校訂必修(通識核心)

共計 26 學分

	類 別	課程/學門	學分	開課 年級
基本	外國語文學門 (Q)	外文自由選	8	1
知 能	語文表達	中國語文能力表達	2	一下
(12)	學習與發展(N)	大學學習	1	一上
	社團學習與實作	課外活動與團隊	1	一下
	(K)	發展		
	探索永續		1	一上
	AI 與程式語言		1	
		文學經典學門(L)	2	
	人文領域	歷史與文化學門 (P)		
通識	(4 選 1 學門)	哲學與宗教學門 (V)		自 行 上 網選修
核心		藝術欣賞與創作學		
課程		門(M)		每學門
(14)		全球視野學門(T)	2	至多修
		未來學學門(R)		習 2 科
	社會領域	社會分析學門(W)		
	(4 選 1 學門)	公民社會及參與學		
		門(S)		
		資訊教育學門(0)	2	
	科學領域	全球科技革命學門		
	(3 選 1 學門)	(Z)		
		自然科學學門(U)		
其	全民國防教育軍事	[訓練(一) / 護理	0 / 0	~
他	體育		0 / 0	4 學期
課	校園與社區服務學	羽台	0 / 0	~
程				

系必修

共計 32 學分

科目	學分	開課年級
視覺傳播概論	2/0	_
新媒體科技概論	2/0	-
數位內容產業概論	0/2	_
媒介理論	0/2	-
行銷學	0/2	_
資訊傳播理論	2/0	
資訊、傳播與社會	0/2	-
傳播研究方法	2/0	三
數位內容整合專題 (一)	3/0	Ξ
數位內容整合專題 (二)	0/3	11
數位智慧財產權與政策	2/0	三
資訊傳播英文選讀 (一)	1/0	11
資訊傳播英文選讀 (二)	0/1	11
畢業專題(一)	3/0	四
畢業專題(二)	0/3	四

系選修

共計 20 學分

科目	學分	開課 年級
溝通原理	3 / 0	-
傳播心理學	2 / 0	-
素描基礎	3 / 0	1
數位攝影與科技應用	2 / 0	-
社會學概論	0 / 2	-
數位音效	0 / 2	-
科技藝術概論(全英語授課)	0 / 2	-
色彩應用	0 / 3	-
程式設計	0 / 3	-
電腦繪圖	0 / 2	-
網路互動程式設計	2 / 0	-1
數位行銷	3 / 0	
創意策略與行銷企劃	2 / 0	= =
2D 動畫	3 / 0	=
影像敘事創作	3 / 0	=
傳播符號學	3 / 0	=
3D 動畫	3 / 0	=
美學策略與設計	3 / 0	=
訊息設計	0 / 3	=
數位影片創意製作	0 / 3	-
創意策略與行銷企劃	0 / 2	=
說故事與腳本企劃	0 / 3	=
互動體驗行銷	0 / 3	=
網路服務設計實務	0 / 3	=
互動裝置設計	0 / 3	
動態影像設計	0 / 3	=
資訊網路專題	2 / 0	1 11
創意數位媒體實務(一)	3 / 0	Ξ
創意事業企劃	3 / 0	三
社群媒體行銷	3 / 0	Ξ
數位編輯與出版	3 / 0	Ξ
物質文化分析	3 / 0	Ξ
創意事業企劃	0 / 3	=
互動介面設計	0 / 3	Ξ
使用者數據分析	0 / 3	Ξ
資訊傳播專題講座	2 / 0	Ξ
創意數位媒體實務(二)	0 / 3	Ξ
創意數位媒體實務(三)	2 / 0	四
當代資訊傳播問題	3 / 0	四
校外媒體實務	0 / 2	四

- 系選修課程依當學期開課為主,以上列表僅供參考。
- 校必修:26學分 | 系必修:32學分 | 系選修:20學分
- 自由選修:50學分
- 合計 128 學分 (最低畢業學分數: 128)

Academic Year 111(2022) Curriculum Plan for Incoming Students,

The Department Of Informantion and Communication

Compulsory University Core Curriculum (General Education Core) Total: 26 credits

Category		Course / Discipline	Credits	Year Offered
Basic Competence	Foreign Language (Q)	Foreign Language	8	First Year Second Year
(12)	Language Expression	Ability of Expression in Spoken and Written Chinese	2	First Year Second Semester
	Learning and Development (N)	Learning in University	1	First Year First Semester
	Extracurricular Activities and Teamship Development (K)	The Operation of Students' Clubs and Team Development	1	First Year, Second Semester
General	Exploring Sustair	nability AI and Programming Language	1 1	First Year, First Semester
Education Curriculum (14)	Humanities Field (choose 1 out of 4 disciplines)	Appreciation of Chinese Literature (L) History Studies (P) Philosophy and Religion (V) Arts Appreciation and Invention (M)	2	Courses to be selected online (Up to two courses from each
	Social Sciences Field (choose 1 out of 4 disciplines)	Global Outlook (T) Futures Studies (R) Social Analysis (W) Civil Society and Participation (S)	2	discipline)
	Science Field (choose 1 out of 3 disciplines)	Information Education (O) Global Technology Revolution (Z) Natural Sciences (U)	2	
Other Courses		Education Military Training(I)-National	0	First Year
200220		Physical Education	4	4 Semesters
	Campus and Com	munity Service Learning	0/0	First Year

