國立臺北商業大學 進修大學部四年制 數位多媒體設計系 課程科目表(113學年度入學新生適用)
Course List for Bachelor of Design (BDes) – 4 Years Program, Department of Digital Multimedia Design, College of Innovation Management, National Taipei University of Business
(Applicable to Students Admitted in Fall or Spring, 2024)

科目類別 Category	科目名稱 Course Title			學分數 Credit	時數 Hour	第一學年Yr 1 上Fall 授課 Lecture	第一學年Yr 1 上Fall 實習 Practice	第一學年Yr 1 下Spring 授課 Lecture	第一學年Yr 1 下Spring 實習 Practice	第二學年Yr 2 上Fall 授課 Lecture	第二學年Yr 2 上Fall 實習 Practice	第二學年Yr 2 下Spring 授課 Lecture	第二學年Yr 2 下Spring 實習 Practice	第三學年Yr 3 上Fall 授課 Lecture	第三學年Yr 3 上Fall 實習 Practice	第三學年Yr 3 下Spring 授課 Lecture	第三學年Yr 3 下Spring 實習 Practice	第四學年Yr 4 上Fall 授課 Lecture	第四學年Yr 4 上Fall 實習 Practice	第四學年Yr 4 下Spring 授課 Lecture	第四學年Yr 4 下Spring 實習 Practice	備註 Remarks
通識科目 (一般科目) Liberal Arts (Compulsory)	基礎 必修 (語文思辯) Basic required courses (Language)	國文領域 Chinese	大學國文選 (一)(二) Chinese	4	4	2		2														依年級規定修課,惟學期課程,依通識中心實際排課為準。Each course must be taken in the designated semester, which is subject to the actual arrangement of the General Education Center.
			實用中文與寫作 Practical Chinese and Writing	2	2					2												
		英文領域 English	英文(一)(二) English(I)(II)	4	4	2		2														
			英文(三) English(III)	2	2					2												
	核心必修 (公民涵養) Core required courses (Citizenship)	公民意識領域 Citizenship	依通識中心課程公告及實際開課為準 Courses offerings are subject to change due to further approval by the General Education Center. Please refer to "Course Schedule" announced at the General Education Center.	2	2											2						依年級規定修課,惟學期課程,依通識中心實際排課為準。且每一領域至少需修習2學分。Each field/domain must be taken in the designated semester, which is subject to the actual arrangement of the General Education Center. At least two credits are required for each field/domain.
		永續發展領域 sustainable development		2	2									2								
		生活美學領域 Aesthetics		2	2									2								
	興趣選修 (跨領域選修) Elective courses (Interdisciplinary)	國際視野 Global views		2	2							2										因興趣選修為跨領域課程,故可依學生需求,自行安排跨年度、學期選修,大一起即可自由選修,惟畢業前需修畢8學分,且其中2學分需為國際視野之英語文相關(通識教育中心訂定之)課程。Due to the interdisciplinary nature of general education, before graduation students have to take 8 credits in total for elective courses, including a mandatory 2 credits for English-related courses offered by the General Education Center.
		社會融合 Social sciences	依通識中心課程公告及實際開課為準 Courses offerings are subject to change due to further approval by the General Education Center. Please refer to "Course Schedule" announced at the General Education Center.	6	6					2		2				2						
		自然科學 Science																					
		應用科學 Applied sciences																					
		人文藝術 Humanities																					
	體育 physical education			0	12	2		2		2		2		2		2						一至三年級為必修,四年級為選修,並計入應修最低畢業學分數內。Compulsory in Yr 1 to Yr 3, Elevtive in Yr 4, PE Graduation credits are included in the minimum graduation requirement.
	體育(選修) physical education(Elective)			(2)	(4)													(2)		(2)		
	全民國防教育軍事訓練 National Defense Education Military Training			(8)	(8)	(2)		(2)		(2)		(2)										選修(不計入畢業最低總學分數) Elevtive courses (Not included in the minimum graduation requirement.)
	合計// Subtotal			26	38	6	0	6	0	6	0	6	0	6	0	6	0	0	0	0	0	
校訂必修 University Requirement	現代商業導論與學習方法 Introduction to Modern Business and Learning Methods			2	2			2														
	合計// Subtotal			2	2			2														
院必修 College Requirement	設計概論 INTRODUCTION TO DESIGN			2	2	2																
	基礎素描 BASIC SKETCH			3	3	3																
	基礎程式設計 INTRODUCTION TO PROGRAMMING			3	3	3																
	設計思考 DESIGN THINKING			3	3					3												
	合計// Subtotal			11	11	8	0	0	0	3	0	0	0	0	0	0	0	0	0	0	0	
	平面動畫 2D ANIMATION			3	3	3																

