

<p>吳鳳科技大學 數位科技與媒體設計系 四年制產學合作學士海外青年技術訓練班專班 課程表 (114學年度入學學生適用)</p> <p>The Curriculum Framework for the Four-year industry-university cooperation bachelor's degree overseas youth technical training class</p> <p>Department Program of the Computer Technology and Multimedia at WuFeng University for the 114 Academic Year</p>

(Category ies of Courses)	第一學年(First Academic Year)						第二學年(Second Academic Year)						第三學年(Third Academic Year)						第四學年(Forth Academic Year)						小計	
	上(First Semester)			下(Second Semester)			上(First Semester)			下(Second Semester)			上(First Semester)			下(Second Semester)			上(First Semester)			下(Second Semester)			subtotal	
	科目 Course Title	學分 Credit	時 數 Hour	科目 Course Title	學分 Credit	時數 Hour	科目 Course Title	學分 Credit	時數 Hour	科目 Course Title	學分 Credit	時數 Hour	科目 Course Title	學分 Credit	時數 Hour	科目 Course Title	學分 Credit	時數 Hour	科目 Course Title	學分 Credit	時數 Hour	科目 Course Title	學分 Credit	時數 Hour	學分 Credit	時數 Hour
基本素養 (Basic Literacy)	基礎華語(一) Basic Chinese (一)	6	6	基礎華語(二) Basic Chinese (二)	6	6																				
	生活華語(一) Daily Life Chinese(一)	3	3	生活華語(二) Daily Life Chinese(二)	3	3																				
小計/ Subtotal		9	9		9	9		0	0		0	0		0	0		0	0		0	0		0	0	18	18
專業必修 (Profess ional compulso ry)	數位科技概論* Introduction to Digital Technology	3	3	數位影像處理* Digital Image Processing	3	3	網路行銷* Internet Marketing	3	3	雲端服務技術 Cloud services technology	3	3	行動裝置應用* Mobile Device Application	3	3	行動媒體專案* Multimedia Project	3	3	產業實務實習 (五) Industrial Practice (五)	6	6	產業實務實習 (六) Industrial Practice (六)	6	6		
	基礎電腦繪圖軟體* Basic Computer Graphic Design	3	3	網路概論* Introduction of Internet	3	3	APP程式設計* APP Programming	3	3	電子商務* E-commerce	3	3	數位商品企劃 Digital Merchandising	3	3	數位行銷實務* Digit & Market Practice	3	3								
							企業專題實務 (一) Enterprise Special Practice(一)	1	1	企業專題實務 (二) Enterprise Special Practice(二)	1	1														
小計/ Subtotal		6	6		6	6		7	7		7	7		6	6		6	6		6	6		6	6	50	50
專業選修 (Profess ional elective courses)	電腦實務與程式應用 * Computer Practical Program	3	3	數位元件與電子材料 Digital components and materials	3	3	2D 動畫製作* Making 2D Animation	3	3	擷取與互動技術* Capture and Interaction Technology	3	3	3D繪圖設計* 3D Graphic Design	3	3	互動展示科技* Interactive Display Technology	3	3	虛擬實境* Virtual Reality	3	3	擴增實境* Augmented Reality	3	3		
	商業基礎攝影* Basic Photography	3	3	基礎設計* Basic Design	3	3	多媒體網頁* Making Webpage	3	3	數位遊戲企劃 Digital Game Planning	3	3	資訊安全概論 Introduction to Information Security	3	3	物聯網應用* Internet of Things Application	3	3	網路實務應用 Network Practical Application	3	3	智慧科技應用* Smart technology applications	3	3		
	電子競技導論* Introduction of eSports	3	3	視覺程式設計* Visual Coding Design	3	3	多媒體認證* Multimedia Certification	3	3	3D 動畫製作* Making 3D Animation	3	3	專利與智財權 Patent and intellectual property rights	3	3	商業設計* Commercial Design	3	3	人工智慧概論* Introduction to Artificial Intelligence	3	3	智慧製造* Smart Manufacturing	3	3		
							管理學 Management	3	3	數位攝影實務* Practical Photography	3	3	包裝設計* Package Design	3	3	創業實務 Entrepreneurshi p Practice	3	3	視訊特效處理* Video Effects Processing	3	3	大數據應用與分 析* Big Data Application and Analysis	3	3		
							產業實務實習 (一) Industrial Practice Internship (一)	6	6	產業實務實習 (二) Industrial Practice Internship(二)	6	6	產業實務實習 (三) Industrial Practice Internship (三)	6	6	產業實務實習 (四) Industrial Practice Internship (四)	6	6	商品分析 Product Analysis	3	3	媒體整合* Integrating Media	3	3		
																						市場情報分析 Market intelligence analysis	3	3		
預計最低選修學分/學時		3	3		3	3		9	9		9	9		9	9		9	9		9	9		9	9	60	60
學分/學時小計		18	18		18	18		16	16		16	16		15	15		15	15		15	15		15	15	128	128

備註/Notes:

一、 校基本要求/Basic requirements of the university: 資訊能力門檻: 學生至少通過一種資訊基本能力認證測驗/ Information ability threshold: students have passed at least one information basic ability certification test

二、 系所基本要求/Basic requirements of the department:

1. 畢業學分數要求: 至少需取得128學分方可畢業, 其中包括: (1)基本素養 (2)專業必修 (3)專業選修課程

1. Graduation credit requirements: At least 128 credits, including: (1) Basic Literacy (2) Professional compulsory subjects (3) Professional elective courses

2. 各年級各學期修習學分數規定: (1)一~二年級: 16~25學分。(2)三年級: 14~25學分。(3)四年級: 9~25學分。

Regulations on the number of credits for each grade and semester: (1) From first to second year: 16~25 credits. (2) Third year: 14~25 credits, (3) Fourth year: 9~25 credits.

3. 為符合「吳鳳科技大學新南向產學合作國際專班學生校外實習實施要點」規範, 校外實習課程6學分, 每週實習時數至多26小時。

3. In order to comply with the "Implementation Points of Off-campus Internship for Students of the New Southbound Industry-University Cooperation International Program of Wufeng University of Science and Technology", the off-campus internship course is 6 credits, and the weekly internship hours are at most 26 hours.

三、1. 依據僑委會規範如下: 需取得華語文能力測驗 A1級或於認證華僑學校學習華語240 小時。2. 於第一學期結束前上課學習時數達120小時, 華語文能力快篩成績達A1級。3. 於第一學年結束前華語學習時數共252小時。

According to the Overseas Chinese Affairs Commission, the following requirements apply: 1. You must obtain the A1 level in the Chinese Language Proficiency Test or study Chinese for 240 hours in a certified overseas Chinese school. 2. You must have studied for 120 hours in class before the end of the first semester and the Chinese Language Proficiency Quick Screening score must be A1. 3. You must have studied Chinese for a total of 252 hours before the end of the first academic year.

四、其他說明：*表為需使用電腦之課程。4. Other instructions: *The table indicates courses that require the use of computers.

五、訂(修)定歷程/ Booking (Revised) History:

114.6.16 數位科技與媒體設計系113學年度第2學期第3次課程委員會通過；114.7.21數位管理學院113學年度第2學期第3次課程委員會通過；114.07.30, 113學年度第2學期第6次校課程委員會通過。
114/6/16 Department of Applied Digital Media 113 academic year 2nd semester, adopted by the 3 Curriculum Committee conference; 114/7/21 113 academic year 2nd semester, adopted by the 3 College of Digital Management Curriculum Committee; 114/07/30 113 academic year 2st semester, adopted by the 6 st Curriculum Committee conference.