

日間部 110 學年度 多媒體與遊戲發展系 四技備註修正表

| 修正後 | 修正前 |
|-------|--|
| 5..刪除 | 5.須完成 20 跨系學分(不含校必修(中文閱讀與表達(一)(二)、英文(一)(二)、程式設計(概論)、人工智慧概論、科技英文(一)(二)、應用英文(一)(二))、院必修及本系專業必修與選修)。 |

110學年度日間部 多媒體與遊戲發展系課程規劃表

| 第一學年(110) | | | | | 第二學年(111) | | | | | 第三學年(112) | | | | | | | |
|-----------|-----------------|-----|----|-----|-----------|-------|-------------|-----|----|-----------|-----|-------|-----------|-----|----|-----|----|
| | 科目 | 上學期 | | 下學期 | | | 科目 | 上學期 | | 下學期 | | | 科目 | 上學期 | | 下學期 | |
| | | 學分 | 時數 | 學分 | 時數 | | | 學分 | 時數 | 學分 | 時數 | | | 學分 | 時數 | 學分 | 時數 |
| 校必修 | 體育 | 0 | 2 | 0 | 2 | 校必修 | 應用英文(一)(二) | 2 | 2 | 2 | 2 | 校必修 | | | | | |
| | 中文閱讀與表達(一)(二) | 2 | 2 | 2 | 2 | | | | | | | | | | | | |
| | 英文(一)(二) | 2 | 2 | 2 | 2 | | | | | | | | | | | | |
| | 程式設計概論 | 3 | 3 | | | | | | | | | | | | | | |
| | 人工智慧概論 | 3 | 3 | | | | | | | | | | | | | | |
| | 小計 | 10 | 12 | 4 | 6 | | 小計 | 2 | 2 | 2 | 2 | | 小計 | 0 | 0 | 0 | 0 |
| 院必修 | | | | | | 院必修 | | | | | 院必修 | | | | | | |
| | 小計 | 0 | 0 | 0 | 0 | | 小計 | 0 | 0 | 0 | | 0 | 小計 | 0 | 0 | 0 | 0 |
| 通識教育 | 分類通識 | 2 | 2 | 2 | 2 | 通識教育 | 分類通識 | 2 | 2 | 2 | 2 | 通識教育 | | | | | |
| | 分類通識 | 2 | 2 | 2 | 2 | | 分類通識 | 2 | 2 | | | | | | | | |
| | 小計 | 4 | 4 | 4 | 4 | | 小計 | 4 | 4 | 2 | 2 | | 小計 | 0 | 0 | 0 | 0 |
| 系專業必修 | 影像風格與鏡頭美學(一)(二) | 2 | 2 | 2 | 2 | 系專業必修 | 導演學(一)(二) | 2 | 2 | 2 | 2 | 系專業必修 | 多媒體專業英文 | 2 | 2 | | |
| | 基礎美術設計 | 2 | 2 | | | | 遊戲企劃 | 2 | 2 | | | | 專業倫理 | 2 | 2 | | |
| | 基礎程式設計 | | | 2 | 2 | | 基礎動畫設計 | 2 | 2 | | | | 實務專題(一) | | | 1 | 1 |
| | 基礎角色設計 | | | 2 | 2 | | 物件導向程式設計 | 2 | 2 | | | | | | | | |
| | 故事發想與腳本寫作 | | | 2 | 2 | | 遊戲程式 | | | 2 | 2 | | | | | | |
| | 小計 | 4 | 4 | 8 | 8 | | 小計 | 8 | 8 | 4 | 4 | | 小計 | 4 | 4 | 1 | 1 |
| 系專業選修 | 戲劇概論 | 2 | 2 | | | 系專業選修 | △遊戲競技與製播實務 | 2 | 2 | | | 系專業選修 | 影像編修實務 | 2 | 2 | | |
| | 多媒體與遊戲設計實務 | 2 | 2 | | | | 故事設計與分鏡腳本製作 | 2 | 2 | | | | 設計思考 | 2 | 2 | | |
| | 平面攝影與編輯 | 2 | 2 | | | | △3D模型製作實務 | 2 | 2 | | | | 問卷調查與數據分析 | 2 | 2 | | |
| | 色彩學 | | | 2 | 2 | | 3D電腦圖學 | 2 | 2 | | | | 數位音樂 | 2 | 2 | | |
| | Python程式設計 | | | 2 | 2 | | 進階動畫設計 | | | 2 | 2 | | 行動遊戲設計 | 2 | 2 | | |
| | 新媒體與網紅經濟 | | | 2 | 2 | | 新媒體應用與精準行銷 | | | 2 | 2 | | 影像概念與構成 | 2 | 2 | | |
| | 全媒體產業應用 | | | 2 | 2 | | 影音剪輯 | | | 2 | 2 | | VR遊戲設計 | 2 | 2 | | |
| | 數位美術設計 | | | 2 | 2 | | 版面設計美學 | | | 2 | 2 | | 多媒體專業認證輔導 | | | 2 | 2 |
| | △競技遊戲基礎實務 | | | 2 | 2 | | 創意App設計 | | | 2 | 2 | | 影像辨識實務 | | | 2 | 2 |
| | | | | | | | △遊戲場景設計 | | | 2 | 2 | | 遊戲專案管理 | | | 2 | 2 |
| | | | | | | | | | | | | | AR實務應用 | | | 2 | 2 |
| | | | | | | | | | | | | | 全媒體製作人 | | | 2 | 2 |
| | | | | | | | | | | | | | 跨時代媒體資源整合 | | | 2 | 2 |
| | | | | | | | | | | | | | 數位配樂應用 | | | 2 | 2 |
| | | | | | | | | | | 遊戲引擎實務 | | | 2 | 2 | | | |