本課程科目表經113年6月18日教務會議審議通過,適用113學年度入學新生。
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科目類別 Category	科目名稱 Course Title	學分數 Credit	時數 Hour	第一學年Yr 1 上Fall 授課 Lecture	實習 Practice	下Spring 授課 Lecture	實習 Practice	第二學年Yr 2 上Fall 授課 Lecture	實習 Practice	下Spring 授課 Lecture	實習 Practice	第三學年Yr 3 上Fall 授課 Lecture	實習 Practice	下Spring 授課 Lecture	實習 Practice	第四學年Yr 4 上Fall 授課 Lecture	實習 Practice	下Spring 授課 Lecture	實習 Practice	備註 Remarks
專業必修 Core Course (Compulsory)	3D電腦動畫(一) 3D ANIMATION I	3	3	3																
	遊戲程式設計 FUNDAMENTALS OF GAME PROGRAMMING	3	3			3														
	3D遊戲場景設計 3D GAME SCENE DESIGN	3	3			3														
	3D電腦動畫(二) 3D ANIMATION II	3	3			3														
	2D遊戲程式設計 2D GAME PROGRAMMING	3	3					3												
	音樂音效剪輯 MUSIC AND SOUND EDIT	3	3					3												
	色彩計畫 COLOR PLANNING	3	3							3										
	數位多媒體整合製作(一) INTEGRATION OF DIGITAL MULTIMEDIA PRODUCTION I	2	1							1										
	數位多媒體整合製作(一)實習 INTEGRATION OF DIGITAL MULTIMEDIA PRODUCTION I PRACTICE	0	2								2									
	影片後製作 FILM EDITING-POST PRODUCTION	3	3									3								
	數位多媒體整合製作(二) INTEGRATION OF DIGITAL MULTIMEDIA PRODUCTION II	2	1									1								
	數位多媒體整合製作(二)實習 INTEGRATION OF DIGITAL MULTIMEDIA PRODUCTION II PRACTICE	0	2											2						
	畢業專題製作(一) GRANDUATE PROJECT I	2	1											1						
	畢業專題製作(一)實習 GRANDUATE PROJECT I PRACTICE	0	2												2					
	數位出版 DIGITAL PUBLISHING	3	3											3						
	設計倫理與法規 DESIGN ETHICS	2	2											2						

