

嶺東科技大學115學年度入學新生課程標準

Ling Tung University Curriculum Standards in effect since 2026

Department(系所別):Digital Content Design(數位媒體 設計系) College(學院):College of Design and Fashion(設計時尚學院)

Academic Year of Entrance(入學年):2026

Program:Four-year B.D. for Day Division(日間學制四年制)

第一學年第一學期				
科目名稱	Course Title	R/E	Credits	Hours
中文閱讀與思考	Chinese Reading and Thinking	R	2	2
職涯與職能發展	Career and functional development	R	2	2
體育(一)	Physical Education I	R	2	2
英文(一)	English I	R	2	2
專業講座	Topics Lectures	R	2	2
數位媒體專題(一)	Digital Content Design Seminar I	R	1	1
AI影視動畫概論	Foundation of Film and Animation with AI	R	2	2
影像設計實務(一)	Image Design SeminarI	R	3	3
動態攝影(一)	Professional Photography I	R	3	3
微電影導論	Professional Photography	E	2	2
自媒體製作實務	We Media Practice	E	2	2
3D設計基礎(一)	3D Basic Design I	E	2	2
初階華語(一)	Fundamental ChineseI	E	2	2
第一學年第二學期				
科目名稱	Course Title	R/E	Credits	Hours
中文應用書寫表達	Application of Chinese	R	2	2
體育(二)	Physical Education II	R	2	2
英文(二)	English II	R	2	2
繪畫	Painting	R	3	3
數位媒體專題(二)	Digital Content Design Seminar II	R	1	1
AI遊戲設計概論	Game and interactive design foundation with AI	R	2	2
影像設計實務(二)	Image Design SeminarII	R	3	3
設計與新媒體科技應用	Design and application of new media technology	E	1	1
概念設計	Concept Design	E	2	2
互動遊戲導論	Introduction to interactive games	E	2	2
3D設計基礎(二)	3D Basic Design II	E	2	2
桌遊設計理論與實務	Board Game Design Theory and Practice	E	2	2
動態攝影(二)	Professional Photography II	E	3	3
互動網頁設計	Interactive Webpage Design	E	3	3
初階華語(二)	Fundamental ChineseII	E	2	2
第二學年第一學期				
科目名稱	Course Title	R/E	Credits	Hours
博雅通識(一)	General Education I	R	2	2
AI思維與應用	AI thinking and application	R	2	2
群己倫理與生命關懷	Ethnics and Interpersonal Relationships	R	2	2
數位媒體專題(三)	Digital Content Design Seminar III	R	1	1
錄音工程	Recording Engineering	R	2	2
分鏡設計	Digital Content Design	R	2	2
動態圖像設計(一)	Motion Graphic Design I	R	3	3
遊戲美術設計	The art of game design	E	2	2
音樂基礎(一)	Advanced Musicianship I	E	2	2
互動程式設計	Interactive Programming	E	2	2
故事設計與劇本撰寫	Story Design	E	2	2
動畫基礎(一)	Perceptual interaction design and project I	E	2	2
漫畫技法基礎	Basic Comic Drawing Techniques	E	2	2
攝錄影實務	Camcorders Practices	E	3	3
3D材質貼圖設計	3D Texture and Material Design	E	3	3
互動感測設計	Interactive Sensing System Design	E	3	3
進階華語(一)	Advanced ChineseI	E	2	2
全民國防教育(一)	National Defense Education I	E	2	2
第二學年第二學期				

