國立勤益科技大學日間部四年制 110 學年度文化創意事業系學分計畫表 National Chin-Yi University of Technology Curriculum Planning of 2021 Four-Year Degree in Department of Cultural and Creative Industries

110. 04. 07 系課程會議通過 110. 05. 10. 院課程會議審議通過 110. 05. 25. 校課程委員會議及 110. 06. 15. 教務會議審議通過

111.10.12 系課程會議修正通過 111.11.30 院課程會議審議修正通過

111.12.13. 校課程會議及111.12.22. 臨時教務會議審議通過13.19.5 於理程系員会議及113.19.94 贿咤執政会議定議後計議場

					3.12.24. 臨時教務會議審議修訂通過			
科目	Courses	學分	上學期 First Semester 學分 正課 實習			下學期 Second Semester 學分 正課 實習		
		Credits	Lecture	Internship	子刀 Credits	Lecture	Internship	
	共同必修科目(30 學分)General Required		credits hours	s)				
	第一學年 First Ye		1 .		1	1	ı	
國文(一)	Chinese (I)	3	3	0				
大一英文(一)	Freshman English (I)	2	2	0				
英文聽講(一) 歷史與文化(一)	Listening and Speaking (I) History and Culture (I)	1 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				
勞作與社會服務教育(一)	Labor and Social services Education (I)	0	0	1				
國文(二)	Chinese (II)				3	3	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 (II)				0	2	0	
勞作與社會服務教育(二)	Labor and Social services Education (II)				0	0	1	
	第二學年Second Yo		_	,	1	_	1	
憲法與民主	Constitution and Democracy	2	2	0				
博雅通識課程	Liberal Education	2	2	0				
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)				0	2	0	
12 m, 17 m, 10 m, 60	第三學年Third Ye		Τ .		1	T	I	
博雅通識課程	Liberal Education	2 2	2 2	0		1		
博雅通識課程	Liberal Education		2	0	2	2	0	
博雅通識課程	Liberal Education	novel Deguin	ad Caumaaa	\	2	2	0	
	第四學年Fourth Year (無必修課程No Ge							
	專業必修科目(51 學分)Department Require		oregits not	irs)				
音樂導論	第一學年First Yea Music Fundamental	2	2	0				
普通心理學	General Psychology	_						
色彩學	General r sychology	2	2	-				
ロルチ	Application of Chromatics	2	2	0				
	Application of Chromatics Introduction to Design	2	2	0				
設計概論	Introduction to Design		+	0	2	2	0	
設計概論 影像與歷史	Introduction to Design Image and History	2	2	0	2 2	2 2	0	
設計概論	Introduction to Design	2	2	0	2 2 2	2 2 2	0 0	
設計概論 影像與歷史 文創旅遊概論	Introduction to Design Image and History Introduction of Creative Tourism	2	2	0	2	2	0	
設計概論 影像與歷史 文創旅遊概論 藝術概論	Introduction to Design Image and History Introduction of Creative Tourism Introduction to Art	2	2	0	2 2	2 2	0	
設計概論 影像與歷史 文創旅遊概論 藝術概論 流行音樂與創意美學	Introduction to Design Image and History Introduction of Creative Tourism Introduction to Art Pop Aesthetics and Creativity	2	2	0	2 2 2	2 2 2	0 0	
設計概論 影像與歷史 文創旅遊概論 藝術概論 流行音樂與創意美學 文創行銷概論	Introduction to Design Image and History Introduction of Creative Tourism Introduction to Art Pop Aesthetics and Creativity Cultural and Creative Industry Marketing	2 2	2 2	0 0 0	2 2 2	2 2 2	0 0	
設計概論 影像與歷史 文創旅遊概論 藝術概論 流行音樂與創意美學 文創行銷概論	Introduction to Design Image and History Introduction of Creative Tourism Introduction to Art Pop Aesthetics and Creativity Cultural and Creative Industry Marketing Creative Coding	2 2	2 2	0 0 0	2 2 2	2 2 2	0 0	
設計概論 影像與歷史 文創旅遊概論 藝術概論 流行音樂與創意美學 文創行銷概論 △●AI 互動藝術程式設計	Introduction to Design Image and History Introduction of Creative Tourism Introduction to Art Pop Aesthetics and Creativity Cultural and Creative Industry Marketing Creative Coding 第二學年Second You	2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	2 2	0 0 0	2 2 2	2 2 2	0 0	