科目類別 Category	科目名稱 Course Title	學分數 Credit	時數 Hour	Yr1 上Fall 授課	Yr1 上Fall 實習	Yr1 下Spring 授課	Yr1 下Spring 實習	Yr2 上Fall 授課	Yr2 上Fall 實習	Yr2 下Spring 授課	Yr2 下Spring 實習	Yr3 上Fall 授課	Yr3 上Fall 實習	Yr3 下Spring 授課	Yr3 下Spring 實習	Yr4 上Fall 授課	Yr4 上Fall 實習	Yr4 下Spring 授課	Yr4 下Spring 實習	備註 Remarks
	畢業專題製作(二) GRANDUATE PROJECT II	2	1													1				
	畢業專題製作(二)實習 GRANDUATE PROJECT II PRACTICE	0	2														2			
	設計實務專題講座 DESIGN PRACTICE SEMINAR	2	2															2		
	展演設計 EXHIBITION DESIGN	2	2															2		
合計// Subtotal		46	50	6	0	9	0	6	0	4	2	4	2	6	2	3	2	4	0	
必修合計 // Subtotal, Compulsory		46	50	6	0	9	0	6	0	4	2	4	2	6	2	3	2	4	0	
數位遊戲設計課程模組專業選修 DIGITAL GAMES DESIGN COURSE MODULE ELECTIVE	遊戲概論 INTRODUCTION TO GAME	2	2	2																
	遊戲企畫 GAME PROJECT PLANNING	2	2			2														
	3D遊戲角色與道具設計 3D GAME CHARACTER AND PROPS DESIGN	3	3					3												
	數位雕塑 DIGITAL SCULPTING	3	3					3												
	3D遊戲設計 3D GAME DESIGN	3	3							3										
	射擊遊戲設計 SHOOTING GAME DESIGN	3	3							3										
	3D遊戲動畫與綁定 3D CG RIGGING	3	3									3								
	擴增實境遊戲設計 AR INTERACTIVE GAME DESIGN	3	3									3								
	3D遊戲材質渲染與特效 3D GAME RENDERING AND VISUAL EFFECTS	3	3									3								
	塔防遊戲設計 TOWER DEFENSE GAME DESIGN	3	3									3								
	競速遊戲設計 RACING GAME DESIGN	3	3											3						
	虛擬實境遊戲設計 VR INTERACTIVE GAME DESIGN	3	3											3						
	多人遊戲設計 MULTIPLAYER GAME DESIGN	3	3													3				
	遊戲介面設計 GAME INTERFACE DESIGN	3	3													3				
數位動畫設計課程模組專業選修 DIGITLA ANIMATION DESIGN MODULE ELECTIVE	動畫概論 INTRODUCTION TO ANIMATION	2	2	2																
	數位影像處理 DIGITAL IMAGE PROCESSING	3	3	3																
	角色雕塑 FIGURE SCULPTUER	3	3	3																
	動態圖像設計 MOTION GRAPHIC DESIGN	3	3			3														
	進階平面動畫 ADVANCED 2D ANIMATION	3	3			3														
	概念美術設計 CONCEPT ART DESIGN	3	3					3												
	劇本撰寫 SCRIPTWRITING	3	3					3												
	3D角色動畫(一) 3D CHARACTER ANIMATION I	3	3					3												
	角色造型設計 CHARACTER DESIGN	3	3							3										
	3D角色動畫(二) 3D CHARACTER ANIMATION II	3	3							3										
	腳本與分鏡 STORYBOARDING	3	3							3										
	3D遊戲動畫與綁定 3D ANIMATION AND RIGGING FOR GAME	3	3									3								
	停格動畫 STOP MOTION ANIMATION	3	3									3								
	動畫專案企畫 ANIMATION PROJECT MANAGE	2	2											2						
	實驗動畫 EXPERIMENTAL ANIMATION	3	3											3						
	3D動畫燈光與渲染 3D ANIMATION LIGHTING AND RENDERING	3	3											3						
	動畫特效 ANIMATION EFFECTS	3	3													3				
	進階角色雕塑 ADVANCED ROLE SCULPTURE	3	3															3		
	人體動態速寫 LIFE DRAWING	3	3			3														
	智慧感測互動設計 INTERACTION DESIGN OF INTELLIGENCE SENSORS	3	3					3												
	創意攝影 CREATIVE PHOTOGRAPHY	2	2					2												
	真人表演之動畫應用 ANIMATION APPLICATIONS FOR LIVE ACTION	3	3					3												

