## 國立勤益科技大學日間部四年制 112 學年度文化創意事業系學分計畫表

## National Chin-Yi University of Technology

## Curriculum Planning of 2023 Four-Year Degree in Department of Cultural and Creative Industries

111.10.12 系課程會議審議通過 111.11.30 院課程會議審議通過

111.12.13. 校課程會議及 111.12.22. 臨時教務會議審議通過 112.9.20 系課程會議修正通過

112.11.22. 院課程委員會議修正通過

112.12.07. 校課程委員會議及112.12.21. 臨時教務會議修正通過113.12.5. 校課程委員會議及113.12.24. 臨時教務會議修正通過

		上學期 First Semester			下學期 Second Semester		
科目	Courses	學分 Credits	正課 Lecture	實習 Internship	學分 Credits	正課 Lecture	實習 Internship
	共同必修科目(28 學分)General Required (	-	•		Credits	Lecture	Internship
	第一學年 First Yea			/			
國文(一)	Chinese (I)	2	2	0			
大一英文(一)	Freshman English ( I )	2	2	0			
英文聽講(一)	Listening and Speaking ( I )	1	1	0			
歷史與文化(一)	History and Culture ( I )	2	2	0			
藝術鑑賞	Art Appreciation	1	1	0			
體育(一)	Physical Education (I)	0	2	0			
全民國防教育軍事訓練(一)	All-Out Defense Education Military Training ( I )	0	2	0			
國文(二)	Chinese ( II )				2	2	0
大一英文(二)	Freshman English ( II )				2	2	0
英文聽講(二)	Listening and Speaking ( II )				1	1	0
歷史與文化(二)	History and Culture ( II )				2	2	0
音樂鑑賞	Music Appreciation				1	1	0
體育(二)	Physical Education ( II )				0	2	0
全民國防教育軍事訓練(二)	All-Out Defense Education Military Training ( [] )				0	2	0
2710 W W   1 W   1   1   1   1   1   1   1	第二學年Second Ye	ar			Ů	_	Ü
憲法與民主	Constitution and Democracy	2	2	0			
博雅通識課程	Liberal Education	2	2	0			<u> </u>
體育(三)	Physical Education ( III )	0	2	0			
博雅通識課程	Liberal Education			,	2	2	0
體育(四)	Physical Education ( IV )	1			0	2	0
ALL N (···)	第三學年Third Yea	r			Ů	_	
博雅通識課程	Liberal Education	2	2	0			
博雅通識課程	Liberal Education	2	2	0			
博雅通識課程	Liberal Education				2	2	0
14 Al- Contains	第四學年Fourth Year (無必修課程No Ger	eral Requir	ed Courses)		_		Ü
	專業必修科目(48 學分)Department Require						
	第一學年First Yea		iooreans nou	10)			
音樂導論	Music Fundamental	2	2	0			
普通心理學	General Psychology	2	2	0			
色彩學	Application of Chromatics	2	2	0			
設計概論	Introduction to Design	2	2	0			
△●AI 互動藝術程式設計	Creative Coding	2	2	0			
影像與歷史	Image and History				2	2	0
●數位剪輯入門(MV)	Introduction to Digital Montage	+			2	2	0
藝術概論	Introduction to Digital Wontage  Introduction to Art	+			2	2	0
流行音樂與創意美學	Pop Music and Creative Aesthetics	1			2	2	0
文創行銷概論	Concept of Cultural and Creative Industry Marketing	+			2	2	0
文創設計方法	Cultural And Creative Industries Design Methods	1			2	2	0
	第二學年Second Yes	ar	I	<u> </u>	<u> </u>		
文化創意產業概論	Introduction of Cultural and Creative Industries	2	2	0			
文化剧思度系统画 中國文化史	Chinese Cultural History	2	2	0			
下國文化文 展演概論	Introduction to Performance	2	2	0			<del>                                     </del>
	Advanced A/V Operation	2	2	0			
中國文化史專題實務	Chinese Cultural History and Topical Practice			v	2	2	0
市場調查與分析	Market Survey and Data Analysis	+	<u> </u>		2	2	0
文創政策與公部門資源	Culture Policy and Government Resources	+	<u> </u>		2	2	0
人们以水六公 叩门貝 你	Culture I oney and Government Resources	+					0
	第三學年Third Yea	r	1		l .	1	I
文化創意產業經營與行銷	Management and Marketing of Cultural and Creative Industry	2	2	0			
世界文明史	History of World Civilization	2	2	0			
世界文明史專題實務	Subject Practice of World's History			U	2	2	0
實務專題(一)	Project Study ( I )	+			2	0	6
貝切寸咫( )	第四學年Fourth Ye:	ır	<u> </u>		<u> </u>	U	U
 實務重期(→)	Project Study ( II )	2	0	6	l	1	Γ
實務專題(二) 畢業策展	Graduate Exhibition	2					
<b>半未</b>	Graduate Exhibition		2	0			