| 第四學年(113) | | | | | |
|-----------|-----------|-----|----|-----|----|
| | 科目 | 上學期 | | 下學期 | |
| | | 學分 | 時數 | 學分 | 時數 |
| 校必修 | | | | | |
| | 小計 | 0 | 0 | 0 | 0 |
| 院必修 | | | | | |
| | 小計 | 0 | 0 | 0 | 0 |
| 通識教育 | | | | | |
| | 小計 | 0 | 0 | 0 | 0 |
| 系專業必修 | 實務專題(二) | 1 | 1 | | |
| | 校外實習 | | | 9 | 9 |
| 系專業選修 | 小計 | 1 | 1 | 9 | 9 |
| | 跨平台遊戲設計實務 | 2 | 2 | | |
| | 智慧遊戲設計實務 | 2 | 2 | | |
| | 專業經理人 | 2 | 2 | | |
| | 電競產品品牌與行銷 | 2 | 2 | | |
| | 全媒體資源整合 | 2 | 2 | | |
| | IP產業鏈 | 2 | 2 | | |
| | 插畫設計 | 2 | 2 | | |
| | AI實務應用 | 2 | 2 | | |
| | 多媒體專業認證輔導 | 2 | 2 | | |

注意事項：

- 本校訂有學生基本能力與畢業門檻實施辦法。
- 學生需修習勞作教育(0學分4小時)，並於第一學年上下二學期實施。
- 一~三年級每學期應修習16~30學分，四年級每學期應修習9~30學分。
- 最低畢業學分：128學分；必修學分：71學分。選修學分：57學分
(選修學分含跨系選修學分，惟本系專業選修不得低於38學分)。
- 畢業年級相當於國內高級中等學校二年級之國外或香港、澳門同類同級學校畢業生，以同等學歷修讀本校學士學位者，最低畢業學分：140學分；必修學分：71學分；選修學分：69學分
(選修學分含跨系選修學分)，惟於本系專業選修學分不得低於45學分，可延長修業年限三年。
- 表列選修課程僅供參考，依實際狀況調整。

