Compulsory（4） | 基礎程式設計-Web Programming  (一)  Fundamental Computer Programming- Web Programming (I)  CI003  (2) | | 基礎程式設計-Web Programming  (二)  Fundamental Computer Programming- Web Programming (II)  CI004  (2) | |  | | |  | |  | |  | |  | |  |
| 學期學分小計  Credits Each Semester | 2 | | 2 | | 0 | | | 0 | | 0 | | 0 | | 0 | | 0 |
| 系必修科目  Department Compulsory  （32） | 資訊概論  Introduction to Computer Science  IC181  (3) | | 數位音像  設計基礎  Fundamentals of Digital Audiovisual Design  IC341  (3) | | 人機互動概論  Introduction of Human Computer Interaction  IC291  (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) | | 電腦繪圖  Computer Graphics  IC205  (3) | | 3D電腦繪圖  3D Computer Graphics  IC335  (3) | | |  | |  | |  | | 專業實習(一)  Internship(I)  IC401  (3) | |  |
| 學期學分小計  Credits Each Semester | 6 | | 6 | | 6 | | | 0 | | 0 | | 3 | | 7 | | 4 |

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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 |
| 數位媒體設計組  Digital Media Design Group  (9) | 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) |  |  |  |  |  |  |
| 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 Each Semester | 6 | 3 | 0 | 0 | 0 | 0 | 0 | 0 |
| 智慧科技應用組  Intelligent Technology Group  (12) | 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) |  |  |  |  |  |  |
| 應用數學  Applied Mathematics  IC412  (3) |  |  |  |  |  |  |  |
| 學期學分小計  Credits Each Semester | 6 | 3 | 3 | 0 | 0 | 0 | 0 | 0 |

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**元智大學 資訊傳播學系 選修科目表  
（114學年度入學新生適用）**