		上學期 First Semester			下學期 Second Semester			
科目	Courses	學分 Credits	正課 Lecture	實 Tinternship	學分 Credits	正課 Lecture	實習 Internship	
	校共同選修科目 General Electi	_	Zecture	mernomp	Creatis	Detture	Internomp	
	第一學年First Year (無排定共同選修課程No (		ive Course	es)				
	第二學年Second Year							
全民國防教育軍事訓練(三)	All-Out Defense Education Military Training(III)	1	2	0				
全民國防教育軍事訓練(四)	All-Out Defense Education Military Training(IV)				1	2	0	
	第三學年Third Year							
體育選修	Physical Elective Course	1	2	0	1	2	0	
全民國防教育軍事訓練(五)	All-Out Defense Education Military Training(V)	1	2	0				
	第四學年Fourth Year	•	1		1	т —		
體育選修	Physical Elective Course	1	2	0	1	2	0	
	系選修科目 Department elective	e subjects						
	第一學年First Year							
甘味生工	系共同選修Department joint	1	1 2		T	т —	T	
基礎法語	Basic French	2	2	0				
生涯規劃與發展	Career Planning and Development	2	2	0	2	2	0	
人際關係 觀光法語	Interpersonal Relationship French of Tourism				2	2	0	
文創旅遊概論	Introduction of Creative Tourism				2	2	0	
人们你也們們	文創設計選修Electives for Cultural and	Croative M-	rkotine					
●2D 電繪	文創設計送修Electives for Cultural and 2D Design Software	Creative Ma	rketing 2	0		T		
● 音樂風格與數位編輯	Music Style and Digital Editing	2	2	0		+	+	
攝錄影實務	Technique of Film and Video Recording	2	2	0		+	+	
基礎素描	Foundations of Sketching				2	2	0	
●圖文編排設計	Layout Design			<del>                                     </del>	2	2	0	
●數位影像成音製作	Digital Audio and Video Production				2	2	0	
△●AI 人工智慧與文創行銷	Artificial Intelligence and Cultural Creative Marketing				2	2	0	
電子報編採(一)	E-Newsletter Editing (I)				2	2	0	
	文創行銷選修 Electives for Cultural and	Creative Ma	rketing					
文化資產與提案	Cultural Assets and Proposals	2	2	0				
●攝錄影實務	Technique of Film and Video Recording	2	2	0				
消費心理學	Consumer Psychology				2	2	0	
	第二學年Second Year	•				<u></u>	.1	
	系共同選修Department joint	electives						
性別議題文本分析	Gender Subject and Literature Analysis	2	2	0				
中國音樂概論	Introduction to Chinese Music	2	2	0				
台灣閩南語文化	Taiwanese Culture	2	2	0				
台灣地方文史導覽	Guide of Local History in Taiwan	2	2	0				
飲食文化	Culture of Gastronome and Wine	2	2	0				
國際文創產業概況(一)(EMI)	Overview of International Cultural and Creative Industries (I)	2	2	0	ļ			
國際文創產業概況(二)(EMI)	Overview of International Cultural and Creative Industries (II)				2	2	0	
