國立臺北商業大學二技日間部創意科技與產品設計系課程科目表 (112學年度入學新生適用)

Course List for Bachelor of Design (BDes) - 2 Years Program, Department of Creative Technologies and Product Design, College of Innovative Design and Management, National Taipei University of Business

(Applicable to Students Admitted in Fall or Spring, 2023)

| | 科目名稱 Course Title | | | <u> </u> | | Stadem | ····································· | ted in Fa 課 | ····································· | <u></u> | ntact Ho | ur | | |
|--|---|---|------------------------------------|-------------------|-----|---------------------------|---------------------------------------|----------------|---------------------------------------|---------|------------|---------|-------------|---|
| 科目類別 | | | | 學分 數 Credit | 數 | 第一學年Yr 1 上Fall 下Spring | | | | | 第二學 | 基年Yr 2 | | - - - 備註 |
| Category | | | | | | 授課 | 實習 | 授課 | 實習 | 授課 | Fall 實習 | 授課 | oring 實習 | /用 計 |
| 通識科目 (一般科目) Liberal Arts (Compulsory) | 基礎必修 | 國文領域 Chinese | 國文 | 2 | 2 | Lecture 2 | Practice | Lecture | Practice | Lecture | Practice | Lecture | Practice | |
| | (語文思辯) Basic required courses (Language) | 英文領域 English | 英文 | 2 | 2 | | | 2 | | | | | | 依年級規定修課,惟屬學期課程,學期 開設時間依通識中心實際排課為準。 |
| | 核心必修 (公民涵養) Core required courses (Citizenship) | 生活美學領 域 Aesthetics | 依通識中心課 程公告及實際 開課為準 | 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,此領域至少需修習 2學分。 |
| | | 公民意識/永續發展領域 Citizenship/ sustainable development | 依通識中心課 程公告及實際 開課為準 | 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。且此兩大領域至少 擇一門課程,需修習2學分。 |
| | 興趣選修 (跨領域選修) Elective courses (Interdisciplinar y) | 國際視野 Global views | 依通識中心課 程公告及實際 開課為準 | 2 | 2 | | | | | | | | | |
| | | 社會融合 Social sciences | 依通識中心課 程公告及實際 開課為準 | | | | | 2 | | | | | | 趣選修為跨領域課程,故可依學生需求 |
| | | 自然科學 Science | 依通識中心課 程公告及實際 開課為準 | | | | | | | | | | | 避送慘為跨領域誅程,故可依字至需求 自行選修。自一年級起即可開始修習, 學生於畢業前至少須修畢1門,計2學 分。 |
| | | 應用科學 Applied sciences | 依通識中心課 程公告及實際 開課為準 依通識中心課 | | | | | | | | | | | |
| | | 人文藝術 Humanities 體育 | 程公告及實際開課為準 | | | | | | | | | | | |
| | physical education | | | 0 | 4 | 2 | | 2 | | | | | | 一年級為必修,二年級為選修,並計入 ma 依是 任果世與入數內。 |
| | 體育(選修) physical education(Elective) | | | (2) 10 | (4) | | | | | (2) | | (2) | | 應修最低畢業學分數內。 |
| | 合計// Subtotal | | | | 14 | 8 | 0 | 6 | 0 | 0 | 0 | 0 | 0 | |
| | 基礎素描 SKETCH 電腦輔助立體設計 3D COMPUTER-AIDED DESIGN | | 3 | 3 | 3 | | | | | | | | | |
| | | | 2 | 3 | 3 | | | | | | | | | |
| | 設計思考 DESIGN THINKING 造形原理 PRINCIPLES OF FORM | | | 3 | 3 | 3 | | | | | | | | (含融入型服務學習) |
| | | | | 3 | 3 | 3 | | | | | | | | |
| | 材料與機構 MATERIAL AND MECHANISM 基礎程式設計 INTRODUCTION TO PROGRAMMING 產品表現技法 PRODUCT SKETCH | | | 2 | 2 | | | 2 | | | | | | |
| | | | 3 | 3 | | | 3 | | | | | | | |
| | | | 2 | 2 | | | 2 | | | | | | | |
| | 模型製作 MODEL BUILDING | | | 2 | 3 | | | 3 | | | | | | |
| | 產品設計 PRODUCT DESIGN 畢業專題(上) GRADUATION PROJECT I | | | 3 | 3 | | | 3 | | | | | | |
| | | | | 2 | 3 | | | 3 | | | | | | |
| | 畢業專題(下) GRADUATION PROJECT II | | | 2 | 3 | | | | | 3 | | | | |
| | 創意科技程式應用 ADVANCED PROGRAMMING | | | 3 | 3 | | | | | 3 | | | | |
| | 品牌設計與行銷 BRANDING AND MARKETING | | | 3 | 3 | | | | | 3 | | | | |
| | 前瞻科技與設計(上) FORESIGHT TECHNOLOGY AND DESIGN I | | | | 2 | | | | | 2 | | | | |