Department Required Courses Total:

32 credits

Course Credits Year Offered	Credits	Year Offered
INTRODUCTION TO VISUAL COMMUNICATION	2/0	First Year
INTROUCCTION TO NEW MEDIA TECHNOLOGIES	2/0	First Year
INTRODUCTION TO DIGITAL CONTENT INDUSTRIES	0/2	First Year
MEDIA THEORY	0/2	First Year
MARKETING	0/2	First Year
INFORMATION AND COMMUNICATION THEORIES	2/0	Second Year
INFORMATION, COMMUNICATION AND SOCIETY	0/2	Second Year
RESEARCH METHODS OF MASS COMMUNICATION	2/0	Third Year
INTEGRATED PROJECT IN DIGITAL CONTENT (I)	3/0	Third Year
INTEGRATED PROJECT IN DIGITAL CONTENT (II)	0/3	Third Year
DIGITAL INTELLECTUAL PROPERTY AND POLICY	0/2	Third Year
SELECTED ENGLISH READINGS IN INFORMATION AND COMMUNICATION	1/0	Third Year
SELECTED ENGLISH READINGS IN INFORMATION & COMMUNICATION II	0/1	Third Year
GRADUATION PROJECT (I)	3/0	Fourth Year
GRADUATION PROJECT (II)	0/3	Fourth Year

Course Credits Year Offered	Credits	Year Offered
INTRODUCTION TO HUMAN COMMUNICATION	3/0	First Year
COMMUNICATION PSYCHOLOGY	2/0	First Year
INTRODUCTION TO SKETCH	3/0	First Year
DIGITAL PHOTOGRAPHY AND TECHNOLOGY APPLICATIONS	2/0	First Year
MARKETING	0/2	First Year
INTRODUCTION TO SOCIOLOGY	0/2	First Year
DIGITAL SOUND EFFECT PRODUCTION	0/2	First Year
INTRODUCTION TO TECHNOLOGY ARTS	0/2	First Year
COLOR APPLICATION	0/3	First Year
PROGRAM DESIGN	0/3	First Year
COMPUTER GRAPHICS	0/2	First Year
NETWORK INTERACTIVE PROGRAMMING DESIGN	3/0	Second Year
DIGITAL MARKETING	3/0	Second Year
CREATIVE STRATEGIES AND MARKETING PROPOSAL WRITING	2/0	Second Year
2D ANIMATION	3/0	Second Year
CREATION IN VISUAL NARRATIVES	3/0	Second Year
INTRODUCTION TO SEMIOTICS AND COMMUNICATION	3/0	Second Year
3D ANIMATION	3/0	Second Year
AESTHEIC STRATEGIS AND DESIGN	3/0	Second Year
MESSAGE DESIGN	0/3	Second Year
DIGITAL VIDEO EDITING	0/3	Second Year
CREATIVE STRATEGIES AND MARKETING PROPOSAL	0/2	Second Year
WRITING STORYTELLING AND STORYBOARDING	0/3	Second Year
INTERACTIVE MARKETING	0/3	Second Year
WEB SERVICE DESIGN AND PRACTICES	0/3	Second Year
INTERACTIVE INSTALLATION DESIGN	0/3	Second Year
MOTION GRAPHICS	0/3	Second Year
SEMINAR IN INFORMATION NETWORK	2/0	Third Year
PRACTICUM OF CREATIVE DIGITAL MEDIA(I)	3/0	Third Year
CREATIVE-ORIENTED BUSINESS PLAN	3/0	Third Year
SOCIAL MEDIA MARKETING	3/0	Third Year
DIGITAL EDITING AND PUBLISHING	3/0	Third Year
MATERIAL CULTURAL ANALYSIS	3/0	Third Year
PRACTICUM OF CREATIVE DIGITAL MEDIA(II)	0/3	Third Year
CREATIVE-ORIENTED BUSINESS PLAN	0/3	Third Year
INTERACTIVE INTERFACE DESIGN	0/3	Third Year
ANALYZING USER DATA	0/3	Third Year
SEMINAR IN INFORMATION AND COMMUNICATION	0/2	Third Year
PRACTICUM OF CREATIVE DIGITAL MEDIA(III) CURRENT ISSUES INFORMATION AND COMMUNICATION	2/0 3/0	Fourth Year Fourth Year
OFF-CAMPUS PRACTICUM IN MEDIA	0/2	Fourth Year

Elective course are subject to availability each

semester, the above list if for reference only.