性別符碼	Gender Subject and Literature Analysis				2	2	0	
<b>團體領導實務</b>	Group Guidance and Practice				2	2	0	
領隊導遊實務	Practice of Tour Manager and Tour Guide				2	2	0	
校外實習(暑期)	Off-Campus Internship (Summer)	<u> </u>	L		3	0	3	
▲ Ti T →11.→1	文創設計選修Electives for Cultural and			0		T	1	
●平面設計	Graphic Design  Classics Rewriting and Picture-Book Writing	2 2	2 2	0		<del>                                     </del>	<del>                                     </del>	
文本改編與繪本製作 文創多媒材繪畫	Classics Rewriting and Picture-Book Writing  Cultural And Creative Industries Multimedia Design	2	2	0		+	+	
	Creativity and Development	2	2	0	<u> </u>	<del>                                     </del>	1	
創意開發	Cultural and Creative Game Programming	2	2	0		<del>                                     </del>	<del>                                     </del>	
△●AI 文創遊戲程式設計 電子起始於(二)		2	2	0		<del>                                     </del>	<del> </del>	
電子報編採(二)	E-Newsletter Editing (II)	_	ł			<del>                                     </del>	<del>                                     </del>	
●數位音樂創作與軟體運用(一)	Digital Music Making and Software Application (I)	2	2	0		1 2		
●數位音樂創作與軟體運用(二)	Digital Music Making and Software Application (II)		-	<u> </u>	2	2	0	
台灣閩南語流行歌曲與影音製作	MV Making of Taiwanese Pop Songs		-	<u> </u>	2	2	0	
●廣告企劃設計 ● 咻 炻 너 思 立 場 休	Advertising Planning Design	-	1	<del>                                     </del>	2	2	0	
●跨領域影音操作 ●度上制佐姆傅採棋聯	Cross-Domain Audio-Visual Operation			<del>                                     </del>	2	2	0	
●廣告製作與傳播媒體	Commercial Film Making and Communication 3D Animation Design			<u> </u>	2	2 2	0	
●3D 動畫設計		Cnoctive M	nlrotin =				1 0	
<b>立副玄安御八廿明</b> 龙	文創行銷選修 Electives for Cultural and				<u> </u>	T	1	
文創產業與公共關係 台灣民俗節慶行銷	Cultural Creative Industries and Public Relationship Taiwan Folk Festival Marketing	2 2	2 2	0		<del>                                     </del>	+	
活動企畫與周邊設計	Event Programing and Design	2	2	0	-	+	1	
	Creative Script Writing			U	2	2	0	
<b>倒 音 剧 木 笆 作</b>	A SASSAULING INCLUMENTAL PROPERTY OF THE SASSAULING STREET, ASSAULING STREET, ASSAUL	1	1				U	
創意劇本寫作					2	2	0	
創意劇本寫作 危機管理實務 公務文書製作	Crisis Management Official Document Writing				2	2 2	0	