本課程科目表經113年6月18日教務會議審議通過，適用113學年度入學新生。
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科目類別 Category	科目名稱 Course Title	學分數 Credit	時數 Hour	第一學年Yr 1 上Fall 授課Lecture	第一學年Yr 1 上Fall 實習Practice	第一學年Yr 1 下Spring 授課Lecture	第一學年Yr 1 下Spring 實習Practice	第二學年Yr 2 上Fall 授課Lecture	第二學年Yr 2 上Fall 實習Practice	第二學年Yr 2 下Spring 授課Lecture	第二學年Yr 2 下Spring 實習Practice	第三學年Yr 3 上Fall 授課Lecture	第三學年Yr 3 上Fall 實習Practice	第三學年Yr 3 下Spring 授課Lecture	第三學年Yr 3 下Spring 實習Practice	第四學年Yr 4 上Fall 授課Lecture	第四學年Yr 4 上Fall 實習Practice	第四學年Yr 4 下Spring 授課Lecture	第四學年Yr 4 下Spring 實習Practice	備註 Remarks
專業選修 Elective	行動設備遊戲設計 MOBILE DEVICE PROGRAMMING	3	3							3										
	數位音樂製作 DIGITAL MUSIC PRODUCTION	3	3							3										
	虛擬網紅製作與商業應用 VTUBER PRODUCTION AND COMMERCIAL APPLICATION	3	3									3								
	互動網頁設計 INTERACTIVE WEB DESIGN	3	3									3								
	AI圖像生成應用 ARTIFICIAL INTELLIGENCE GENERATED CONTENT	3	3									3								
	遊戲AI AI IN VEDIO GMAES	3	3											3						
	簡報與溝通技巧 PRESENTATION AND COMMUNICATION SKILLS	2	2											2						
	AI圖像生成應用 ARTIFICIAL INTELLIGENCE GENERATED CONTENT	3	3											3						
	3D列印與雷射雕刻 3D PRINTING AND LASER	3	3													3				
	網路遊戲程式 INTERNET GMAE DESIGN	3	3															3		
	互動媒體遊戲設計 INTERACTIVE MEDIA GAME DESIGN	3	3															3		
	校外實習 OFF-CAMPUS INTERNSHIP	4	18																18	
	數位多媒體實務訓練 DIGITAL MULTIMEDIA PRACTICE TRAINING	0	(2)														(2)		(2)	
	專業選修-微學分 MICRO COURSE IN ELECTIVE	2	(2)																	專業選修-微學分最高採計2學分 Maximum of 2 credits
	教學專業實習 PRACTICE OF PROFESSIONAL TEACHING	(8)	(8)	(1)		(1)		(1)		(1)		(1)		(1)		(1)		(1)		教學輔助學習生(不計入畢業最低總學分) Teaching assistant (Credits will be NOT counted toward total credits required for graduation.)
	專題研究實習 PRACTICE OF TOPIC RESEARCH	(8)	(8)	(1)		(1)		(1)		(1)		(1)		(1)		(1)		(1)		國科會、科技部、產學合作計畫(不計入畢業最低總學分) Research assistant of the MOST projects and industry-academia cooperation projects. Credits will be NOT counted toward total credits required for graduation
	教育專案實習 PRACTICE OF EDUCATIONAL CASE STUDY	(8)	(8)	(1)		(1)		(1)		(1)		(1)		(1)		(1)		(1)		教育部、經濟部、勞動部或其他專案計畫(不計入畢業最低總學分) Research assistant of the MOE projects, MEA projects, ML projects, and other project plans. Credits will be NOT counted toward total credits required for graduation
	合計// Subtotal	132	144	10	0	11	0	20	0	21	0	26	0	17	0	12	0	9	18	

畢業最低總學分數128(專業選修至少應修43學分)
Total Number of Required Credits : 128   (Minimum of Electives Reqruied:43 Credits)

備註1：依本校「學術倫理教育課程實施要點」規定：自107學年度起入學之大學部、專科部學生須完成「臺灣學術倫理教育資源中心」之「學術倫理教育」全部核心單元並通過總測驗，或修習其他管道之學術倫理教育課程6小時以上且持有修課證明者始得畢業。
Remark1: Students are required to take a course of academic ethics before graduation. Please refer to the requirement of the university.