University Required: 26 credits
Department Required: 32 credits
Department Electives: 20 credits
Free Electives: 50 credits

Total: 128 credits

校訂必修(通識核心)

共計 26 學分

	類 別	課程/學門	學分	開課 年級
基本	外國語文學門 (Q)	外文自由選	8	1
知 能	語文表達	中國語文能力表達	2	一下
(12)	學習與發展(N)	大學學習	1	一上
	社團學習與實作	課外活動與團隊	1	一下
	(K)	發展		
	探索永續		1	一上
	AI 與程式語言		1	
		文學經典學門(L)	2	
	人文領域	歷史與文化學門 (P)		
通識	(4 選 1 學門)	哲學與宗教學門 (V)		自 行 上 網選修
核心		藝術欣賞與創作學		
課程		門(M)		每學門
(14)		全球視野學門(T)	2	至多修
		未來學學門(R)		習 2 科
	社會領域	社會分析學門(W)		
	(4 選 1 學門)	公民社會及參與學		
		門(S)		
		資訊教育學門(0)	2	
	科學領域	全球科技革命學門		
	(3 選 1 學門)	(Z)		
		自然科學學門(U)		
其	全民國防教育軍事	[訓練(一) / 護理	0 / 0	~
他	體育		0 / 0	4 學期
課	校園與社區服務學	羽台	0 / 0	~
程				

系必修

共計 32 學分

科目	學分	開課年級
視覺傳播概論	2/0	-
新媒體科技概論	2/0	-
數位內容產業概論	0/2	-
媒介理論	0/2	-
行銷學	0/2	-
資訊傳播理論	2/0	-
資訊、傳播與社會	0/2	
傳播研究方法	2/0	三
數位內容整合專題 (一)	3/0	=
數位內容整合專題 (二)	0/3	111
數位智慧財產權與政策	0/2	Ξ
資訊傳播英文選讀 (一)	1/0	Ξ
資訊傳播英文選讀 (二)	0/1	Ξ
畢業專題(一)	3/0	四
畢業專題(二)	0/3	四

系選修

共計 20 學分

科目	學分	開課 年級
溝通原理	2 / 0	_
傳播心理學	2 / 0	1
素描基礎	2 / 0	1
數位攝影與科技應用	2 / 0	1
社會學概論	0 / 2	1
色彩應用	0 / 3	1
傳播符號學	0 / 3	1
程式設計	0 / 3	1
電腦繪圖	0 / 2	1
網路互動程式設計	3 / 0	1
數位行銷	3 / 0	=
2D 動畫	3 / 0	11 11 11
影像敘事創作	3 / 0	11
傳播符號學	0 / 3	11
創意策略與行銷企劃	0 / 2	-1
3D 動畫	3 / 0	11
美學策略與設計	3 / 0	11 11 11 11 11 11 11
訊息設計	0 / 3	-
數位影片創意製作	0 / 3	-
說故事與腳本企劃	0 / 3	-
互動體驗行銷	0 / 3	-
網路服務設計實務	0 / 3	-
互動裝置設計	0 / 3	-
動態影像設計	0 / 3	=
創意數位媒體實務(一)	3 / 0	111 111
社群媒體行銷	3 / 0	=
數位編輯與出版	3 / 0	Ξ
創意事業企劃	0 / 3	11
互動介面設計	0 / 3	三
使用者數據分析	0 / 3	Ξ
資訊傳播專題講座	2 / 0	三
創意數位媒體實務 (二)	0 / 3	Ξ
創意數位媒體實務(三)	2 / 0	四
當代資訊傳播問題	3 / 0	四
校外媒體實務	0 / 2	四
創意未來設計專題	0 / 2	四

- 系選修課程依當學期開課為主,以上列表僅供參考。
- 校必修:26 學分 | 系必修:32 學分 | 系選修:20 學分
- 自由選修:50 學分
- 合計 128 學分(最低畢業學分數:128)

Academic Year 112(2023) Curriculum Plan for Incoming Students,

The Department Of Informantion and Communication

Compulsory University Core Curriculum (General Education Core) Total: 26 credits

Category		Course / Discipline	Credits	Year Offered
Basic Competence	Foreign Language (Q)	Foreign Language	8	First Year Second Year
(12)	Language Expression	Ability of Expression in Spoken and Written Chinese	2	First Year Second Semester
	Learning and Development (N)	Learning in University	1	First Year First Semester
	Extracurricular Activities and Teamship Development (K)	The Operation of Students' Clubs and Team Development	1	First Year, Second Semester
General	Exploring Sustain	ability AI and Programming Language	1 1	First Year, First Semester
Education Curriculum (14)	Humanities Field (choose 1 out of 4 disciplines)	Appreciation of Chinese Literature (L) History Studies (P) Philosophy and Religion (V) Arts Appreciation and Invention (M) Global Outlook (T)	2	Courses to be selected online (Up to two courses from each discipline)
	Social Sciences Field (choose 1 out of 4 disciplines)	Futures Studies (R) Social Analysis (W) Civil Society and Participation (S)		• /
	Science Field (choose 1 out of 3 disciplines)	Information Education (O) Global Technology Revolution (Z) Natural Sciences (U)	2	
Other Courses		Education Military Training(I)-National	0	First Year
		Physical Education munity Service Learning	4 0/0	4 Semesters First Year

