

國立臺北商業大學四技進修部數位多媒體設計系課程科目表 (109學年度入學新生適用)
 Course List for Bachelor of Design (BDes) - 4 Years Program, Department of Digital Multimedia Design, College of Innovation Management, National Taipei University of Business
 (Applicable to Students Admitted in Fall or Spring, 2020)

| 科目類別 CATEGORY | 科目名稱 COURSE TITLE | 學分數 CREDIT | 時數 HOUR | 授 課 時 數 CONTACT HOUR | | | | | | | | | | | | | | | | 備註 REMARKS |
|---|---|---------------|------------|-------------------------|---------------|--------------|---------------|--------------|---------------|--------------|---------------|--------------|---------------|--------------|---------------|--------------|---------------|--|---------------|---------------|
| | | | | 第一學年 AY 1 | | | | 第二學年 AY 2 | | | | 第三學年 AY 3 | | | | 第四學年 AY 4 | | | | |
| | | | | 上 Fall | | 下 Spring | | 上 Fall | | 下 Spring | | 上 Fall | | 下 Spring | | 上 Fall | | 下 Spring | | |
| | | | | 授 Lecture | 實 Practice | 授 Lecture | 實 Practice | 授 Lecture | 實 Practice | 授 Lecture | 實 Practice | 授 Lecture | 實 Practice | 授 Lecture | 實 Practice | 授 Lecture | 實 Practice | 授 Lecture | 實 Practice | |
| 通識科目 (一般科目) LIBERAL ATRS (COMPULSORY) | 大學國文選(一) CHINESE I | 2 | 2 | 2 | | | | | | | | | | | | | | 1.通識科目必修(含通識興趣選修)26學分。 2.四年級體育為選修，計入畢業最低總學分數(跨系、跨制、跨校學分)。 3.全民國防教育軍事訓練(不計入畢業最低總學分數)8學分。 4.公民涵養於大三修習，並於三大領域各修畢一門以上，計6學分，詳細修課規定依本校通識中心公告辦理。 5.通識課程之興趣通必課程為學生自選課程，分社會融合、自然科學、人文藝術、應用科學及國際視野五大領域，自大一起即可開始修習，學生於畢業前至少須修畢4門，計8學分(含國際視野領域之英語相關課程一門，計2學分)。 A. Liberal Arts(Compulsory)/26 Credits. B. Credits in the fourth academic year will be counted as electives (inclusive of credits from other programs and departments) toward total credits required for graduation. C. Credits of all-out defense education military training will be NOT counted toward total credits required for graduation. D. Students are required to take courses of General Education for at least 4 courses (8 credits) since the first semester year, including an English-related course (2 credits). | | |
| | 英文(一) ENGLISH I | 2 | 2 | 2 | | | | | | | | | | | | | | | | |
| | 大學國文選(二) CHINESE II | 2 | 2 | | 2 | | | | | | | | | | | | | | | |
| | 英文(二) ENGLISH II | 2 | 2 | | 2 | | | | | | | | | | | | | | | |
| | 英文(三) ENGLISH III | 2 | 2 | | | 2 | | | | | | | | | | | | | | |
| | 應用文與習作 PRACTICAL WRITING AND | 2 | 2 | | | 2 | | | | | | | | | | | | | | |