多遊系彭亦暄
助理教授

多遊系曾俊霖
主任

人文與設計學院李來春
院長

MUST Curriculum Planning for Undergraduate Students for Academic Years 2021-2024
Department of Multimedia and Game Development

| 1 st year(110) | | | | | 2 nd year(111) | | | | | 3 rd year(112) | | | | | | | | |
|--------------------------------------|---|--------------------------|-----------|--------------------------|--------------------------------------|-------------------------------|---|--------------------------|----------|--------------------------------|----------|--------------------------------------|---|--------------------------|----------|--------------------------|----------|--|
| | Course | 1 st semester | | 2 nd semester | | | Course | 1 st semester | | 2 nd semester | | | Course | 1 st semester | | 2 nd semester | | |
| | | Cr. | hr. | Cr. | hr. | | | Cr. | hr. | Cr. | hr. | | | Cr. | hr. | Cr. | hr. | |
| MUST Core Required Courses | Physical Education | 0 | 2 | 0 | 2 | MUST Core Required Courses | Applied English(I) (II) | 2 | 2 | 2 | 2 | MUST Core Required Courses | | | | | | |
| | Chinese Reading and Expressions(I) (II) | 2 | 2 | 2 | 2 | | | | | | | | | | | | | |
| | English(I)(II) | 2 | 2 | 2 | 2 | | | | | | | | | | | | | |
| | Introduction to Computers and Programming | 3 | 3 | | | | | | | | | | | | | | | |
| | Introduction to Artificial Intelligence | 3 | 3 | | | | | | | | | | | | | | | |
| | Subtotal | 10 | 12 | 4 | 6 | | Subtotal | 2 | 2 | 2 | 2 | | Subtotal | | | | | |
| School Professional Required Courses | | | | | School Professional Required Courses | | | | | | | School Professional Required Courses | | | | | | |
| | Subtotal | | | | | | Subtotal | | | | | | Subtotal | | | | | |
| General Education | Classified General Education | 2 | 2 | 2 | 2 | General Education | Classified General Education | 2 | 2 | 2 | 2 | General Education | | | | | | |
| | Classified General Education | 2 | 2 | 2 | 2 | | Classified General Education | 2 | 2 | | | | Classified General Education | | | | | |
| | Subtotal | 4 | 4 | 4 | 4 | | Subtotal | 4 | 4 | 2 | 2 | | Subtotal | | | | | |
| Department compulsory courses | Image Style and Photography Aesthetics(I)(II) | 2 | 2 | 2 | 2 | Department compulsory courses | Directing(I)(II) | 2 | 2 | 2 | 2 | Department compulsory courses | Multimedia Professional English | 2 | 2 | | | |
| | Design of Basic Art | 2 | 2 | | | | Game Design | 2 | 2 | | | | Ethics for Professionals | 2 | 2 | | | |
| | Basic Programming Design | | | 2 | 2 | | Basic Animation Design | 2 | 2 | | | | Project(I) | | | 1 | 1 | |
| | Basic Character Design | | | 2 | 2 | | Object-Oriented Programming | 2 | 2 | | | | | | | | | |
| | Storytelling and Script Writing | | | 2 | 2 | | Game Programming | | | 2 | 2 | | | | | | | |
| | Subtotal | 4 | 4 | 8 | 8 | | Subtotal | 8 | 8 | 4 | 4 | | Subtotal | 4 | 4 | 1 | 1 | |
| Department Elective Courses | Introduction to Drama | 2 | 2 | | | Department Elective Courses | Game Competition and Production Practice | 2 | 2 | | | Department Elective Courses | Practice of Image Editing | 2 | 2 | | | |
| | Practice of Multimedia and Game Design | 2 | 2 | | | | Story Design and Storyboard Making | 2 | 2 | | | | Design Thinking | 2 | 2 | | | |
| | Planar Photography and Editing | 2 | 2 | | | | Practice of 3D Modelling | 2 | 2 | | | | Questionnaire Survey and Statistics | 2 | 2 | | | |
| | Chromatics | | | 2 | 2 | | 3D Computer Graphics | 2 | 2 | | | | Digital Music | 2 | 2 | | | |
| | Python Programming Design | | | 2 | 2 | | Advanced Animation Design | | | 2 | 2 | | Mobile Game Design | 2 | 2 | | | |
| | New Media and Internet Celebrity Economy | | | 2 | 2 | | New Media Application and Precision Marketing | | | 2 | 2 | | Image Composition | 2 | 2 | | | |
| | Omnimedia Industry Application | | | 2 | 2 | | Video Editing | | | 2 | 2 | | VR Game Design | 2 | 2 | | | |
| | Digital Art Design | | | 2 | 2 | | Typographic Design Art | | | 2 | 2 | | Industry Internship | 3 | 3 | | | |
| | Basic Practice of Game Competition | | | 2 | 2 | | Creative App Design | | | 2 | 2 | | Guidance of Multimedia Professional Certification | | | 2 | 2 | |
| | | | | | | | Game Scene Design | | | 2 | 2 | | Practice of Image Recognition | | | 2 | 2 | |
| | | | | | | | | | | | | | Game Project Management | | | 2 | 2 | |
| | | | | | | | | | | | | | AR Practice and Application | | | 2 | 2 | |
| | | | | | | | | | | | | | Omnimedia Poducer | | | 2 | 2 | |
| | | | | | | | | | | | | | Integration of Cross-Age Media Resource | | | 2 | 2 | |
| | | | | | | | | | | Digital Soundtrack Application | | | 2 | 2 | | | | |
| | | | | | | | | | | Game Engine Practice | | | 2 | 2 | | | | |