Department Required Courses Total:

32 credits

Course Credits Year Offered	Credits	Year Offered
INTRODUCTION TO VISUAL COMMUNICATION	2/0	First Year
INTROUCCTION TO NEW MEDIA TECHNOLOGIES	2/0	First Year
INTRODUCTION TO DIGITAL CONTENT INDUSTRIES	0/2	First Year
MEDIA THEORY	0/2	First Year
MARKETING	0/2	First Year
INFORMATION AND COMMUNICATION THEORIES	2/0	Second Year
INFORMATION, COMMUNICATION AND SOCIETY	0/2	Second Year
RESEARCH METHODS OF MASS COMMUNICATION	2/0	Third Year
INTEGRATED PROJECT IN DIGITAL CONTENT (I)	3/0	Third Year
INTEGRATED PROJECT IN DIGITAL CONTENT (II)	0/3	Third Year
DIGITAL INTELLECTUAL PROPERTY AND POLICY	0/2	Third Year
SELECTED ENGLISH READINGS IN INFORMATION AND COMMUNICATION	1/0	Third Year
SELECTED ENGLISH READINGS IN INFORMATION & COMMUNICATION II	0/1	Third Year
GRADUATION PROJECT (I)	3/0	Fourth Year
GRADUATION PROJECT (II)	0/3	Fourth Year

Dep artment Electives

20 credits

Course Credits Year Offered	Credits	Year Offered
INTRODUCTION TO HUMAN COMMUNICATION	3/0	First Year
COMMUNICATION PSYCHOLOGY	2/0	First Year
INTRODUCTION TO SKETCH	3/0	First Year
DIGITAL PHOTOGRAPHY AND TECHNOLOGY APPLICATIONS	2/0	First Year
INTRODUCTION TO SEMIOTICS AND COMMUNICATION	0/3	First Year
MARKETING	0/2	First Year
INTRODUCTION TO SOCIOLOGY	0/2	First Year
COLOR APPLICATION	0/3	First Year
PROGRAM DESIGN	0/3	First Year
COMPUTER GRAPHICS	0/2	First Year
NETWORK INTERACTIVE PROGRAMMING DESIGN	3/0	Second Year
DIGITAL MARKETING	3/0	Second Year
2D ANIMATION	3/0	Second Year
CREATION IN VISUAL NARRATIVES	3/0	Second Year
3D ANIMATION	3/0	Second Year
AESTHEIC STRATEGIS AND DESIGN	3/0	Second Year
CREATIVE STRATEGIES AND MARKETING PROPOSAL WRITING	0/2	Second Year
MESSAGE DESIGN	0/3	Second Year
DIGITAL VIDEO EDITING	0/3	Second Year
STORYTELLING AND STORYBOARDING	0/3	Second Year
INTERACTIVE MARKETING	0/3	Second Year
WEB SERVICE DESIGN AND PRACTICES	0/3	Second Year
INTERACTIVE INSTALLATION DESIGN	0/3	Second Year
MOTION GRAPHICS	0/3	Second Year
CREATIVE-ORIENTED BUSINESS PLAN	0/3	Third Year
PRACTICUM OF CREATIVE DIGITAL MEDIA(I)	3/0	Third Year
SOCIAL MEDIA MARKETING	3/0	Third Year
DIGITAL EDITING AND PUBLISHING	3/0	Third Year
PRACTICUM OF CREATIVE DIGITAL MEDIA(II)	0/3	Third Year
CREATIVE-ORIENTED BUSINESS PLAN	0/3	Third Year
INTERACTIVE INTERFACE DESIGN	0/3	Third Year
ANALYZING USER DATA	0/3	Third Year
SEMINAR IN INFORMATION AND COMMUNICATION	0/2	Third Year
PRACTICUM OF CREATIVE DIGITAL MEDIA(III)	2/0	Fourth Year
CURRENT ISSUES INFORMATION AND COMMUNICATION OFF-CAMPUS PRACTICUM IN MEDIA	3/0 0/2	Fourth Year Fourth Year
SEMINAR IN CREATIVE FUTURE DESIGN	0/2	Fourth Year

Elective course are subject to availability each

semester, the above list if for reference only.
University Required: 26 credits
Department Required: 32 credits
Department Electives: 20 credits
Free Electives: 50 credits

Total: 128 credits

校訂必修(通識核心)