設計概論 影像與歷史 文創旅遊概論 藝術概論 流行音樂與創意美學 文創行銷概論 △●AI 互動藝術程式設計 文化創意產業概論 中國文化史 展演概論	Introduction to Design Image and History Introduction of Creative Tourism Introduction to Art Pop Aesthetics and Creativity Cultural and Creative Industry Marketing Creative Coding 第二學年Second Ye Introduction of Cultural and Creative Industries History of Chinese Culture An Introduction to Exhibition	2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	2 2 2	0 0 0	2 2 2	2 2 2	0 0	
設計概論 影像與歷史 文創旅遊概論 藝術概論 流行音樂與創意美學 文創行銷概論 △●AI 互動藝術程式設計 文化創意產業概論 中國文化史 展演概論 文創設計方法	Introduction to Design Image and History Introduction of Creative Tourism Introduction to Art Pop Aesthetics and Creativity Cultural and Creative Industry Marketing Creative Coding 第二學年Second Ye Introduction of Cultural and Creative Industries History of Chinese Culture An Introduction to Exhibition Methods of Cultural Industries Design	2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	2 2 2	0 0 0	2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	0 0	
設計概論 影像與歷史 文創旅遊概論 藝術概論 流行音樂與創意美學 文創行銷概論 △●AI 互動藝術程式設計 文化創意產業概論 中國文化史 展演概論 文創設計方法 中國文化史專題實務	Introduction to Design Image and History Introduction of Creative Tourism Introduction to Art Pop Aesthetics and Creativity Cultural and Creative Industry Marketing Creative Coding 第二學年Second Ye Introduction of Cultural and Creative Industries History of Chinese Culture An Introduction to Exhibition Methods of Cultural Industries Design History of Chinese Culture - Specific Case Studies	2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	2 2 2	0 0 0	2 2 2 2 2 2	2 2 2 2 2 2	0 0 0 0	
設計概論 影像與歷史 文創旅遊概論 藝術概論 流行音樂與創意美學 文創行銷概論 △●AI 互動藝術程式設計 文化創意產業概論 中國文化史 展演概論 文創設計方法 中國文化史專題實務 市場調查與分析	Introduction to Design Image and History Introduction of Creative Tourism Introduction to Art Pop Aesthetics and Creativity Cultural and Creative Industry Marketing Creative Coding 第二學年Second Your Introduction of Cultural and Creative Industries History of Chinese Culture An Introduction to Exhibition Methods of Cultural Industries Design History of Chinese Culture - Specific Case Studies Market Survey and Data Snalysis	2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	2 2 2	0 0 0	2 2 2 2 2 2 2 2 2 2 2 2	2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	0 0 0 0 0 0 0	
設計概論 影像與歷史 文創旅遊概論 藝術概論 流行音樂與創意美學 文創行銷概論 △●AI 互動藝術程式設計 文化創意產業概論 中國文化史 展演概論 文創設計方法 中國文化史專題實務 市場調查與分析 文創政策與公部門資源	Introduction to Design Image and History Introduction of Creative Tourism Introduction to Art Pop Aesthetics and Creativity Cultural and Creative Industry Marketing Creative Coding 第二季年Second You Introduction of Cultural and Creative Industries History of Chinese Culture An Introduction to Exhibition Methods of Cultural Industries Design History of Chinese Culture - Specific Case Studies Market Survey and Data Snalysis Culture Policy and Government Resources	2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	2 2 2	0 0 0	2 2 2 2 2 2 2 2 2 2 2	2 2 2 2 2 2 2 2 2 2 2 2	0 0 0 0	
