

課程規劃表查詢

入學年度： 114 ▼ 科系： 四技數遊系 ▼ 組別： 不分組 ▼ 提交

必修學分：82.0

選修學分：46.0

總修學分：128

選修(通識)備註為 * 者為選修(通識)當學期有開課項目

| 114 年 1 學期 | | | | | | | | 114 年 2 學期 | | | | | | | |
|-------------------------|-----------------|-------------------------------------|--------|------------|--------------|-------------|-------------|----------------------|-----------------|--|--------|------------|--------------|-------------|-------------|
| 2025-2026 Academic Year | | | | | | | | | | | | | | | |
| Fall | | | | | | | | Spring | | | | | | | |
| 科目代碼 Subject Code | 科目名稱 Subject | 科目英文名稱 Subject English Name | 選修別 | Category | 學分 Credit | 時數 Hours | 備註 Notes | 科目代碼 Subject Code | 科目名稱 Subject | 科目英文名稱 Subject English Name | 選修別 | Category | 學分 Credit | 時數 Hours | 備註 Notes |
| F0050011 | 大學英文一 | College English I | 共 必 | Compulsory | 2.0 | 2.0 | | F0050012 | 大學英文二 | College English II | 共 必 | Compulsory | 2.0 | 2.0 | |
| F0050451 | 大學國文一 | College Chinese I | 共 必 | Compulsory | 2.0 | 2.0 | | F0050280 | 海洋教育 | Marine Ecology | 共 必 | Compulsory | 2.0 | 2.0 | |
| F0050760 | 樂活教育 | LOHAS Education | 共 必 | Compulsory | 2.0 | 2.0 | | F0050300 | 全人教育 | Holistic Education | 共 必 | Compulsory | 2.0 | 2.0 | |
| F0050891 | 體育一 | Physical Education | 共 必 | Compulsory | 2.0 | 2.0 | | F0050452 | 大學國文二 | College Chinese II | 共 必 | Compulsory | 2.0 | 2.0 | |
| F3356091 | 設計素描一 | Design Sketch I | 系 必 | Compulsory | 2.0 | 2.0 | | F3356092 | 設計素描二 | Design Sketching II | 系 必 | Compulsory | 2.0 | 2.0 | |
| F3356120 | 計算機概論 | Introduce To Computer Science | 系 必 | Compulsory | 2.0 | 2.0 | | F3356170 | 電競遊戲動畫概論 | Introduction to e-Sports Games Animation | 系 必 | Compulsory | 2.0 | 2.0 | |
| F3356130 | 數位影像處理 | Digital Imaging | 系 必 | Compulsory | 2.0 | 2.0 | | F3356190 | 角色造型設計 | Characters Design | 系 必 | Compulsory | 2.0 | 2.0 | |
| F3356221 | 編劇與腳本設計一 | The Foundations of Screenwriting(I) | 系 必 | Compulsory | 2.0 | 2.0 | | F3356222 | 編劇與腳本設計二 | Scriptwriting and Narrative Design II | 系 必 | Compulsory | 2.0 | 2.0 | |
| F3356040 | 流行藝術講座 | Lecture of pop arts | 院 必 | Compulsory | 2.0 | 2.0 | | F3356035 | 海洋文創 | Marine Cultural and Creative Industries | 院 必 | Compulsory | 2.0 | 2.0 | |
| F3356050 | 設計概論 | Fashion Design and Aesthetics | 院 必 | Compulsory | 2.0 | 2.0 | | F3356045 | 創新設計講座 | Lecture of Innovation Design | 院 必 | Compulsory | 2.0 | 2.0 | |
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| 115 年 1 學期 | | | | | | | | 115 年 2 學期 | | | | | | | |
|-------------------------|-----------------|--------------------------------|--------|------------|--------------|-------------|-------------|----------------------|-----------------|--------------------------------|--------|------------|--------------|-------------|-------------|
| 2026-2027 Academic Year | | | | | | | | | | | | | | | |
| Fall | | | | | | | | Spring | | | | | | | |
| 科目代碼 Subject Code | 科目名稱 Subject | 科目英文名稱 Subject English Name | 選修別 | Category | 學分 Credit | 時數 Hours | 備註 Notes | 科目代碼 Subject Code | 科目名稱 Subject | 科目英文名稱 Subject English Name | 選修別 | Category | 學分 Credit | 時數 Hours | 備註 Notes |
| F0050255 | 人文藝術領域 | Liberal Arts | 共 必 | Compulsory | 2.0 | 2.0 | | F0050275 | 自然科學領域 | Natural Science | 共 必 | Compulsory | 2.0 | 2.0 | |