共計 26 學分 系選修

共計 22 學分

	類 別	課程/學門	學分	開課 年級
基本	外國語文學門 (Q)	外文自由選	8	ー、ニ
知能	語文表達	中國語文能力表達	2	一下
(12)	學習與發展(N)	大學學習	1	一上
	社團學習與實作	課外活動與團隊	1	一下
	(K)	發展		
	探索永續		1	一上
	AI 與程式語言		1	
		文學經典學門(L)	2	
	人文領域	歷史與文化學門 (P)		
通識	(4 選 1 學門)	哲學與宗教學門 (V)		自 行 上 網選修
核心		藝術欣賞與創作學		
課程		門(M)		每學門
(14)		全球視野學門(T)	2	至多修
		未來學學門(R)		習 2 科
	社會領域	社會分析學門(W)		
	(4 選 1 學門)	公民社會及參與學		
		門(S)		
		資訊教育學門(0)	2	
	科學領域	全球科技革命學門		
	(3 選 1 學門)	(Z)		
		自然科學學門(U)		
其	全民國防教育軍事訓練(一)-國防科技		0	一上
他	體育		4	4 學期
課	(不列入畢業學分) 校園與社區服務學	. 꿤	1/1	-~
程	ス四八一二元初十	ч	1/1	

系必修

共計 32 學分

科目	學分	開課年級
視覺傳播概論	2/0	-
新媒體科技概論	2/0	1
數位內容產業概論	0/2	-
媒介理論	0/2	1
行銷學	0/2	1
資訊傳播理論	2/0	=
資訊、傳播與社會	0/2	-
傳播研究方法	2/0	三
數位內容整合專題 (一)	3/0	Ξ
數位內容整合專題 (二)	0/3	三
數位智慧財產權與政策	0/2	三
資訊傳播英文選讀(一)	1/0	E
資訊傳播英文選讀(二)	0/1	=
畢業專題(一)	3/0	四
畢業專題(二)	0/3	四

科 目	學分	開課年 級
溝通原理	3 / 0	_
傳播心理學	2 / 0	1
素描基礎	3 / 0	1
數位攝影與科技應用	2 / 0	_
社會學概論	2 / 0	1
色彩應用	0 / 3	_
程式設計	0 / 3	1
電腦繪圖	0 / 2	_
網路互動程式設計	3 / 0	=
數位行銷	3 / 0	<u> </u>
2D 動畫	3 / 0	
影像敘事創作	3 / 0	=
3D動畫	3 / 0	
美學策略與設計	3 / 0	11
訊息設計	0 / 3	=
數位影片創意製作	0 / 3	- -
創意策略與行銷企劃	0 / 2	_
說故事與腳本企劃	0 / 3	=
互動體驗行銷	0 / 3	-
網路服務設計實務	0 / 3	1
互動裝置設計	0 / 3	- - -
創意數位媒體實務(一)	3 / 0	Ξ
社群媒體行銷	3 / 0	Ξ
數位編輯與出版	3 / 0	111
創意事業企劃	0 / 3	111
互動介面設計	0 / 3	三
使用者數據分析	0 / 3	E
資訊傳播專題講座	0 / 2	111
創意數位媒體實務(二)	0 / 3	=
創意數位媒體實務(三)	2 / 0	四
校外媒體實務	0 / 2	四
創意未來設計專題	0 / 2	四

- 系選修課程依當學期開課為主,以上列表僅供參考。
- 校必修:26 學分 | 系必修:32 學分 | 系選修:22 學分
- 自由選修:50 學分
- ◆ 合計 128 學分(最低畢業學分數:128)

Academic Year 113(2024) Curriculum Plan for Incoming Students,

The Department Of Informantion and Communication

Compulsory University Core Curriculum

(General Education Core) Total: 26 credits

Category		Course / Discipline	Credits	Year Offered
Basic Competence	Foreign Language (Q)	Foreign Language	8	First Year Second Year
(12)	Language Expression	Ability of Expression in Spoken and Written Chinese	2	First Year Second Semester
	Learning and Development (N)	Learning in University	1	First Year First Semester
	Extracurricular Activities and Teamship Development (K)	The Operation of Students' Clubs and Team Development	1	First Year, Second Semester
General	Exploring Sustain	nability AI and Programming Language	1 1	First Year, First Semester
Education Curriculum (14)	Humanities Field (choose 1 out of 4 disciplines)	Appreciation of Chinese Literature (L) History Studies (P) Philosophy and Religion (V) Arts Appreciation and Invention (M)	2	Courses to be selected online (Up to two courses from each
	Social Sciences Field (choose 1 out of 4 disciplines)	Global Outlook (T) Futures Studies (R) Social Analysis (W) Civil Society and Participation (S)	2	discipline)
	Science Field (choose 1 out of 3 disciplines)	Information Education (O) Global Technology Revolution (Z) Natural Sciences (U)	2	
Other Courses		Education Military Training(I)-National ogy	0	First Year
		Physical Education	4	4 Semesters
	Campus and Com	nmunity Service Learning	1/1	First Year