文創商品企劃	Cultural and Creative Product Planning				2	2	0
科目	Courses	上學期 First Semester			下學其	Second S	emester
		學分 Credits	正課 Lecture	實習 Internship	學分 Credits	正課 Lecture	實習 Internship
文創產品市場效益評估	Market Efficiency Evaluation of Cultural and Creative Products	Credits	Lecture	internship	2	2	0
慶典活動經營與行銷	Management and Marketing of Celebration Activities				2	2	0
	第三學年 Third Year						
	系共同選修 Department joint e	electives					
口語表達與提案	Oral Expression and Proposal	2	2	0			
文化議題與電影	Culture Topic And Movies	2	2	0			
台灣閩南語歌謠與文化變遷	Taiwanese Folk Songs and Culture Change	2	2	0			
台灣美術史	Taiwanese Art History	2	2	0			
經典閱讀	Sutra Reading	2	2	0			
台灣文學概論	Introduction to Taiwan Literature				2	2	0
台灣民間信仰	Folk Beliefs in Taiwan				2	2	0
職場倫理	Workplace Ethics				2	2	0
	文創設計選修 Electives for Cultural and C	Creative Ma	rketing				
●企業識別設計	CIS Design (Corporate Identity System Design)	2	2	0			
●藝術巡禮創意設計	Creative Design of Art Visiting	2	2	0			
版畫藝術	Art of Printmaking				2	2	0
漢字藝術	Art of Chinese Character	2	2	0			
●播客平台與繪本有聲書製作	Podcast Platform and Illustrated Audiobook Production	2	2	0			
●錄音工程實務(一)	Recording Engineering Practice (I)	2	2	0			
△●AI使用者介面與經驗設計	User Interface and Experience Design	2	2	0			
●3D 環景影像製作	3D Panoramic Photography				2	2	0
●錄音工程實務(二)	Recording Engineering Practice (II)				2	2	0
●地方特色與產品設計	Local Characteristics of Art and Product Design Over The Island.				2	2	0
台灣閩南語歌詞實作	Taiwanese Lyrics Writing				2	2	0
台灣特色旅遊設計	Local Characteristics of Art and Product Design Over the Island				2	2	0
文創包裝設計	Cultural and Creative Packaging Design				2	2	0
篆刻藝術	Seal Cutting				2	2	0
△●AI 圖形思考資料化設計	Graphic Information Design				2	2	0
	文創行銷選修 Electives for Cultural and C	Creative Ma	rketing				1
台灣閩南語文創產品企劃	Taiwanese Creative Culture Product Design	2	2	0			
日本動漫產業的經營與發展	Management and Development of Japanese Animation Industry	2	2	0			
整合行銷傳播	Integrated Marketing and Communication	2	2	0			
行動載具與文創運用	Mobil Device Applications of C&C Industries	2	2	0			
文創案例分析	Cultural Creativity Case Studies	2	2	0			
文創行銷文案寫作	Cultural and Creative Marketing Copywriting	2	2	0			
個人行銷與就業	Sales and Career development	2	2	0			
網路行銷實務	Internet Marketing: Theory and Practice				2	2	0
文創旅遊實務	Pragmatic way of the Creative Tour				2	2	0
文創專案企劃	Culture Creative Industry Project Proposal				2	2	0
網路口碑傳播	Word of Mouth (Marketing) on Web				2	2	0
	第四學年 Fourth Year	1	1	I	1	1	<u> </u>
	新四字中 Fourth Teal	lectives					
校外實習(一)	Internship (I)	1001100			12	12	0
文化創意整合應用	Application of Cultural and Creative Integration	2	2	0	1	1	
>5.1001 10 TE 10 1/0 1/1	文創設計選修 Electives for Cultural and C	_			1	1	I
作品集設計	Portfolio Design				2	2	0
11 00 71 00 01		Trootive Me	rketing	I			
	文 創作 不能 は かん H. Jectives tor ( ) ittiral and (						
社群電子商務	文創行銷選修 Electives for Cultural and C Social Commerce	2	2	0			