設計概論 影像與歷史 文創旅遊概論 藝術概論 流行音樂與創意美學 文創行銷概論 △●AI 互動藝術程式設計 文化創意產業概論 中國文化史 展演概論 文創設計方法 中國文化史專題實務 市場調查與分析	Introduction to Design Image and History Introduction of Creative Tourism Introduction to Art Pop Aesthetics and Creativity Cultural and Creative Industry Marketing Creative Coding 第二學年Second Your Introduction of Cultural and Creative Industries History of Chinese Culture An Introduction to Exhibition Methods of Cultural Industries Design History of Chinese Culture - Specific Case Studies Market Survey and Data Snalysis Culture Policy and Government Resources Off-Campus Internship (Summer)	2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	2 2 2	0 0 0	2 2 2 2 2 2 2 2 2 2 2 2	2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	0 0 0 0 0 0 0	
設計概論 影像與歷史 文創旅遊概論 藝術概論 藝術概論 流行音樂與創意美學 文創行銷概論 △●AI互動藝術程式設計 文化創意產業概論 中國文化史 展演概論 文創設計方法 中國文化史專頻衝 市場調查與分析 市場與公部門資源 校外實習(暑期)	Introduction to Design Image and History Introduction of Creative Tourism Introduction to Art Pop Aesthetics and Creativity Cultural and Creative Industry Marketing Creative Coding 第二學年Second Ye Introduction of Cultural and Creative Industries History of Chinese Culture An Introduction to Exhibition Methods of Cultural Industries Design History of Chinese Culture - Specific Case Studies Market Survey and Data Snalysis Culture Policy and Government Resources Off-Campus Internship (Summer)	2 2 2 2 2 2 ar	2 2 2 2 2	0 0 0 0	2 2 2 2 2 2 2 2 2 2 2	2 2 2 2 2 2 2 2 2 2 2 2	0 0 0 0	
設計概論 影像與歷史 文創旅遊概論 藝術概論 藝術概論 流行音樂與創意美學 文創行銷概論 △●AI互動藝術程式設計 文化創意產業概論 中國文化史 展演概論 文創設計方法 中國文化史專與所方法 中國文化史專列析 文創政計方法 中國文化史專列析 文創政管學公部門資源 校外實習(暑期)	Introduction to Design Image and History Introduction of Creative Tourism Introduction to Art Pop Aesthetics and Creativity Cultural and Creative Industry Marketing Creative Coding 第二學年Second Ye Introduction of Cultural and Creative Industries History of Chinese Culture An Introduction to Exhibition Methods of Cultural Industries Design History of Chinese Culture - Specific Case Studies Market Survey and Data Snalysis Culture Policy and Government Resources Off-Campus Internship (Summer) 第三學年Third Ye Operations Administration of Culture Creativity Products	2 2 2 2 2 2 ar 2 2 2 2 2 2 2 2 2 2 2 2 2	2 2 2 2 2 2 2	0 0 0 0	2 2 2 2 2 2 2 2 2 2 2	2 2 2 2 2 2 2 2 2 2 2 2	0 0 0 0	
設計概論 影像與歷史 文創旅遊概論 藝術概論 藝術概論 流行音樂與創意美學 文創行銷概論 △●AI 互動藝術程式設計 文化創意產業概論 中國文化史 展演概論 文創設計方法 中國文化史專題實務 市場調查與公部門資源 校外實習(暑期) 文化創意產業經營與行銷 世界文明史	Introduction to Design Image and History Introduction of Creative Tourism Introduction to Art Pop Aesthetics and Creativity Cultural and Creative Industry Marketing Creative Coding 第二學年Second Ye Introduction of Cultural and Creative Industries History of Chinese Culture An Introduction to Exhibition Methods of Cultural Industries Design History of Chinese Culture - Specific Case Studies Market Survey and Data Snalysis Culture Policy and Government Resources Off-Campus Internship (Summer) 第三學年Third Ye Operations Administration of Culture Creativity Products The Grands Civilisations of the World	2 2 2 2 2 2 ar	2 2 2 2 2	0 0 0 0	2 2 2 2 2 2 2 2 2 2 3	2 2 2 2 2 2 2 2 2 2 0	0 0 0 0 0 0 0 0 0 0 3	