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科目名稱	Course Title	R/E	Credits	Hours
職場英文	Workplace English	R	2	2
博雅通識(二)	General Education II	R	2	2
數位媒體專題(四)	Digital Content Design Seminar IV	R	1	1
聲音設計	Sound Design	R	2	2
動態圖像設計(二)	Motion Graphic Design II	R	3	3
音樂基礎(二)	Advanced Musicianship II	E	2	2
2D遊戲設計專案實務	2D Game Design	E	2	2
遊戲場景設計	Perceptual interaction design and project development	E	2	2
數位內容編導實務	Digital Content Producer Directing	E	2	2
動畫基礎(二)	Perceptual interaction design and project II	E	2	2
光雕投影設計	Projection Mapping Design	E	2	2
漫畫創作實務	Comic Creation Practice	E	2	2
數位後製剪輯	Digital post-editing	E	3	3
3D數位雕塑	3D Digital sculpture	E	3	3
虛實整合設計	Virtual and real integrated design	E	3	3
進階華語(二)	Advanced ChineseII	E	2	2
全民國防教育(二)	National Defense Education II	E	2	2
第三學年第一學期				
1st Semester Third Year				
科目名稱	Course Title	R/E	Credits	Hours
博雅通識(三)	General Education III	R	2	2
數位媒體專題(五)	Digital Content Design Seminar V	R	1	1
設計展示與行銷	Design exhibition and marketing	R	2	2
互動設計(一)	Interactive multimedia integration Design I	R	3	3
國際見習	International Design Study	E	2	2
數位教具開發實務	Digital teaching aids development practice	E	2	2
專業實習	Profession Practice	E	2	2
動漫角色開發	Anime character development	E	2	2
3D遊戲專案實務(一)	3D computer game design I	E	3	3
3D角色動作設計	3D Character Animation Design	E	3	3
數位音樂創作	Digital Music Composition	E	3	3
跨域互動專案實務(一)	Cross-disciplinary Interactive Project Practice I	E	3	3
2D動畫構圖實務	Practical Layout of 2D Animation	E	3	3
即時合成特效(一)	Virtual Production & Live Compositing I	E	3	3
第三學年第二學期				
2nd Semester Third Year				
科目名稱	Course Title	R/E	Credits	Hours
博雅通識(四)	General Education IV	R	2	2
創意思考與企畫	Creative Thought & Planning Practice	R	2	2
專業英文	English for Specific Purposes	R	2	2
數位媒體專題(六)	Digital Content Design Seminar VI	R	1	1
互動設計(二)	Interactive multimedia integration Design II	R	3	3
視覺特效實務	Digital Content Design	E	2	2
APP設計與製作	Multimedia Visual Expressions	E	2	2
日式動漫專案	Anime Project Practice	E	2	2
商業影片製作	Commercial Film Production	E	3	3
3D遊戲專案實務(二)	3D computer game design II	E	3	3
2D動畫整合實務	Functional Integration of 2D Animation	E	3	3
3D動畫整合實務	Functional Integration of 3D Animation	E	3	3
影像配樂與音效	Film music and sound effects	E	3	3
跨域互動專案實務(二)	Cross-disciplinary Interactive Project Practice II	E	3	3
即時合成特效(二)	Virtual Production & Live Compositing II	E	3	3
第四學年第一學期				
1st Semester Fourth Year				
科目名稱	Course Title	R/E	Credits	Hours

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數位作品集	Portfolio Design	R	2	2
媒體設計專題實務(一)	Media Design Project Practice I	R	2	2
畢業專題(一)	Graduation Project I	R	3	3
專題管理(一)	Special Topic Management I	E	1	1
直播行銷實務	Integration of Live-Broadcast Marketing	E	2	2
科技藝術	Technology Art	E	2	2
攝影棚實務(一)	Studio Practicum I	E	2	2
遊戲整合開發(一)	The project of 3D game design I	E	3	3
第四學年第二學期				
2nd Semester Fourth Year				
科目名稱	Course Title	R/E	Credits	Hours
IP知識產權商品設計	IP intellectual property design	R	2	2
媒體設計專題實務(二)	Media Design Project Practice II	R	2	2
畢業專題(二)	Graduation Project II	R	3	3
專題管理(二)	Special Topic Management II	E	1	1
直播專題製作	Live Stream Project of Live Stream	E	2	2
生成式AI應用實務	Generative AI for Creative Practice	E	2	2
攝影棚實務(二)	Studio Practicum II	E	2	2
遊戲整合開發(二)	The project of 3D game design II	E	3	3

備註:R=Required;E=Elective

Regulations

1. The total number of credits required for graduation is 128, including 28 university-required credits, 9 college-required credits. Students shall complete credits according to their designated field: Design (VCD, DMD, CPD, and Animation & Game Art Program) or Fashion (Fashion Styling, Fashion Design, and Fashion Business Management). Cross-field course enrollment requires approval from the department chair. 53 department-required credits, and 38 professional elective credits.
2. Students in their first to third years may take 16–25 credits per semester, while fourth-year students may take 9–25 credits. Detailed regulations are governed by the University Academic Regulations.
3. In accordance with the University's implementation guidelines for Chinese proficiency, English proficiency, information technology competency, and physical fitness, students must pass all required assessments to be eligible for graduation.
4. Students must meet the assessment requirements specified in the “Professional Competency Assessment Regulations” of this bachelor’s degree program in order to graduate. Certifications obtained by students who pass the university’s Information Competency Assessment may also be recognized by this program as foundational workplace information application certifications.
5. Students may take courses offered by other departments that are not available in this department. Upon departmental approval, up to 12 credits (including interdisciplinary program credits) may be counted toward professional elective credits. Students may also take courses at other universities, limited to one course. Credits earned will be included in the calculation of external elective credits. Inter-institutional enrollment shall follow the University’s "Implementation Guidelines for Inter-Institutional Course Selection."
6. Students participating in the Ministry of National Defense Reserve Officers' Training Corps (ROTC) who have completed required training and obtained certification may apply for exemption from internship courses, up to a maximum of 10 credits. Students applying for a full-semester internship exemption must complete registration and enroll in at least one course during that semester.
7. For internship courses, each credit shall correspond to a maximum of 80 internship hours.