備註2：學生須通過本系學生專業能力門檻始得畢業，相關規定依「數位多媒體設計系學生專業能力畢業門檻及輔導實施要點」辦理。
Remark2: Students must pass the professional competency threshold for the Department before graduation. Relevant regulations are handled according to the "Guidelines for the Professional Competency Graduation Threshold and Counseling Implementation for Students of the Department of Digital Multimedia Design."

備註3：科目名稱之後若標示(一)(二)為連續課程，具有擋修制度，未修畢/未修過(一)課程不得修習(二)課程。
Remark3: If the subject names are followed by (一) and (二), it indicates a sequence of courses with a blocking system; students must complete (一) or have already taken (一) before being allowed to enroll in (二).

備註4：未修過(或成績不及格)數位多媒體整合製作(一)(二)、數位多媒體整合製作(一)(二)實習，不得修習畢業專題製作(一)(二)、畢業專題製作(一)(二)實習。
Note 4: Students who have not completed (or have failed) the courses INTEGRATION OF DIGITAL MULTIMEDIA PRODUCTION I/INTEGRATION OF DIGITAL MULTIMEDIA PRODUCTION II, and INTEGRATION OF DIGITAL MULTIMEDIA PRODUCTION I PRACTICE/INTEGRATION OF DIGITAL MULTIMEDIA PRODUCTION II PRACTICE, are not permitted to enroll in the courses GRANDUATE PROJECT I/GRANDUATE PROJECT II and GRANDUATE PROJECT I PRACTICE/GRANDUATE PROJECT II PRACTICE.

備註5：本系學生跨系選修畢業學分數採計上限至多12學分。
Remark5: The maximum limit for cross-department elective graduation credits for students in this department is 12 credits.

備註6：學生須在第四學年下學期期末考前辦理校內及校外畢業成果展各乙次，始得畢業。
Remark6: Students must participate in one internal and one external graduation showcase before the final exams of their fourth-year second semester in order to graduate.

備註7：未修過(或成績不及格)「數位多媒體整合製作(二)、數位多媒體整合製作(二)實習」，不得修習「數位出版」。
Remark7: Students who have not completed (or have failed) the courses INTEGRATION OF DIGITAL MULTIMEDIA PRODUCTION II and INTEGRATION OF DIGITAL MULTIMEDIA PRODUCTION II PRACTICE are not permitted to enroll in the course Digital Publishing.

備註8：「數位出版」課程，不得申請為學分抵免。
Remark8: The course Digital Publishing is not eligible for credit transfer or exemption applications.

科目類別 Category	科目名稱 Course Title	學分數 Credit	時數 Hour	授　課　時　數 Contact Hour																備註 Remarks
				第一學年Yr 1				第二學年Yr 2				第三學年Yr 3				第四學年Yr 4				
				上Fall		下Spring		上Fall		下Spring		上Fall		下Spring		上Fall		下Spring		
				授課 Lecture	實習 Practice	授課 Lecture	實習 Practice	授課 Lecture	實習 Practice	授課 Lecture	實習 Practice	授課 Lecture	實習 Practice	授課 Lecture	實習 Practice	授課 Lecture	實習 Practice	授課 Lecture	實習 Practice	

備註9: 113學年度起入學之學生須依本校「學生資訊能力檢核辦法」規定，應於畢業前達成辦法內擇一資訊能力檢核認定項目，始得畢業。

Students must comply with the provisions of the school's "Student Information Ability Assessment Measures" and must complete one of the information competency assessment and certification items in the regulations before graduation in order to graduate.