設計概論 影像與歷史 文創旅遊概論 藝術概論 藝術概論 流行音樂與創意美學 文創行銷概論 △●AI 互動藝術程式設計 文化創意產業概論 中國文化史 展演概論 文創設計方法 中國文化史專題實務 市場調查與分析 文創政策與公部門資源 校外實習(暑期) 文化創意產業經營與行銷 世界文明史 世界文明史專題實務	Introduction to Design Image and History Introduction of Creative Tourism Introduction to Art Pop Aesthetics and Creativity Cultural and Creative Industry Marketing Creative Coding 第二學年Second Ye Introduction of Cultural and Creative Industries History of Chinese Culture An Introduction to Exhibition Methods of Cultural Industries Design History of Chinese Culture - Specific Case Studies Market Survey and Data Snalysis Culture Policy and Government Resources Off-Campus Internship (Summer) 第三學年Third Ye Operations Administration of Culture Creativity Products The Grands Civilisations of the World The Subject Practice of World's History	2 2 2 2 2 2 ar 2 2 2 2 2 2 2 2 2 2 2 2 2	2 2 2 2 2 2 2	0 0 0 0	2 2 2 2 2 2 2 2 2 2 3	2 2 2 2 2 2 2 2 2 2 0	0 0 0 0 0 0 0 0 0 0 3	
設計概論 影像與歷史 文創旅遊概論 藝術概論 藝術概論 流行音樂與創意美學 文創行銷概論 △●AI互動藝術程式設計 文化創意產業概論 中國文化史 展演概論 文創設計方法 中國文化史專題實務 市場調查與公部門資源 校外實習(暑期) 文化創意產業經營與行銷 世界文明史	Introduction to Design Image and History Introduction of Creative Tourism Introduction to Art Pop Aesthetics and Creativity Cultural and Creative Industry Marketing Creative Coding 第二學年Second Ye Introduction of Cultural and Creative Industries History of Chinese Culture An Introduction to Exhibition Methods of Cultural Industries Design History of Chinese Culture - Specific Case Studies Market Survey and Data Snalysis Culture Policy and Government Resources Off-Campus Internship (Summer) 第三學年Third Ye Operations Administration of Culture Creativity Products The Grands Civilisations of the World The Subject Practice of World's History Project Study (I)	2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	2 2 2 2 2 2 2	0 0 0 0	2 2 2 2 2 2 2 2 2 2 3	2 2 2 2 2 2 2 2 2 2 0	0 0 0 0 0 0 0 0 0 0 3	
設計概論 影像與歷史 文創旅遊概論 藝術概論 藝術概論 流行音樂與創意美學 文創行銷概論 △●AI 互動藝術程式設計 文化創意產業概論 中國文化史 展演觀計方法 中國文化史專到方法 中國文化史專別 資務 市場調策與公部門資源 校外實習(暑期) 文化創意產業經營與行銷 世界文明史 世界文明史專題實務 實務專題(一)	Introduction to Design Image and History Introduction of Creative Tourism Introduction to Art Pop Aesthetics and Creativity Cultural and Creative Industry Marketing Creative Coding 第二學年Second Ye Introduction of Cultural and Creative Industries History of Chinese Culture An Introduction to Exhibition Methods of Cultural Industries Design History of Chinese Culture - Specific Case Studies Market Survey and Data Snalysis Culture Policy and Government Resources Off-Campus Internship (Summer) 第三學年Third Ye Operations Administration of Culture Creativity Products The Grands Civilisations of the World The Subject Practice of World's History Project Study (I)	2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	2 2 2 2 2 2 2 2 2	0 0 0 0 0 0 0 0	2 2 2 2 2 2 2 2 2 2 3	2 2 2 2 2 2 2 2 2 2 0	0 0 0 0 0 0 0 0 0 0 3	
設計概論 影像與歷史 文創旅遊概論 藝術概論 藝術概論 流行音樂與創意美學 文創行銷概論 △●AI 互動藝術程式設計 文化創意產業概論 中國文化史 展演概論 文創設計方法 中國文化史專與介析 文創政策對方法 中國文化的實習(暑期) 文化創意產業經營與行銷 世界文明史專題實務 實務專題(一)	Introduction to Design Image and History Introduction of Creative Tourism Introduction to Art Pop Aesthetics and Creativity Cultural and Creative Industry Marketing Creative Coding 第二學年Second Ye Introduction of Cultural and Creative Industries History of Chinese Culture An Introduction to Exhibition Methods of Cultural Industries Design History of Chinese Culture - Specific Case Studies Market Survey and Data Snalysis Culture Policy and Government Resources Off-Campus Internship (Summer) 第三學年Third Ye Operations Administration of Culture Creativity Products The Grands Civilisations of the World The Subject Practice of World's History Project Study (I)	2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	2 2 2 2 2 2 2 2 2	0 0 0 0 0 0 0 0 0	2 2 2 2 2 2 2 2 2 2 3	2 2 2 2 2 2 2 2 2 2 0	0 0 0 0 0 0 0 0 0 0 3	