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

**List of Elective Courses**

**（Applicable to Students Admitted in Academic Year 2025）**

114.04.23一一三學年度第五次教務會議通過

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

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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 |
| 選修  Elective  Courses | 智慧財產權  Intellectual Property  IC362  (3) | 多媒體概論  Introduction to Multimedia  IC340  (3) | 互動腳本製作  Interactive Script Production  IC225  (3) | 科技行銷  Marketing Technology  IC350  (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) |
| 攝影學  Applied Photography  IC116  (3) | 公開演講和演示技巧  Public Speaking and Presentation Techniques  IC411  (3) | 敘事與故事 Narrative and storytelling  IC339  (3) | 遊戲設計策略與理論  Game Design Strategy and Theory  IC418  (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) | 社群媒體專題  Special Topics in Social Media Services  IC329  (3) | 專業實習(二)  Internship(II)  IC451  (3) |
| 設計史  Design History  IC175  (3) | 科技英文  English for Science and Technology  IC300  (3) | 電子商務  Electronic Commerce  IC328  (3) | 平面設計  Graphic Design  IC204  (3) | 資訊傳播科技創新應用  ICT and Its Innovations  IC348  (3) | 網路社群  媒體分析  Analysis for Social Media Services  IC331  (3) | 穿戴式  科技設計  Designing Wearable Technology  IC417  (3) |  |
| 普通物理學  General Physics  IC224  (3) | 創意方法  Creativity  Techniques  IC256  (3) | 文創產業個案  Case Study on Cultural Industries  IC249  (3) | 影視製作專題  Advanced Film and Video Production Workshop  IC322  (3) | 使用者  介面設計  User-Interface Design  IC349  (3) | 複合媒材設計  Mixed Media Design  IC189  (3) |  |  |
|  | 數位影像處理  Digital Image Processing  IC120  (3) | 動畫概論  Principles of Animation  IC194  (3) | 影視視覺特效  Visual Effects for Film and Video  IC347  (3) | 影片行銷  Video Marketing  IC415  (3) | 作品集設計  與展現  Portfolio Design and Presentation  IC326  (3) |  |  |
|  | 色彩學  Color Theory  IC191  (3) | 進階電腦繪圖  Computer Graphics II  IC414  (3) | 網路資料庫系統 Networks Database System  IC261  （3） | 3D電腦動畫  3D Computer Animation  IC337  (3) | 設計繪畫  Illustration  IC272  (3) |  |  |
|  | 文案與創意  Copywriting and Creativity  IC413  (3) | Java程式設計  Java Programming  IC275  (3) | 資訊隱私  Information Privacy  IC298  (3) | 互動式  投影設計  Interactive Projection Design  IC416  (3) | 展示科技應用  Application of Display Technology  IC297  (3) |  |  |
|  | Python程式設計  Python Programming  IC400  (3) | 視窗應用 程式設計  Windows Programming  IC238  (3) | 網頁遊戲  程式設計  Web Game Programming  IC338  (3) | 網際網路  程式設計  Internet Programming  IC257  (3) | 混合實境  Mixed Reality  IC196  (3) |  |  |
|  |  |  | 行動裝置  程式設計  Mobile Device Programming  IC190  (3) | 人機互動實務  Human Computer Interaction Application  IC344  (3) | 電腦圖學  Interactive Computer Graphics  IC271  (3) |  |  |
|  |  |  | 遊戲程式設計  Game Programming  IC342  (3) | 手機遊戲設計  Mobile Game Design  IC334  (3) |  |  |  |
|  |  |  | 網頁程式設計  Web Programming  IC186  (3) | 網站設計專題  Special Topics in Website Design  IC343  (3) |  |  |  |
|  |  |  | 人工智慧概論  Introduction to Artificial Intelligence  IC387  (3) | 虛擬實境  Virtual Reality  IC346  (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27學分外、院必修程式語言課程共4學分，本系必修科目為32學分，數位媒體設計組必修9學分/智慧科技應用組必修12學分，系選修至少39學分，自由選修至多承認17學分 (含專業自主學習至多3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. 修習專業實習課程須遵照專業實習辦法之相關規定。 5. 選修本系碩士班課程可列入系選修學分。 6. 終端學習課程：【專題製作二】(IC465)。 7. 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。 8. 【專題製作二】(IC465)為本系必修「議題導向實作專題課程」。 9. 【網頁程式設計】(IC186)、【電腦繪圖】(IC205)、【視窗應用程式設計】(IC238)、【3D電腦繪圖】(IC335)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」。 10. 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。 11. 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。 12. 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。   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 (27 credits), College Compulsory Courses Fundamental Computer Programming (4) credits, students must complete department required courses (32 credits) and group required courses (9 credits for Digital Media Design Group or 9 credits for Intelligent Technology Group). For elective courses, students must complete at least 39 credits. A maximum of 17 credits can be recognized for free electives (including up to 3 credits for Disciplinary self-directed learning). 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. Students taking the “Internship” course have to satisfy its regulations.  5. Department master courses can be counted as credits for department elective courses.  6. The experiential learning course: "Field Study (II)" (IC465).  7. The maximum credits for general education courses is 10, the exceeding credits will not be counted.  8. "Field Study (II)" (IC465) is a compulsory three-credit course of "Topic and Implementation-oriented courses".  9. “Web Programming” (IC186), “Computer Graphics” (IC205),”Windows Programming”(IC238), “3D Computer Graphics” (IC335) are courses of 'digital application courses'. Students require passing at least two 'digital application courses'.  10. 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.  11. 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.  12. 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. | | | | | | | |

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**元智大學 資訊傳播學系 擋修科目表**

**（114學年度入學新生適用）**

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

**List of Prerequisite Courses**

**（Applicable to Students Admitted in Academic Year 2025）**

114.04.23一一三學年度第五次教務會議通過

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

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| 先修科目  Prerequisites | | 擋修科目  Courses Requiring Prerequisites | 備註  Remarks |
| 課名  Course Title | 分數  Grades Requirement | 課名  Course Title |
| 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 |  |
| 電腦繪圖  Computer Graphics | 60 | 進階電腦繪圖  Computer Graphics II |  |

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