Department Required Courses Total: 32 credits

Course Credits Year Offered	Credits	Year Offered
INTRODUCTION TO VISUAL COMMUNICATION	2/0	First Year
INTROUCCTION TO NEW MEDIA TECHNOLOGIES	2/0	First Year
INTRODUCTION TO DIGITAL CONTENT INDUSTRIES	0/2	First Year
MEDIA THEORY	0/2	First Year
MARKETING	0/2	First Year
INFORMATION AND COMMUNICATION THEORIES	2/0	Second Year
INFORMATION, COMMUNICATION AND SOCIETY	0/2	Second Year
RESEARCH METHODS OF MASS COMMUNICATION	2/0	Third Year
INTEGRATED PROJECT IN DIGITAL CONTENT (I)	3/0	Third Year
INTEGRATED PROJECT IN DIGITAL CONTENT (II)	0/3	Third Year
DIGITAL INTELLECTUAL PROPERTY AND POLICY	0/2	Third Year
SELECTED ENGLISH READINGS IN INFORMATION AND COMMUNICATION	1/0	Third Year
SELECTED ENGLISH READINGS IN INFORMATION & COMMUNICATION II	0/1	Third Year
GRADUATION PROJECT (I)	3/0	Fourth Year
GRADUATION PROJECT (II)	0/3	Fourth Year

Department Electives Total:

20 credits

Course Credits Year Offered	Credits	Year
Course Credits Tear Officieu	Credits	Offered
		Offereu
INTRODUCTION TO HUMAN COMMUNICATION	3/0	First Year
COMMUNICATION PSYCHOLOGY	2/0	First Year
	2.0	
INTRODUCTION TO SKETCH	3/0	First Year
DIGITAL PHOTOGRAPHY AND TECHNOLOGY	2/0	First Year
APPLICATIONS	2/0	Til st Tear
INTRODUCTION TO SOCIOLOGY	2/0	First Year
COLOR APPLICATION	0/3	First Year
PROGRAM DESIGN	0/3	First Year
PROGRAM DESIGN	0/3	First Year
COMPUTER GRAPHICS	0/2	First Year
NETWORK INTERACTIVE PROGRAMMING DESIGN	3/0	Second Year
DIGITAL MARKETING	3/0	Second Year
2D ANIMATION	2/0	Second Year
CREATION IN VISUAL NARRATIVES	2/0	G IV
CREATION IN VISUAL NARRATIVES	3/0	Second Year
3D ANIMATION	3/0	Second Year
D MANAGEMENT	5,0	Second Tear
AESTHETIC STRATEGIS AND DESIGN	3/0	Second Year
MESSAGE DESIGN	0/3	Second Year
DIGITAL VIDEO EDITING	0/3	Second Year
DIGITAL VIDEO EDITING	0/3	Second Year
CREATIVE STRATEGIES AND MARKETING PROPOSAL	0/2	Second Year
WRITING		
STORYTELLING AND STORYBOARDING	0/3	Second Year
INTERACTIVE MARKETING	0/3	Second Year
WEB SERVICE DESIGN AND PRACTICES	0/3	Second Year
WEB SERVICE DESIGN AND FRACTICES	0/3	Second Tear
INTERACTIVE INSTALLATION DESIGN	0/3	Second Year
PRACTICUM OF CREATIVE DIGITAL MEDIA(I)	3/0	Third Year
SOCIAL MEDIA MARKETING	3/0	Third Year
DIGITAL EDITING AND PUBLISHING MATERIAL CULTURAL ANALYSIS	3/0	Third Year Third Year
PRACTICUM OF CREATIVE DIGITAL MEDIA(II)	0/3	Third Year
CREATIVE-ORIENTED BUSINESS PLAN	0/3	Third Year
INTERACTIVE INTERFACE DESIGN	0/3	Third Year
ANALYZING USER DATA	0/3	Third Year
SEMINAR IN INFORMATION AND COMMUNICATION	0/2	Third Year
PRACTICUM OF CREATIVE DIGITAL MEDIA(III)	2/0	Fourth Year
OFF-CAMPUS PRACTICUM IN MEDIA	0/2	Fourth Year
	0/2	Fourth Year Fourth Year
SEMINAR IN CREATIVE FUTURE DESIGN	0/2	rourth Year

 Elective course are subject to availability each semester, the above list if for reference only.