設計概論 影像與歷史 文創旅遊概論 藝術概論 藝術概論 流行音樂與創意美學 文創行銷概論 △●AI 互動藝術程式設計 文化創意產業概論 中國文化史 展演觀計方法 中國文化史專賣分析 文創政策與公部門資源 校外實習(暑期) 文化創意產業經營與行銷 世界文明史專題實務 實務專題(一)	Introduction to Design Image and History Introduction of Creative Tourism Introduction to Art Pop Aesthetics and Creativity Cultural and Creative Industry Marketing Creative Coding 第二學年Second Ye Introduction of Cultural and Creative Industries History of Chinese Culture An Introduction to Exhibition Methods of Cultural Industries Design History of Chinese Culture - Specific Case Studies Market Survey and Data Snalysis Culture Policy and Government Resources Off-Campus Internship (Summer) 第三學年Third Ye Operations Administration of Culture Creativity Products The Grands Civilisations of the World The Subject Practice of World's History Project Study (I)	2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	2 2 2 2 2 2 2 2 2	0 0 0 0 0 0 0 0	2 2 2 2 2 2 2 2 2 2 3	2 2 2 2 2 2 2 2 2 2 0	0 0 0 0 0 0 0 0 0 0 3	

		上學期 First Semester 下學期 Second Semest					
斜目	Courses	學分	正課	實習	學分	正課	實習
	护耳隔净利用 Commit Florida	Credits	Lecture	Internship	Credits	Lecture	Internship
	校共同選修科目 General Electiv 第一學年First Year (無排定共同選修課程No G		ive Course) (2)			
	第二字子First Teal (無薪及天內运移蘇在NO G	eneral Elect	ive Course	-s)			
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
nt	第三學年Third Year	1 .	I -	_	1 .	1 .	1 -
體育選修 全民國防教育軍事訓練(五)	Physical Elective Course All-Out Defense Education Military Training(V)	1	2 2	0	1	2	0
主八四仍我月十年明冰(五)	第四學年Fourth Year	1	2	Ü		<u>I</u>	II
體育選修	Physical Elective Course	1	2	0	1	2	0
	系選修科目 Department elective	subjects					
	第一學年First Year						
基礎法語	系共同選修Department joint & Basic French	electives 2	2	0			
生涯規劃與發展	Career Planning and Development	2	2	0			
人際關係	Interpersonal Relationship				2	2	0
觀光法語	Tourism Franch				2	2	0
Aan E II	文創設計選修Electives for Cultural and (1	I	I
●2D 電繪 ●音樂風格與數位編輯	2D Computer Drawing Arrangement of Musical Composition and Software Application	2 2	2 2	0	1		
基礎素描	Practical Sketch			U	2	2	0
●圖文編排設計	Layout Design				2	2	0
●數位影像成音製作	Digital Video and Audio Production				2	2	0
●數位剪輯入門(MV)	Introduction to Digital Film Montage				2	2	0
電子報編採(一)	Online Journalism Reporting and Editing (I)	~	-14:		2	2	0
文化資產與提案	文創行銷選修 Electives for Cultural and Cultural Assets and Proposals	2	2 2	0			
●攝錄影實務	The 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						
1 100 14 15 m 1-	系共同選修Department joint e				1	T	T
台灣美術史 性別議題文本分析	Taiwanese Art History Text Analysis on Gender Issues	2 2	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	2	2	0
性別符碼 團體領導實務	Gender Subject and Literature analysis Group Guidence and Practice				2	2	0
創意劇本寫作	Creative Script Writing				2	2	0
領隊導遊實務	Practice of Tour Manager and Tour Guide				2	2	0