| | 公民涵養-民主法治領域/環境保育領域 COURSE MODULE OF DEMOCRACY AND LAW AND ORDER/ ENVIRONMENTAL | 4 | 4 | | | | | | | 2 | | 2 | | | | | | | | |
| | 公民涵養-生活美學領域 COURSE MODULE OF LIFE AESTHETICS | 2 | 2 | | | | | | | | | | | | | | | | | |
| | 興趣通必 ELECTIVE COURSES FROM THE CENTER FOR GENERAL EDUCATION | 8 | 8 | | | | | | | | | | | | | | | | | |
| | 體育 PHICIAL EDUCATION | 0 | 12 | 2 | 2 | 2 | 2 | | | 2 | 2 | | | | | | | | | |
| | 體育(選修) PHICIAL EDUCATION | (2) | (4) | | | | | | | | | | | 2 | 2 | | | | | |
| | 全民國防教育軍事訓練 ALL-OUT DEFENSE EDUCATION MILITARY TRAINING | (8) | (8) | (2) | (2) | (2) | (2) | | | | | | | | | | | | | |
| | 合計 SUBTOTAL | 26 | 46 | 14 | 8 | 14 | 8 | 14 | 8 | 10 | 8 | 12 | 8 | 12 | 8 | 10 | 8 | | 10 | 8 |
| 院必修 COLLEGE REQUIREMENT | 設計概論 INTRODUCTION TO DESIGN | 2 | 2 | 2 | | | | | | | | | | | | | | | | |
| | 合計 SUBTOTLA | 2 | 2 | 2 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | |
| 專業必修 CORE COURSE (COMPULSORY) | 基礎素描 BASIC SKETCH | 3 | 3 | 3 | | | | | | | | | | | | | | | | |
| | 遊戲程式設計 FUNDAMENTALS OF GAME PROGRAMMING | 3 | 3 | 3 | | | | | | | | | | | | | | | | |
| | 平面動畫 2D ANIMATION | 3 | 3 | 3 | | | | | | | | | | | | | | | | |
| | 3D電腦動畫(一) 3D ANIMATION I | 3 | 3 | 3 | | | | | | | | | | | | | | | | |
| | 2D遊戲程式設計 2D GAME PROGRAMMING | 3 | 3 | | 3 | | | | | | | | | | | | | | | |
| | 3D電腦動畫(二) 3D ANIMATION II | 3 | 3 | | 3 | | | | | | | | | | | | | | | |
| | 設計倫理與法規 DESIGN ETHICS | 2 | 2 | | | 2 | | | | | | | | | | | | | | |
| | 音樂音效剪輯 MUSIC AND SOUND EDIT | 3 | 3 | | | 3 | | | | | | | | | | | | | | |
| | 色彩計畫 COLOR PLANNING | 3 | 3 | | | | 3 | | | | | | | | | | | | | |
| | 數位多媒體整合製作(一) INTEGRATION OF DIGITAL MULTIMEDIA PRODUCTION I | 2 | 1 | | | | | 1 | | | | | | | | | | | | |
| | 數位多媒體整合製作(一)實習 INTEGRATION OF DIGITAL MULTIMEDIA PRODUCTION I PRACTICE | 0 | 2 | | | | | | 2 | | | | | | | | | | | |
| | 影片後製作 FILM EDITING-POST PRODUCTION | 3 | 3 | | | | | | | 3 | | | | | | | | | | |
| | 數位多媒體整合製作(二) INTEGRATION OF DIGITAL MULTIMEDIA PRODUCTION II | 2 | 1 | | | | | | | 1 | | | | | | | | | | |
| | 數位多媒體整合製作(二)實習 INTEGRATION OF DIGITAL MULTIMEDIA PRODUCTION II PRACTICE | 0 | 2 | | | | | | | | 2 | | | | | | | | | |
| | 畢業專題製作(一) GRANDUATE PROJECT I | 2 | 1 | | | | | | | | | 1 | | | | | | | | |
| | 畢業專題製作(一)實習 GRANDUATE PROJECT I | 0 | 2 | | | | | | | | | | 2 | | | | | | | |
| 畢業專題製作(二) GRANDUATE PROJECT II | 2 | 1 | | | | | | | | | | | 1 | | | | | | | |