備註 Note:

- 、畢業至少應修滿 129 學分【必修 76 學分,選修至少 53 學分(須含本系專業選修至少 46 學分)】。
  - Students should complete at least 129 credits before graduation, includes 76 required credits, 53 elective credits (elective credits should have at least 46 credits from department elective courses).
- 二、本校訂有「國立勤益科技大學學生畢業門檻辦法」,畢業門檻條件:英文能力及自主學習,請依規定辦理。
  - Our school has established the "National Chin-yi University of Science and Technology Student Graduation Threshold Measures", Graduation threshold: English proficiency and independent study , please follow the regulations.
- 三、博雅通識課程三大領域中,每一領域至少各修習一門課程,學分總計至少10學分。每門課程學分數(時)為2學分2學時或3學分3學時。 Among the 3 core areas of liberal education curriculum, students should take 10 or more credits in 3 different areas. The credit hours for each course are either 2 hours course with 2 credits or 3 hours course with 3 credits.
- 第四學年選修「校外實習(一)」12 學分者,不得抵免本系的專業選修學分,但可採計為畢業學分。 Fourth year course Extracurricular Intern ( I )'s 12 credits are not eligible to be used as elective credits for the Department of Cultural and Creative Industries, but can still be counted towards total credits needed for graduation.
- 五、本系畢業門檻規定:
  - 1. 學生畢業前須參加校內外文創領域相關競賽至少四次,其中至少一次為全國性以上(含)競賽,校內競賽以校級為準,參與一次國際競賽得抵 三次校內外競賽。
  - 2. 學生於畢業前除須修完「畢業策展」必修課程之外,並須於畢業前完成畢業展出。
  - 3. 「校外實習(一)」成績考評方式,由實習輔導老師及實習單位考評,比例各佔 50%,並由輔導老師依學校規定登錄成績。
  - 4. 學生需修畢本系規劃之跨院系跨領域選修學程至少一項方能畢業。
  - Requirements to graduate:
  - 1. Prior to graduating, students must participate in cultural & creative related tournaments hosted for both audiences inside and outside school a minimum of 4 times, and at least one tournament must be competed on a national or international scale. Competitions held inside of the school must only be hosted by the school. Participation in 1 international competition can be

counted as 3 in-school competitions.

- 2. Students must complete both the required course "Graduation Curation" and the Graduation Exhibition before graduation.
- 3.0ff-Campus Internship (I)'s achievement evaluation is assessed by internship teacher and practice unit, each takes 50%. The internship teacher logs in the result according to the school regulations.
- 4. Students must complete at least one of the interdepartmental and interdisciplinary elective programs planned by the department in order to graduate
- 六、課程名稱前有標示「●」符號者,為「職能專業課程」。 Courses with a "●" refer to a professional competence course

- 九、學生須選讀本系所訂跨領域學程課程 並有成績登錄。

Students need to register for the course of inter-disciplinary program set by this department and have a record of grades

## 112 學年度文化創意事業系跨領域學分學程規劃

學程名稱	文創設計:數位影音圖文出版應用 學分學程	<b>文創行銷</b> 學分學程
必修 1	【一下】流行音樂與創意美學	【一下】文創行銷概論
必修 2	【二下】文創設計方法	【二上】文化創意產業概論
系內 選修 1	【一上】攝錄影實務	【二上】飲食文化
系內 選修 2	【一下】圖文編排設計	【二上】台灣民俗節慶行銷
系內 選修 3	【二上】進階影音操作	【二下】團體領導實務
系內 選修 4	【三上】錄音工程實務(一)	
系內 選修 5 (任選 2 門)	【三下】錄音工程實務(二)	
他系 選修 1、2	(機械系) 【三上】3D 列印	(景觀系) 【一下】空間設計賞析與體驗
	(資工系) 【三上】物聯網概論	(應英系) 【二下】創意設計英文

十、為因應法規變更、評鑑建議或政府計畫規定等外在因素,本系保有調整學分計畫之權利。若有修訂,將於學期開始前公告,並明確說明修訂 內容、影響範圍及相關配套措施,以保障學生權益。

The department reserves the right to adjust the curriculum in response to external factors such as changes in regulations, suggestions of evaluation and accreditation, or government program regulations. If there are any revisions, will be announced before the start of the semester, and the revised content, scope of impact, and related supporting measures will be clearly stated to protect the rights and interests of students.