

嶺東科技大學113學年度入學新生課程標準

Ling Tung University Curriculum Standards in effect since 2024

Department(系所別):Digital Content Design(數位媒體設計系)

College(學院):College of Design(設計學院)

Academic Year of Entrance(入學年):2024

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
基本勞作教育(一)	Labor Education I	R	0	2
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
影視與動畫概論	Foundation of Film and Animation	R	2	2
動態攝影(一)	Professional Photography I	R	3	3
影像設計實務(一)	Image Design SeminarI	R	3	3
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
微電影導論	Professional Photography	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
遊戲與互動設計概論	Game and interactive design foundation	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
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
概念設計	Concept Design	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
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
數位應用	Digital 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
動畫基礎(一)	Perceptual interaction design and project I	E	2	2
遊戲美術設計	The art of game design	E	2	2
漫畫技法基礎	Basic Comic Drawing Techniques	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
音樂基礎(一)	Advanced Musicianship I	E	2	2
互動感測設計	Interactive Sensing System Design	E	3	3
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
全民國防教育(一)	National Defense Education I	E	2	2
第二學年第二學期				
科目名稱	Course Title	R/E	Credits	Hours
博雅通識(二)	General Education II	R	2	2

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職場英文	Workplace English	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
動畫基礎(二)	Perceptual interaction design and project II	E	2	2
遊戲場景設計	Perceptual interaction design and project development	E	2	2
漫畫創作實務	Comic Creation Practice	E	2	2
光雕投影設計	Projection Mapping Design	E	2	2
數位內容編導實務	Digital Content Producer Directing	E	2	2
2D遊戲設計專案實務	2D Game Design	E	2	2
音樂基礎(二)	Advanced Musicianship II	E	2	2
虛實整合設計	Virtual and real integrated design	E	3	3
數位後製剪輯	Digital post-editing	E	3	3
3D數位雕塑	3D Digital sculpture	E	3	3
全民國防教育(二)	National Defense Education II	E	2	2
第三學年第一學期				
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
動漫角色開發	Anime character development	E	2	2
專業實習	Profession Practice	E	2	2
即時合成特效(一)	Virtual Production & Live Compositing I	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
數位音樂創作	Digital Music Composition	E	3	3
3D角色動作設計	3D Character Animation Design	E	3	3
3D遊戲專案實務(一)	3D computer game design I	E	3	3
第三學年第二學期				
科目名稱	Course Title	R/E	Credits	Hours
博雅通識(四)	General Education IV	R	2	2
專業英文	English for Specific Purposes	R	2	2
創意思考與企畫	Creative Thought & Planning Practice	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
日式動漫專案	Anime Project Practice	E	2	2
APP設計與製作	Multimedia Visual Expressions	E	2	2
即時合成特效(二)	Virtual Production & Live Compositing II	E	3	3
跨域互動專案實務(二)	Cross-disciplinary Interactive Project Practice II	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
3D遊戲專案實務(二)	3D computer game design II	E	3	3
商業影片製作	Commercial Film Production	E	3	3
2D動畫整合實務	Functional Integration of 2D Animation	E	3	3
第四學年第一學期				
科目名稱	Course Title	R/E	Credits	Hours
專案管理(一)	Project Management I	R	1	1
數位作品集	Portfolio Design	R	2	2
畢業專題(一)	Graduation Project I	R	4	4

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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
專案管理(二)	Project Management II	R	1	1
IP知識產權商品設計	IP intellectual property design	R	2	2
畢業專題(二)	Graduation Project II	R	4	4
直播專題製作	Live Stream Project of Live Stream	E	2	2
攝影棚實務(二)	Studio Practicum II	E	2	2
生成式AI應用實務	Generative AI for Creative Practice	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, 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 standards specified in the Department's "Implementation Guidelines for Professional Competency Assessment" to be eligible for graduation. Students who have passed the university's Information Competency Assessment Implementation Guidelines and obtained relevant certifications are also recognized by this department as possessing foundational workplace information application certifications.
5. The curriculum consists of two modules: the Dynamic Visual Media Design Module and the Interactive Perception Design Module. Detailed course requirements shall be implemented in accordance with the curriculum plan and regulations of each module.
6. Graduation Project (I) and Graduation Project (II) are offered in alignment with the planning of each course module in this department and are designated as required courses for all modules.
7. 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."
8. Students participating in the Ministry of National Defense Reserve Officers' Training Corps (ROTC) who have completed the required winter and summer training and obtained certification may apply for exemption from internship courses and credits in this department. Students applying for a full-semester internship exemption must complete registration and enroll in at least 3 additional credits during the semester in which the full-semester internship is implemented.
9. Students admitted to this department in the 2022 academic year through outstanding athletic performance may have credits earned from the Sports Health Management Program counted toward graduation credits upon passing the courses. Among these, 15 credits from the core courses of the program may be recognized as department-required courses, while 20 credits from elective courses may be recognized as professional elective credits of this department.
10. For internship courses, each credit shall correspond to a maximum of 80 internship hours.