國立臺北商業大學四技進修部數位多媒體設計系課程科目表 (109學年度入學新生適用)
 Course List for Bachelor of Design (BDes) - 4 Years Program, Department of Digital Multimedia Design, College of Innovation Management, National Taipei University of Business
 (Applicable to Students Admitted in Fall or Spring, 2020)

| 科目類別 CATEGORY | 科目名稱 COURSE TITLE | 學分數 CREDIT | 時數 HOUR | 授 課 時 數 CONTACT HOUR | | | | | | | | | | | | | | | | 備註 REMARKS |
|--|--|-----------------------------------|------------|-------------------------|---------------|--------------|---------------|--------------|---------------|--------------|---------------|--------------|---------------|--------------|---------------|--------------|---------------|--------------|---------------|---------------|
| | | | | 第一學年 AY 1 | | | | 第二學年 AY 2 | | | | 第三學年 AY 3 | | | | 第四學年 AY 4 | | | | |
| | | | | 上 Fall | | 下 Spring | | 上 Fall | | 下 Spring | | 上 Fall | | 下 Spring | | 上 Fall | | 下 Spring | | |
| | | | | 授 Lecture | 實 Practice | 授 Lecture | 實 Practice | 授 Lecture | 實 Practice | 授 Lecture | 實 Practice | 授 Lecture | 實 Practice | 授 Lecture | 實 Practice | 授 Lecture | 實 Practice | 授 Lecture | 實 Practice | |
| | 畢業專題製作(二)實習 GRADUATE PROJECT II | 0 | 2 | | | | | | | | | | | | | | 2 | | | |
| | 設計實務專題講座 DESIGN PRACTICE SEMINAR | 2 | 2 | | | | | | | | | | | | | | 2 | | | |
| | 展演設計 EXHIBITION DESIGN | 2 | 2 | | | | | | | | | | | | | | 2 | | | |
| | 合計 SUBTOTAL | 41 | 45 | 12 | 0 | 6 | 0 | 5 | 0 | 4 | 2 | 4 | 2 | 1 | 2 | 1 | 2 | 4 | 0 | |
| | 必修合計 SUBTOTAL COMPULSORY | 41 | 45 | 12 | 0 | 6 | 0 | 5 | 0 | 4 | 2 | 4 | 2 | 1 | 2 | 1 | 2 | 4 | 0 | |
| 數位遊戲設計 課程模組專業 選修 DIGITAL GAMES DESIGN COURSE MODULE ELECTIVE | 遊戲概論 INTRODUCTION TO GAME | 2 | 2 | 2 | | | | | | | | | | | | | | | | |
| | 遊戲企畫 GAME PROJECT PLANNING | 2 | 2 | | | 2 | | | | | | | | | | | | | | |
| | 3D遊戲場景設計 3D GAME SCENE DESIGN | 3 | 3 | | | 3 | | | | | | | | | | | | | | |
| | 3D遊戲設計(一) 3D GAME DESIGN I | 3 | 3 | | | | 3 | | | | | | | | | | | | | |
| | 3D遊戲角色與道具設計 3D GAME CHARACTER AND PROPS DESIGN | 3 | 3 | | | | 3 | | | | | | | | | | | | | |
| | 數位雕塑 DIGITAL SCULPTING | 3 | 3 | | | | 3 | | | | | | | | | | | | | |