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| F0050265 | 社會科學領域 | Social Science | 共必 | Compulsory | 2.0 | 2.0 | | F0050305 | 創新創業領域 | Innovation and Entrepreneurship | 共必 | Compulsory | 2.0 | 2.0 | |
| F0050415 | 程式語言 | Programming Language | 共必 | Compulsory | 2.0 | 2.0 | | F0050750 | 職場外語 | English for the Workplace | 共必 | Compulsory | 2.0 | 2.0 | |
| F3356700 | 2D動畫製作 | 2D Animation Creation | 選修 | Elective | 2.0 | 2.0 | * | F0050892 | 體育二 | Physical Education | 共必 | Compulsory | 2.0 | 2.0 | |
| F3356701 | 電繪插畫設計一 | Computer Illustration & Design I | 選修 | Elective | 2.0 | 2.0 | | F3356702 | 電繪插畫設計二 | Computer Illustration & Design II | 選修 | Elective | 2.0 | 2.0 | |
| F3356705 | 電競遊戲基礎訓練 | Basic training for e-sports games | 選修 | Elective | 2.0 | 2.0 | * | F3356740 | 動態速寫 | Dynamic Sketch | 選修 | Elective | 2.0 | 2.0 | |
| F3356710 | 遊戲創意設計 | Game creativity design | 選修 | Elective | 2.0 | 2.0 | | F3356745 | 2D動畫設計 | 2D Animation Creation | 選修 | Elective | 2.0 | 2.0 | |
| F3356720 | 立體造型設計 | Three-dimensional Modeling Design | 選修 | Elective | 2.0 | 2.0 | | F3356765 | 設計方法與創意思考 | Design Thinking with Ideas | 選修 | Elective | 2.0 | 2.0 | |
| F3356730 | 攝影 | Photography | 選修 | Elective | 2.0 | 2.0 | | F3356770 | 電競遊戲進階訓練 | E-sports Game Advanced Training | 選修 | Elective | 2.0 | 2.0 | |
| F3356941 | 3D動漫模型設計一 | | 選修 | Elective | 2.0 | 2.0 | * | F3356830 | 後製剪接 | VFX and Editing | 選修 | Elective | 2.0 | 2.0 | |
| F3356201 | 3D電腦繪圖一 | 3D Computer Graphic I | 系必 | Compulsory | 3.0 | 3.0 | | F3356935 | APP設計 | Smart Apps Creator | 選修 | Elective | 2.0 | 2.0 | |
| F3356211 | 基礎程式設計一 | Basic Program Design I | 系必 | Compulsory | 2.0 | 2.0 | | F3356942 | 3D動漫模型設計二 | | 選修 | Elective | 2.0 | 2.0 | |
| F3356330 | 鏡頭語言 | Camera Language | 系必 | Compulsory | 2.0 | 2.0 | | F3356202 | 3D電腦繪圖二 | 3D Computer Graphic II | 系必 | Compulsory | 3.0 | 3.0 | |
| | | | | | | | | F3356212 | 基礎程式設計二 | Basic Programming Design II | 系必 | Compulsory | 2.0 | 2.0 | |
| | | | | | | | | F3356251 | 專案製作一 | Special Topics I | 系必 | Compulsory | 2.0 | 2.0 | |

| 116 年 1 學期 | | | | | | | | 116 年 2 學期 | | | | | | | |
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| 2027-2028 Academic Year | | | | | | | | | | | | | | | |
| Fall | | | | | | | | Spring | | | | | | | |
| 科目代碼 Subject Code | 科目名稱 Subject | 科目英文名稱 Subject English Name | 選修別 | Category | 學分 Credit | 時數 Hours | 備註 Notes | 科目代碼 Subject Code | 科目名稱 Subject | 科目英文名稱 Subject English Name | 選修別 | Category | 學分 Credit | 時數 Hours | 備註 Notes |
| F3356750 | 電競直播實作 | E-sports live broadcast implementation | 選修 | Elective | 2.0 | 2.0 | | F3356755 | 電競產業經驗分享 | E-sports Industry Experience Sharing | 選修 | Elective | 2.0 | 2.0 | |
| F3356791 | 進階3D電腦繪圖一 | Advanced 3D Computer Graphic I | 選修 | Elective | 2.0 | 2.0 | | F3356760 | 電競直播實務 | E-sports Anchor Practice | 選修 | Elective | 2.0 | 2.0 | |
| F3356803 | 行動裝置遊戲開發實務 | Mobile Game Development Practice | 選修 | Elective | 2.0 | 2.0 | | F3356763 | 虛擬實境設計實務 | Virtual Reality Programming Design | 選修 | Elective | 2.0 | 2.0 | |
| F3356845 | 進階遊戲程式 | Advanced Topics in Games | 選修 | Elective | 2.0 | 2.0 | | F3356775 | 賽事企劃與節 | Competition Planning and | 選修 | Elective | 2.0 | 2.0 | |