| | 前瞻科技與設計(下) FORESIGHT TECHNOLOGY AND DESIGN II | 1 | 2 | | | | | | | 2 | | |
|------------------|---|----------------|---------|----------|---|----------|---|----|---|---|---|--|
| | 智慧財產權與職場倫理 INTELLECTUAL PROPERTY PIGHTS AND WORKPLACE ETHICS | | 2 | | | | | | | 2 | | |
| | 電子商務大數據 E-COMMERCE AND BIG DATA | 3 | 3 | | | | | | | 3 | | |
| | 合計// Subtotal | | 46 | 12 12 | 0 | 16 16 | 0 | 11 | 0 | 7 | 0 | |
| | 必修合計 // Subtotal, Compulsory 設計概論 INTRODUCTION TO DESIGN | 40 2 | 46 2 | 2 | 0 | 16 | 0 | 11 | 0 | / | 0 | |
| | 電腦輔助平面設計 2D COMPUTER-AIDED DESIGN | 3 | 3 | 3 | | | | | | | | |
| | 圖文編排設計 LAYOUT DESIGN | 3 | 3 | 3 | | | | | | | | |
| | 網頁程式設計 WEB PROGRAMMING | 3 | 3 | 3 | | | | | | | | |
| | 消費者行為 CONSUMER BEHAVIOR | 2 | 2 | 2 | | | | | | | | |
| | 產品設計美學 AESTHETICS OF PRODUCT DESIGN | 2 | 2 | 2 | | | | | | | | |
| | 科技英語 ENGLISH FOR TECHNOLOGY | 2 | 2 | 2 | | | | | | | | |
| | 人因工程 HUMAN FACTORS ENGINEERING | 2 | 3 | | | 3 | | | | | | |
| | 故事行銷與表達 STORY MARKETING AND EXPRESSION | 2 | 2 | | | 2 | | | | | | |
| | 虚幻引擎應用 UNREAL ENGINE APPLICATIONS | 3 | 3 | | | 3 | | | | | | |
| | 進階電腦輔助立體設計 ADVANCED 3D COMPUTER-AIDED DESIGN | 3 | 3 | | | 3 | | | | | | |
| | 色彩計畫 COLOR SCHEME | 2 | 2 | | | 2 | | | | | | |
| | 動力機械設計 KINETIC MACHINERY DESIGN | 2 | 2 | | | 2 | | | | | | |
| | 通用設計 UNIVERSAL DESIGN | 2 | 2 | | | 2 | | | | | | |
| | 互動設計 INTERACTIVE DESIGN | 3 | 3 | | | 3 | | | | | | |
| | 計算機概論 INTRODUCTION TO COMPUTER SCIENCE | 3 | 3 | | | 3 | | | | | | |
| | 3D渲染 3D RENDERING | 3 | 3 | | | | | 3 | | | | |
| | 包裝結構與設計 PACKAGING DESIGN | 2 | 2 | | | | | 2 | | | | |
| | CNC應用實務 PRATICE OF CNC APPLICATION | 2 | 2 | | | | | 2 | | | | |
| | 產品逆向工程 PRODUCT REVERSE ENGINEERING | 2 | 2 | | | | | 2 | | | | |
| 專業選修 Elective | 延展實境 EXTENDED REALITY | 3 | 3 | | | | | 3 | | | | |
| | AI應用設計 AI APPLICATION DESIGN | 3 | 3 | | | | | 3 | | | | |
| | 3D列印與雷射切割實務 PRATICE OF 3D PRINTING AND LASER CUTTING | 3 | 4 | | | | | 4 | | | | |
| | 遊戲設計 GAME DESIGN | 3 | 3 | | | | | 3 | | | | |
| | 物聯網行銷與應用 IOT MAKETING AND APPLICATIONS | 2 | 2 | | | | | 2 | | | | |
| | 創業實務 ENTREPRENEURSHIP | 2 | 2 | | | | | 2 | | | | |