| | 3D遊戲設計(二) 3D GAME DESIGN II | 3 | 3 | | | | | 3 | | | | | | | | | | | | |
| | 3D遊戲動畫表演 3D GAMER RIGGING AND ANIMATION | 3 | 3 | | | | | 3 | | | | | | | | | | | | |
| | 虛擬實境遊戲設計 VR INTERACTIVE GAME DESIGN | 3 | 3 | | | | | | | 3 | | | | | | | | | | |
| | 3D遊戲材質渲染與特效 3D GAME RENDERING AND VISUAL EFFECTS | 3 | 3 | | | | | | | 3 | | | | | | | | | | |
| | 擴增實境遊戲設計 AR INTERACTIVE GAME DESIGN | 3 | 3 | | | | | | | | 3 | | | | | | | | | |
| | 多人遊戲設計 MULTIPLAYER GAME DESIGN | 3 | 3 | | | | | | | | | | | 3 | | | | | | |
| | 遊戲介面設計 GAME INTERFACE DESIGN | 3 | 3 | | | | | | | | | | | | 3 | | | | | |
| | 數位動畫設計 課程模組專業 選修 DIGITAL ANIMATION DESIGN MODULE ELECTIVE | 動畫概論 INTRODUCTION TO ANIMATION | 2 | 2 | 2 | | | | | | | | | | | | | | | |
| 數位影像處理 DIGITAL IMAGE PROCESSING | | 3 | 3 | 3 | | | | | | | | | | | | | | | | |
| 角色雕塑 FIGURE SCULPTUER | | 3 | 3 | 3 | | | | | | | | | | | | | | | | |
| 動態圖像設計 MOTION GRAPHIC DESIGN | | 3 | 3 | | | 3 | | | | | | | | | | | | | | |
| 進階平面動畫 ADVANCED 2D ANIMATION | | 3 | 3 | | | 3 | | | | | | | | | | | | | | |
| 概念美術設計 CONCEPT ART DESIGN | | 3 | 3 | | | | 3 | | | | | | | | | | | | | |
| 劇本撰寫 SCRIPTWRITING | | 3 | 3 | | | | 3 | | | | | | | | | | | | | |
| 3D角色動畫(一) 3D CHARACTER ANIMATION I | | 3 | 3 | | | | 3 | | | | | | | | | | | | | |
| 角色造型設計 CHARACTER DESIGN | | 3 | 3 | | | | | 3 | | | | | | | | | | | | |
| 3D角色動畫(二) 3D CHARACTER ANIMATION II | | 3 | 3 | | | | | 3 | | | | | | | | | | | | |
| 腳本與分鏡 STORYBOARDING | | 3 | 3 | | | | | 3 | | | | | | | | | | | | |
| 3D動畫綁定 3D CG RIGGING | | 3 | 3 | | | | | | | 3 | | | | | | | | | | |
| 定格動畫 STOP MOTION ANIMATION | | 3 | 3 | | | | | | | 3 | | | | | | | | | | |
| 動畫專案企畫 ANIMATION PROJECT MANAGE | | 2 | 2 | | | | | | | 2 | | | | | | | | | | |
| 實驗動畫 EXPERIMENTAL ANIMATION | | 3 | 3 | | | | | | | | 3 | | | | | | | | | |
| 3D動畫燈光與渲染 3D ANIMATION LIGHTING AND RENDERING | | 3 | 3 | | | | | | | | 3 | | | | | | | | | |
| 動畫特效 ANIMATION EFFECTS | 3 | 3 | | | | | | | | | | | 3 | | | | | | | |
| 人體動態速寫 LIFE DRAWING | 3 | 3 | | | 3 | | | | | | | | | | | | | | | |
| | Arduino互動設計 ARDUINO INTERACTIVE DESIGN | 3 | 3 | | | | 3 | | | | | | | | | | | | | |