| 4 th year(113) | | | | | |
|---|--|--------------------------|----------|--------------------------|----------|
| | Course | 1 st semester | | 2 nd semester | |
| | | Cr. | hr. | Cr. | hr. |
| MUST Core Required Courses | | | | | |
| | Subtotal | | | | |
| School Professional Required Courses | | | | | |
| | Subtotal | | | | |
| General education | | | | | |
| | Subtotal | | | | |
| Department compulsory courses | Project(II) | 1 | 1 | | |
| | Off-Campus Internship | | | 9 | 9 |
| | Subtotal | 1 | 1 | 9 | 9 |
| Department Elective Courses | Practice of Cross-Platform Game Design | 2 | 2 | | |
| | Practice of Intelligent Game Design | 2 | 2 | | |
| | Professional Manager | 2 | 2 | | |
| | eSport Product Brand and Marketing | 2 | 2 | | |
| | Integration of Omnimedia Resource | 2 | 2 | | |
| | IP Industry Chain | 2 | 2 | | |
| | Illustration Design | 2 | 2 | | |
| | AI Practice and Application | 2 | 2 | | |
| Guidance of Multimedia Professional Certification | 2 | 2 | | | |
| | | | | | |

Cr./hr.=Credit/hour

Remarks:

- According to university regulations, students are required to meet the graduation requirement of basic language proficiency and professional skills.
- Students shall take 4 hours Service Education courses (0 credits) in the first and second semester of the first academic year.
- In the first three years, students must take 16-30 credits per semester, and 9-30 credits per semester in the 4th year.
- Minimum credits required for graduation: 128 credits including 71 compulsory credits, and at least 57 elective credits
- Students having graduated from a foreign country, including Hong Kong and Macau, with the equivalent of the second year of high school study of the ROC's high school sophomore level, or with a high school equivalent degree, need to take 140 credits including 71 compulsory credits, and at least 69 elective credits (including inter-departmental elective credits), while elective professional course credits shall not be fewer than 45. The program can be extended up to 3 academic years.
- Elective courses are subject to change if necessary.

多遊系 彭亦暄
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人文與設計學院 李來春
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