| 小計 | 93 | 119 | 17 油銀八割 | 0 | 23 | 0 | 30 | 18 | 13 | 18 | |
|---|-----|-----|---------|---|-----|---|-----|----|-----|----|----------------------------------|
| 教育專案實習 PRACTICE OF EDUCATIONAL CASE STUDY | (4) | (4) | (1) | 0 | (1) | 0 | (1) | 10 | (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) |
| 專題研究實習 PRACTICE OF TOPIC RESEARCH | (4) | (4) | (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) |
| 教學專業實習 PRACTICE OF PROFESSIONAL TEACHING | (4) | (4) | (1) | | (1) | | (1) | | (1) | | 教學輔助學習生 (不計入畢業最低總學 分) |
| 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 |
| 英語訓練(畢輔) ENGLISH TRAINING | 0 | (2) | | | | | (2) | | (2) | | 備註 |
| 職場實習 INTERNSHIP | 2 | 18 | | | | | | | | 18 | 備註 |
| 職場實習 INTERNSHIP | 2 | 18 | | | | | | 18 | | | 備註 |
| 智慧設計專題 Special Topics on Intelligent Design | 3 | 3 | | | | | | | 3 | | |
| 自然語言處理 NATURAL LANGUAGE PROCESSING | 3 | 3 | | | | | | | 3 | | |
| 互動數位敘事 INTERACTIVE DIGITAL NARRATIVE | 2 | 2 | | | | | | | 2 | | |
| 作品集設計 PORTFOLIO DESIGN | 2 | 2 | | | | | | | 2 | | |
| 使用者經驗 USER EXPERIENCE | 2 | 2 | | | | | | | 2 | | |
| 機器人設計 ROBOT DESIGN | 2 | 2 | | | | | | | 2 | | |
| 創意廣告與微電影製作 CREATIVE ADVERTISING AND MICROFILM MAKING | 3 | 3 | | | | | | | 3 | | |
| 展演規劃設計 DISPLAYING DESIGN | 2 | 2 | | | | | | | 2 | | |
| 設計與專利 DESIGN AND PATENTS | 2 | 2 | | | | | 2 | | | | |
| 創意攝影 CREATIVE PHOTOGRAPHY | 2 | 2 | | | | | 2 | | | | |

畢業最低總學分數 72 學分 (選修至少22學分)

Total Number of Required Credits: 72 (Minimum of Electives Reqruied:22Credits)

備註1: 依「本校服務學習課程實施要點」規定:自99學年度起入學之日間部學生,應於畢業前至少修習一門「服務學習課程」始得畢業,相關規定請詳閱該要點。 Remark1: Students are required to take service learning before graduation and obtain the graduation qualification. Please refer to the requirement of the university.

備註2:依「國立臺北商業大學學生外國語言能力指標檢核要點」規定:學生應通過相關外語能力指標檢定或修習0學分每週2小時之「英語訓練(畢輔)」課程,並通過校內英檢後始得畢業,檢定標準請詳閱該要點。

Remark2: According to regeluation of professional ability thresholds of the department for graduation, students who do not meet the requirements must take and pass credits of "Professional Certificate of International Business". Please refer to the requirement of the department.

備註3: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。

Remark3: Students are required to take a course of academic ethics before graduation. Please refer to the requirement of the university.

備註:校外實習1學分以80小時計算,校外實習總時數至少達160小時(含)以上。160小時/18週