國立臺北商業大學四技進修部數位多媒體設計系課程科目表 (109學年度入學新生適用)
 Course List for Bachelor of Design (BDes) - 4 Years Program, Department of Digital Multimedia Design, College of Innovation Management, National Taipei University of Business
 (Applicable to Students Admitted in Fall or Spring, 2020)

| 科目類別 CATEGORY | 科目名稱 COURSE TITLE | 學分數 CREDIT | 時數 HOUR | 授 課 時 數 CONTACT HOUR | | | | | | | | | | | | | | | | 備註 REMARKS |
|---|--|---------------|------------|-------------------------|----------------|---------------|----------------|---------------|----------------|---------------|----------------|---------------|----------------|---------------|----------------|---------------|----------------|--|----------------|---------------|
| | | | | 第一學年 AY 1 | | | | 第二學年 AY 2 | | | | 第三學年 AY 3 | | | | 第四學年 AY 4 | | | | |
| | | | | 上 Fall | | 下 Spring | | 上 Fall | | 下 Spring | | 上 Fall | | 下 Spring | | 上 Fall | | 下 Spring | | |
| | | | | 授課 Lecture | 實習 Practice | 授課 Lecture | 實習 Practice | 授課 Lecture | 實習 Practice | 授課 Lecture | 實習 Practice | 授課 Lecture | 實習 Practice | 授課 Lecture | 實習 Practice | 授課 Lecture | 實習 Practice | 授課 Lecture | 實習 Practice | |
| 專業選修 PROFESSIONAL ELECTIVE | 數位攝影 DIGITAL PHOTOGRAPHY | 2 | 2 | | | | | 2 | | | | | | | | | | | | |
| | 行動設備遊戲設計 MOBILE DEVICE | 3 | 3 | | | | | | 3 | | | | | | | | | | | |
| | 數位音樂製作 DIGITAL MUSIC PRODUCTION | 3 | 3 | | | | | 3 | | | | | | | | | | | | |
| | 互動網頁設計 INTERACTIVE WEB DESIGN | 3 | 3 | | | | | | | 3 | | | | | | | | | | |
| | 遊戲AI AI IN VIDEO GAMES | 3 | 3 | | | | | | | | 3 | | | | | | | | | |
| | 數位出版 DIGITAL PUBLISHING | 3 | 3 | | | | | | | | 3 | | | | | | | | | |
| | 簡報與溝通技巧 PRESENTATION AND COMMUNICATION SKILLS | 2 | 2 | | | | | | | | 2 | | | | | | | | | |
| | 創意工具機及3D列印 CREATIVE MACHINE TOOLS AND 3D PRINTING | 3 | 3 | | | | | | | | | | 3 | | | | | | | |
| | 網路遊戲程式 INTERNET GAME DESIGN | 3 | 3 | | | | | | | | | | | 3 | | | | | | |
| | 互動媒體遊戲設計 INTERACTIVE MEDIA GAME | 3 | 3 | | | | | | | | | | | | 3 | | | | | |
| | 校外實習 OFF-CAMPUS INTERNSHIP | 4 | 18 | | | | | | | | | | | | | | 18 | | | |
| | 數位多媒體實務訓練 DIGITAL MULTIMEDIA PRACTICE TRAINING | 0 | (2) | | | | | | | | | | | (2) | | (2) | | | | |
| | 教學專業實習 PRACTICE OF EDUCATIONAL CASE STUDY | (1) | (1) | (1) | (1) | (1) | (1) | (1) | (1) | (1) | (1) | (1) | (1) | (1) | (1) | (1) | | 列學期修習學分數，但不計畢業學分。 Credits will be NOT counted toward total credits required for graduation. | | |
| | 專題研究實習 PRACTICE OF TOPIC RESEARCH | (1) | (1) | (1) | (1) | (1) | (1) | (1) | (1) | (1) | (1) | (1) | (1) | (1) | (1) | (1) | | | | |
| | 教育專業實習 PRACTICE OF PROFESSIONAL TEACHING | (1) | (1) | (1) | (1) | (1) | (1) | (1) | (1) | (1) | (1) | (1) | (1) | (1) | (1) | (1) | | | | |
| 合計 SUBTOTAL ELECTIVE | | 124 | 138 | 10 | 0 | 14 | 0 | 23 | 0 | 21 | 0 | 17 | 0 | 17 | 0 | 12 | 0 | 6 | 18 | |
| 畢業最低總學分數 128 (專業選修至少應修 59 學分) Total Number of Required Credits :128 (Minimum of Electives Required:59 Credits) | | | | | | | | | | | | | | | | | | | | |

備註1：校外實習1學分以80小時計算，校外實習總時數至少達320小時(含)以上。320小時/18週=18時/週。

備註2：學生須通過本系學生專業能力門檻始得畢業，相關規定依「數位多媒體設計系學生專業能力畢業門檻及輔導實施要點」辦理。

備註3：依本校「學術倫理教育課程實施要點」規定，109學年度起入學之大學部學生須完成學術倫理教育課程6小時以上且持有修課證明者始得畢業。

備註4：科目名稱之後若標示(一)(二)為連續課程，具有擋修制度，未修畢/未修過(一)課程不得修習(二)課程。

備註5：未修過(或成績不及格)數位多媒體整合製作(一)(二)、數位多媒體整合製作(一)(二)實習，不得修習畢業專題製作(一)(二)、畢業專題製作(一)(二)實習。

備註6：本系學生跨系選修畢業學分數採計上限至多12學分。