University Required: 26 credits
Department Required: 32 credits
Department Electives: 22 credits
Free Electives: 50 credits

Total: 128 credits

校訂必修(通識核心)

共計 26 學分

	類 別	課程/學門	學分	開課 年級
基本	外國語文學門 (Q)	外文自由選	8	ー、ニ
知 能	語文表達	中國語文能力表達	2	一下
(12)	學習與發展(N)	大學學習	1	一上
	社團學習與實作	課外活動與團隊	1	一下
	(K)	發展		
	探索永續		1	一上
	AI 與程式語言	,	1	
		文學經典學門(L)	2	
	人文領域	歷史與文化學門 (P)		
通識	(4 選 1 學門)	哲學與宗教學門 (V)		自 行 上 網選修
核心		藝術欣賞與創作學		
課程		門(M)		每學門
(12)		全球視野學門(T)	2	至多修
		未來學學門(R)		習 2 科
	社會領域	社會分析學門(W)		
	(4 選 1 學門)	公民社會及參與學		
		門(S)		
		資訊教育學門(0)	2	
	科學領域	全球科技革命學門		
	(3 選 1 學門)	(Z)		
		自然科學學門(U)		
其 他	全民國防教育軍事 技(不列計畢業學)	[訓練(一)/國防科 分)	1	一上
課	體育(不列計畢業	學分)	4	4 學期
程 (2)	校園與社區服務學	習	1 / 1	- ~

系必修

共計 32 學分

科目	學分	開課年級
視覺傳播概論	2/0	1
新媒體科技概論	2/0	1
數位內容產業概論	0/2	1
媒介理論	0/2	1
行銷學	0/2	1
資訊傳播理論	2/0	11
資訊、傳播與社會	0/2	11
數位智慧財產權與政策	0/2	11
傳播研究方法	2/0	111
資訊傳播英文選讀	2/0	三
數位內容整合專題 (一)	3/0	iii
數位內容整合專題 (二)	0/3	=
畢業專題(一)	3/0	四
畢業專題(二)	0/3	四

系選修

共計 20 學分

科目	學分	開課 年級
溝通原理	3 / 0	1
傳播心理學	2 / 0	1
數位攝影與科技應用	2 / 0	-
傳播符號學	3 / 0	1
電腦繪圖	2 / 0	-
數位影像創意製作	2 / 0	_
社會學概論	0 / 2	_
數位音效	0 / 2	_
科技藝術概論(全英語授課)	0 / 2	-
色彩應用	0 / 3	_
程式設計	0 / 3	-
說故事與腳本企劃	3 / 0	=
設計思考與洞察	2 / 0	- - -
AI 輔助自媒體影響力實踐	2 / 0	=
遊戲程式設計	3 / 0	=
數位行銷	3 / 0	=
2D 動畫	3 / 0	=
影像敘事創作	3 / 0	-1
3D 動畫	3 / 0	1 1 1
美學策略與設計	3 / 0	
訊息設計	0 / 3	
數位影片創意製作	0 / 3	=
創意策略與行銷企劃	0 / 2	=
互動體驗行銷	0 / 3	-1
網路服務設計實務	0 / 3	=
互動裝置設計	0 / 3	- -
動態影像設計	0 / 3	1
使用者數據分析	2 / 0	Ξ
社群流量趨勢洞察	3 / 0	1:1
表達性藝術創作	3 / 0	E
資訊網路專題	2 / 0	1:1
創意數位媒體實務 (一)	3 / 0	1:1
社群媒體行銷	3 / 0	三
數位編輯與出版	3 / 0	11 11
創意事業企劃	0 / 3	E
互動介面設計	0 / 3	Ξ
使用者數據分析	0 / 3	=
創意數位媒體實務 (二)	0 / 3	=
創意數位媒體實務(三)	2 / 0	四
當代資訊傳播問題	3 / 0	四
校外媒體實務	0 / 2	四

- 系選修課程依當學期開課為主,以上列表僅供參考。
- ◆ 校必修:26 學分 | 系必修:32 學分 | 系選修:20 學分
- 自由選修:50 學分
- 合計 128 學分(最低畢業學分數:128)

Academic Year 111(2022) Curriculum Plan for Incoming Students,

The Department Of Informantion and Communication

Compulsory University Core Curriculum (General Education Core) Total: 26 credits

Category		Course / Discipline	Credits	Year Offered
Basic Competence	Foreign Language (Q)	Foreign Language	8	First Year Second Year
(12)	Language Expression	Ability of Expression in Spoken and Written Chinese	2	First Year Second Semester
	Learning and Development (N)	Learning in University	1	First Year First Semester
	Extracurricular Activities and Teamship Development (K)	The Operation of Students' Clubs and Team Development	1	First Year, Second Semester
General	Exploring Sustain	nability AI and Programming Language	1 1	First Year, First Semester
Education Curriculum (12)	Humanities Field (choose 1 out of 4 disciplines)	Appreciation of Chinese Literature (L) History Studies (P) Philosophy and Religion (V) Arts Appreciation and Invention (M)	2	Courses to be selected online (Up to two courses from each
	Social Sciences Field (choose 1 out of 4 disciplines)	Global Outlook (T) Futures Studies (R) Social Analysis (W) Civil Society and Participation (S)	2	discipline)
	Science Field (choose 1 out of 3 disciplines)	Information Education (O) Global Technology Revolution (Z) Natural Sciences (U)	2	
Other Courses	All-Out Defense Defense Technological	Education Military Training(I)-National	1	First Year
(2)	Male and Female	Physical Education munity Service Learning	4 1/1	4 Semesters First Year
	Sampas and Con	mining strice Bearing	1, 1	11150 1 501

