

# 銘傳大學數位媒體設計學系 114 學年度碩士班課程架構表

114.04.01 系課程、114.04.18 院課程會議、114.05.08 校課程會議通過

| 學年  | 一年級      |             |          |        |          |        | 二年級       |             |        |          |        |    | 總計                   |
|-----|----------|-------------|----------|--------|----------|--------|-----------|-------------|--------|----------|--------|----|----------------------|
|     | 類別       | 科<br>目      | 第一<br>學期 |        | 第二<br>學期 |        | 科<br>目    | 第一<br>學期    |        | 第二<br>學期 |        | 總計 |                      |
|     |          |             | 時<br>數   | 學<br>分 | 時<br>數   | 學<br>分 |           | 時<br>數      | 學<br>分 | 時<br>數   | 學<br>分 |    |                      |
| 系必修 | 設計研究方法   | 3 3         |          |        |          |        |           |             |        |          |        |    | 6<br>學分              |
|     | 論文導讀與寫作  |             |          | 3 3    |          |        |           |             |        |          |        |    |                      |
|     | 小計       | 3 3 3 3     |          |        |          |        | 小計        | 0 0 0 0     |        |          |        |    |                      |
| 系選修 | 數位創意企劃策略 | 3 3         |          |        |          |        | 數位藝術研究    | 3 3         |        |          |        |    | 最少<br>應修<br>27<br>學分 |
|     | 文化創意產業研究 |             |          | 3 3    |          |        | 整合行銷傳播與設計 |             |        |          | 3 3    |    |                      |
|     | 進階網路媒體設計 | 3 3         |          |        |          |        | 遊戲專案管理    | 3 3         |        |          |        |    |                      |
|     | 新媒體創作    |             |          | 3 3    |          |        | 後製特效專題    |             |        |          | 3 3    |    |                      |
|     | 動畫應用與研究  | 3 3         |          |        |          |        | 虛擬空間場景創作  | 3 3         |        |          |        |    |                      |
|     | 角色造型研究   |             |          | 3 3    |          |        | 新媒體展演設計   |             |        |          | 3 3    |    |                      |
|     | 數位遊戲專論   | 3 3         |          |        |          |        | 混合實境研究    | 3 3         |        |          |        |    |                      |
|     | 人機互動設計   |             |          | 3 3    |          |        | 設計專題研究    | 3 3         |        |          |        |    |                      |
|     | 數位音樂創作   | 3 3         |          |        |          |        | 科技藝術專題研究  |             |        |          | 3 3    |    |                      |
|     | 數位音效     |             |          | 3 3    |          |        | AI 創作專題研究 |             |        |          | 3 3    |    |                      |
|     | 數位創作專題研究 | 3 3         |          |        |          |        |           |             |        |          |        |    |                      |
|     | 小計       | 18 18 15 15 |          |        |          |        | 小計        | 15 15 15 15 |        |          |        |    |                      |
|     | 總計       | 23 23 20 20 |          |        |          |        | 總計        | 15 15 15 15 |        |          |        |    |                      |

修業規則：

- 最低畢業學分 33 學分，必修 6 學分，選修至少 27 學分。
- 本系碩士班必須修滿及格必修暨選修課程達 33 學分以上，通過本校研究生學位考試規則規定之各項考試及本系所規定專業基本能力檢定，始可畢業。
- 本系碩士班採認本校設計學院各碩士班開設課程，惟以 6 學分為限，並須經系主任同意。可追溯至 111 年度以前入學學生適用。
- 本課程架構表所列選修科目，可追溯至 113 學年度以前入學學生適用。
- 國際學院及應用英語學系除外之所有碩士班學生，於畢業前，仍未符合「銘傳大學英語能力檢定實施細則」中之英語能力檢定標準者，須修習「英文簡報」、「社交英文」、「商務英文」、「跨文化英文」等其中一門選修課程。該課程修課及格後，認同通過英語能力檢定。  
**上述四門英文課程不列入畢業學分。**
- 學生於提計畫書口試前須符合本校學術倫理教育修業實施要點。

## **Study Regulations:**

1. The minimum number of credits required for graduation is 33, including 6 credits of required courses and at least 27 credits of electives.
2. Master's students in this department must complete and pass a minimum of 33 credits of required and elective courses, as well as pass all examinations stipulated in the university's Graduate Degree Examination Regulations and the department's Professional Competency Assessment, in order to be eligible for graduation.
3. Courses offered by other master's programs within the College of Design may be recognized, with a maximum allowance of 6 credits, subject to the approval of the department chair. This regulation applies retroactively to students admitted before Academic Year 2022 (111th Academic Year).
4. The elective courses listed in this curriculum framework apply retroactively to students admitted before Academic Year 2024 (113th Academic Year).
5. All master's students, except those in the International College and the Department of Applied English, who have not met the English proficiency requirements set forth in the "Ming Chuan University English Proficiency Graduation Requirements," must take and pass one of the following elective courses before graduation: *English Presentation, Social English, Business English, or Intercultural Communication in English*. Passing any of these courses shall be deemed equivalent to fulfilling the English proficiency requirement. These four English courses, however, do not count toward graduation credits.
6. Students must complete the university's Academic Ethics Education requirements before taking the thesis proposal oral examination.