| | 設計 | Programming | | | | | | 目製作 | Program Production | | | | | |
|----------|----------|-------------------------|----|------------|-----|-----|--|----------|--------------------|---------------------------------------|----|------------|-----|-----|
| F3356890 | 專案管理 | Project Management | 選修 | Elective | 2.0 | 2.0 | | F3356792 | 進階3D電腦繪圖二 | Advanced Computer Game Graphic Art II | 選修 | Elective | 2.0 | 2.0 |
| F3356895 | 擴增實境應用實作 | | 選修 | Elective | 2.0 | 2.0 | | F3356807 | 動作擷取應用 | Advanced Motion Capture | 選修 | Elective | 2.0 | 2.0 |
| F3356252 | 專案製作二 | Special Topics II | 系必 | Compulsory | 2.0 | 2.0 | | F3356815 | 遊戲AI程式設計 | Game Programming and AI Design | 選修 | Elective | 2.0 | 2.0 |
| F3356260 | 音效製作 | Sound Effect Production | 系必 | Compulsory | 2.0 | 2.0 | | F3356270 | 數位多媒體後製 | Digital Production and Visual Effects | 系必 | Compulsory | 2.0 | 2.0 |
| | | | | | | | | F3356271 | 畢業製作一 | Senior Project I | 系必 | Compulsory | 2.0 | 2.0 |
| | | | | | | | | F3356280 | 音效實務 | Sound Effect Production | 系必 | Compulsory | 2.0 | 2.0 |
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| 117 年 1 學期 | | | | | | | | 117 年 2 學期 | | | | | | | |
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| 2028-2029 Academic Year | | | | | | | | | | | | | | | |
| Fall | | | | | | | | Spring | | | | | | | |
| 科目代碼 Subject Code | 科目名稱 Subject | 科目英文名稱 Subject English Name | 選修別 | Category | 學分 Credit | 時數 Hours | 備註 Notes | 科目代碼 Subject Code | 科目名稱 Subject | 科目英文名稱 Subject English Name | 選修別 | Category | 學分 Credit | 時數 Hours | 備註 Notes |
| F3356001 | 校外實習 | The Practical Training Outside School | 選修 | Elective | 2.0 | 2.0 | | F3356800 | 電競賽事管理 | E-sports event management | 選修 | Elective | 2.0 | 2.0 | |
| F3356785 | 電競場域實作 | E-sports Field Implementation | 選修 | Elective | 2.0 | 2.0 | | F3356870 | 創意商品設計 | Creative Product Design | 選修 | Elective | 2.0 | 2.0 | |
| F3356860 | 3D遊戲美術 | Advanced Computer Game Graphic Art | 選修 | Elective | 2.0 | 2.0 | | F3356910 | 作品集設計 | Portfolio Design | 選修 | Elective | 2.0 | 2.0 | |
| F3356903 | 數位媒體行銷 | Digital Media Marketing | 選修 | Elective | 2.0 | 2.0 | | F3356915 | 職場英文 | Workplace English | 選修 | Elective | 2.0 | 2.0 | |
| F3356905 | 3D動畫美術 | 3D Computer Graphic | 選修 | Elective | 2.0 | 2.0 | | F3356925 | 創業企劃 | | 選修 | Elective | 2.0 | 2.0 | |
| F3356920 | 展場設計 | Display Design | 選修 | Elective | 2.0 | 2.0 | | F3356273 | 畢業製作三 | Senior Project III | 系必 | Compulsory | 2.0 | 2.0 | |
| F3356272 | 畢業製作二 | Graduation Project Development II | 系必 | Compulsory | 2.0 | 2.0 | | | | | | | | | |
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