Department Required Courses Total:

32 credits

Course Credits Year Offered	Credits	Year Offered
INTRODUCTION TO VISUAL COMMUNICATION	2/0	First Year
INTROUCCTION TO NEW MEDIA TECHNOLOGIES	2/0	First Year
INTRODUCTION TO DIGITAL CONTENT INDUSTRIES	0/2	First Year
MEDIA THEORY	0/2	First Year
MARKETING	0/2	First Year
INFORMATION AND COMMUNICATION THEORIES	2/0	Second Year
INFORMATION, COMMUNICATION AND SOCIETY	0/2	Second Year
DIGITAL INTELLECTUAL PROPERTY AND POLICY	0/2	Second Year
RESEARCH METHODS OF MASS COMMUNICATION	2/0	Third Year
INTEGRATED PROJECT IN DIGITAL CONTENT (I)	3/0	Third Year
INTEGRATED PROJECT IN DIGITAL CONTENT (II)	0/3	Third Year
SELECTED ENGLISH READINGS IN INFORMATION & COMMUNICATION	2/0	Third Year
GRADUATION PROJECT (I)	3/0	Fourth Year
GRADUATION PROJECT (II)	0/3	Fourth Year

Course Credits Year Offered	Credits	Year Offered
INTRODUCTION TO HUMAN COMMUNICATION	3/0	First Year
COMMUNICATION PSYCHOLOGY	2/0	First Year
DIGITAL PHOTOGRAPHY AND TECHNOLOGY	2/0	First Year
APPLICATIONS INTRODUCTION TO SEMIOTICS AND COMMUNICATION	3/0	First Year
COMPUTER GRAPHICS	2/0	First Year
CREATION OF DIGITAL IMAGES	2/0	First Year
MARKETING	0/2	First Year
INTRODUCTION TO SOCIOLOGY	0/2	First Year
DIGITAL SOUND EFFECT PRODUCTION	0/2	First Year
INTRODUCTION TO TECHNOLOGY ARTS	0/2	First Year
COLOR APPLICATION	0/3	First Year
PROGRAM DESIGN	0/3	First Year
COMPUTER GRAPHICS	0/3	First Year
STORYTELLING AND STORYBOARDING	3/0	Second Year
DESIGN THINKING AND INSIGHTS	2/0	Second Year
AI-ENHANCED PRACTICE OF SOCIAL MEDIA INFLUENCE	2/0	Second Year
GAME PROGRAMMING	3/0	Second Year
DIGITAL MARKETING	3/0	Second Year
2D ANIMATION	3/0	Second Year
CREATION IN VISUAL NARRATIVES	3/0	Second Year
3D ANIMATION	3/0	Second Year
AESTHEIC STRATEGIS AND DESIGN	3/0	Second Year
MESSAGE DESIGN	0/3	Second Year
DIGITAL VIDEO EDITING	0/3	Second Year
CREATIVE STRATEGIES AND MARKETING PROPOSAL	0/2	Second Year
WRITING STORYTELLING AND STORYBOARDING	0/3	Second Year
INTERACTIVE MARKETING	0/3	Second Year
WEB SERVICE DESIGN AND PRACTICES	0/3	Second Year
INTERACTIVE INSTALLATION DESIGN	0/3	Second Year
MOTION GRAPHICS	0/3	Second Year
ANALYZING USER DATA	2/0	Third Year
SOCIAL MEDIA TRAFFIC TRENDS AND INSIGHTS	3/0	Third Year
EXPRESSIVE ART CREATION	3/0	Third Year
SEMINAR IN INFORMATION NETWORK	2/0	Third Year
PRACTICUM OF CREATIVE DIGITAL MEDIA(I) SOCIAL MEDIA MARKETING	3/0	Third Year Third Year
DIGITAL EDITING AND PUBLISHING	3/0	Third Year
PRACTICUM OF CREATIVE DIGITAL MEDIA(II)	0/3	Third Year
CREATIVE-ORIENTED BUSINESS PLAN	0/3	Third Year
INTERACTIVE INTERFACE DESIGN	0/3	Third Year
ANALYZING USER DATA	0/3	Third Year
SEMINAR IN INFORMATION AND COMMUNICATION	0/2	Third Year
PRACTICUM OF CREATIVE DIGITAL MEDIA(III)	2/0	Fourth Year
CURRENT ISSUES INFORMATION AND COMMUNICATION	3/0	Fourth Year
FF-CAMPUS PRACTICUM IN MEDIA	0/2	Fourth Year

Department Electives: 20 credits

 Elective course are subject to availability each semester, the above list if for reference only.

University Required: 26 credits
 Department Required: 32 credits
 Department Electives: 20 credits
 Free Electives: 50 credits

Total: 128 credits