## 銘傳大學數位媒體設計學系112學年度課程架構

## 112.03.14系課程、112.04.19院課程會議、112.05.14校課程會議通過

	Freshmen		1st Sem.				Sophomore 1st Sem. Com					Junior	1st S	Sem.	Zhu		.19防床住自成中112.03.14仪网 Senior			2nd S	Sem.	
	Courses	學分時		em 計 時 數			Courses	-		<u>Som</u> 學分 時數	_		Courses		時數	Som 學分 時數		Courses			學分	
School	Chinese Literature(1)	2			-		Applied English(3)	0	2					2	3			Workplace Applied English(1)	2	3		
	Chinese Literature(2)		2	2		Sc	Applied English(4)	Ŭ	-	0 2	Sc	English for Business Communication	-	5	2 3	Workplace Applied English(2)	-	5	2	3		
	Applied English(1)	0		_	0	hoc	Physical Education III	0	) 2		cour	hoc	General Education	2	2		00				-	
	Applied English(2)		0	2	oun	ol re	Physical Education IV					ol re					oun	3				
	Introduction of Artificial Intelligence	2	3	_	courses	School required	,	2	2	2 2	ses	ses					courses					
qui	Programming Design		2	3		ireo					School required courses	ireo						5				
required (	Physical Education I	0	2																			
COL	Physical Education II		0	2		D	Advance CG Drawing	3 3	Ž	Integrated Multimedia Design I	3	3		Ţ	Graduation production (1)	3	4					
courses	General Education	2	22	2	courses	ept. rec	Storyboard Scripting	2	2		CC -	Ď,	Integrated Multimedia Design II			3 3	courses	Graduation production (2)			3	4
S	Service Learning	0	1				Storyboard Drafting			2 2	, rec	P					ours					
	× ·					qui					ies	<b>.</b>					quir ses					
	Design Sketch (1)	3	3			ed					Dept. required courses	Ď.										
	Design Sketch (2)		3	3			2D Animation Practice			3 3			3D Computer Animation III	3	3			Design Portfolio	2	2		
Dept. required	Basic Design (1)	3	3			An	3D Computer Animation I	3 3	Anir and	Animation SFX Practice			3 3		Practical Lectures			2	2			
	Basic Design (2)		3	3		ima te	3D Computer Animation II			3 3	te	imated d televi:	Film Production	3	3		_	Case Study C			3	3
	Basic CG Drawing		3	3		itec	Motion Graphic Design			2 2		evi	Film Editing			3 3	Pro	Digital Creation Review	3	3		
	Introduction to Digital Design	2	2			isio	Director Art			2 2		film ision					アrofessional	Design Project Management			2	2
red	Perspectives Representation		2	2		лmа	Animation Movement Principle	2	2			רר						Design Regulations	2	2		
cours	Music Theory	3	3			nd							3D Computer Animation (3)	3	3			Project of Workplace			3	3
sur	Basic Animation(1)	2	2			⊢							Application of Game Engine			<b>3</b> 3	elective	Advanced Practical Training			3	3
es	Basic Animation(2)		2	2	Interactive		Interactive Design	3	-			_	Game Development Practical	3			ctiv					
	Color Theory		2	2			3D Computer Animation(1)	3	3			nter	Practice of Game Design for Mobile Platform	3	3							
						Int	3D Computer Animation(2)			3 3	Interactive media P	act	Virtual Reality Art Creating Project Students can understand how to build a web			3 3	courses					
	Basic Photography	2	_			era	Metaverse Game Art Production			3 3		ive	database			2 2	ses					
	Digital Photography		2	2		ctiv	Creative Game Planning	2	2			me	Web Front-end Design	3	3							
	History of Design	2			-	en	Interactive Programming	3			T	dia	Advanced Web Design			3 3						
	Music Appreciation		2	2	Professi	media	Web Design	3	3		rof	-		4								
	Digital design and development	2	2			ia'			ess	ess												
	Visual Arts	2			ion						ssional elective co				-							
	Visual Thinking		2	2	al e								Virtual Studio Practices	2	2		2					
			_		elective		Character Design	3					Virtual Scene Design			2 2					$\rightarrow$	
Pro			_		tive			2	2				Digital Music Topics	2	2							
ofes			_		0		11		+	2 2 COURT		1 '	Digital Creative Art								$\rightarrow$	
ois			_		sun		Advanced Design Drawing	2	2		-	Internship	_	-	2 2	11						
nal				_	es		Anatomy for the Artist	2	2	2 2	es		Case Study A	2	2	2 2	,					
Professional elective courses		$\vdash$	+	+			Creative Thinking	2	2	2 2		~	Case Study B	_	~	2 2				-+	$\rightarrow$	-+
ctiv		$\vdash$	+	+		ĉ	Acting Fantasy literature	2	-	2 2		Common	Multimedia Marketing	2	2					-+	$\rightarrow$	$\dashv$
/e c		$\vdash$	_	+		Common	Fantasy literature	2	2	2 2		Imc	Multimedia Trends and Applications Projection Technology Application		<u> </u>	2 2 2 2				-+	$\rightarrow$	-+
our			_			nor	Introduction to Holography	2	2	2 2		nc	Jonics Video Art Decign			2 2					<u> </u>	
rses			_			n el	Film Music Topics	2				elective	Video Art Design	3	3	2 2					<u> </u>	
			_			elective	Special Research I Special Research II	2	2	2 2		ctiv	Visual Image Design Film and TV Pre-production Topic	2		-+			_			
			_	_		ve		2	2	2 2		e	Short Video Production Practice	2	Z	2 2						
		$\vdash$	+				Typography and Logos Digital Editing	2	2	2 2			Self-media Creative Design	2	2	2 2	11			-+	$\rightarrow$	-
		$\vdash$		+			Self-media Planning and Marketing	2	2	2 2			Digital Applied Design Project	2					$\rightarrow$	-		
				+			Music and Technology	4	4	2 2			Creating Digital Music I			$\vdash$				-+	$\rightarrow$	-+
				+			User Interface Design	2	2	2 2			Creating Digital Music I	2	2	2 2			-+	$\rightarrow$	-+	
			+	+			User Experience Design	2	۷	2 2			creating Digital Music II			~ ~				+	-+	$\neg$
				+			eser Experience Design	┢──		- 2										-+	-+	$\neg$
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修業規定:

Technology Competency," "Chinese Competency," "Basic Sports Competency," and "Basic Professional Competency" in order to graduate. 2.Students in this department are required to pass the evaluation for Fundamental Professional Competence during their enrollment. The items and evaluation criteria are as follows:

通 識 12 系 必 修 47 專業選修 33 可跨系選修 20 畢業學分 128

a. Design project production competence: Pass the evaluation of the graduation project design report, present a publicly created work, and pass the review. b. Professional competence in digital media design: Participate in at least one major domestic or international design competition before graduation (the work must be approved by the advisor).

3. The minimum graduation credits are 128 credits, which include 28 credits of university-required courses (including 12 credits of general education), 47 credits of department-required courses, and at least 53 credits of departmental electives (with at least 33 credits from professional electives in this department). The number of credits taken per semester for the first, second, and third years is 12-25 credits, and for the fourth year is 9-25 credits. This requirement applies to freshmen enrolled in the 2023-2024 academic year.

4.Students may take courses offered by other departments and interdisciplinary credit programs within the university, as well as physical education courses in the fourth year (up to 4 credits). However, elective education programs and general education courses (excluding the required 12 credits) are not counted towards the departmental elective graduation credits.

5. Students in this department who have insufficient credits from the university's prescribed English courses must make up the credits through elective courses in order to graduate