	文創設計選修Electives for Cultural and (Creative Ma	rketing	1	T	T	T
●平面設計	Graphic Design	2	2	0			
文本改編與繪本製作	Classics Rewriting and Picture-book writing Images and Text Layout Design Cultural & Creative Multi-media	2	2	0			
文創多媒材繪畫	Art Cultural & Creative Multi-media Art	2	2	0			
創意開發	Creativity and Development Cultural and Creative Game Programming	2	2	0			
△●AI 文創遊戲程式設計 電子報編採(二)	Online Journalism Reporting and Editing (II)	2 2	2	0			
● 對位音樂創作與軟體運用(一)	Music Making and Software Application (I)	2	2	0			
●數位音樂創作與軟體運用(二)	Music Making and Software Application (II)				2	2	0
台灣閩南語流行歌曲與影音製作	MV Making of Taiwanese Pop Songs				2	2	0
●廣告企劃設計	Advertising Design				2	2	0
●跨領域影音操作	Interdisciplinary Operation of A/V				2	2	0
●廣告製作與傳播	Commercial Film Making and Communication	Cmooding 3.5			2	2	0
文創產業與公共關係	文創行銷選修 Electives for Cultural and (Cultural Industries and Public Relations	2 reative Ma	rketing 2	0			
文創案例分析	Cultural Creativity Case Studies	2	2	0			
台灣民俗節慶行銷	Folk Festivals and Marketing	2	2	0			
活動企畫與周邊設計	Event Planning Design	2	2	0			
●進階影音操作	Advanced A/V Operation	2	2	0			
台灣閩南語表達技巧 國際文創產業概況(一)	Taiwanese Expression Skills Overview of International Cultural and Creative Industries (I)	2	2	0	2	2	0
國際文創產業概況(二)	Overview of International Cultural and Creative Industries (I)			0	2	2	0
危機管理實務	Crisis Management				2	2	0
公務文書製作	Official Document Writing				2	2	0
科目	Courses	上學;	朔 First Se	mester	下學與	月 Second S	emester

		宇分	上珠	異首	字分	上沫	異音
		Credits	Lecture	Internship	Credits	Lecture	Internship
文創產品市場效益評估	Market Efficiency Evaluation of Cultural and Creative Products				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	lectives					
口語表達與提案	Oral Expression and Proposal	2	2	0			
文化議題與電影	Cultural Issues 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			
台灣文學概論	Introduction to Taiwan Literature				2	2	0
台灣民間信仰	Folk Beliefs in Taiwan				2	2	0
經典閱讀	Sutra Reading				2	2	0
	文創設計選修 Electives for Cultural and C	reative 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	The 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	Podcasting Platform with Picture and Audio Book Production	2	2	0			
●錄音工程實務(一)	Recording Engineering Practice (I)	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	Taiwan Tour Attractions and Design				2	2	0
文創包裝設計	Cultural and Creative Packaging Design				2	2	0
篆刻藝術	Art of Chinese Character				2	2	0
	文創行銷選修 Electives for Cultural and C	reative Ma	rketing		l		
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	The Management and Development of Japanese Animation Industry	2	2	0			
整合行銷傳播	Integrated Marketing and Communication	2	2	0			
△●AI 圖形思考資料化設計	Graphic Information Design				2	2	0
行動載具與文創運用	Mobil Device Applications of C&C Industries	2	2	0			
文創旅遊實務	The 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
M460 - 114 18	第四學年 Fourth Year				-		Ü
	系码字平 Fourth Tear 系共同選修Department joint e	lectives					
校外實習(一)	Off-Campus Internship (I)	iccuves			12	12	0
10人1 只日()	文創設計選修 Electives for Cultural and C	reative Ma	rketing	<u> </u>	12	12	
作品集設計	Portfolio Design	1	i iiciiig		2	2	0
11四本政司	文創行銷選修 Electives for Cultural and C	rootivo Mo	rkoting	I			U
礼 群零乙畜				0			
社群電子商務 △●AI網頁流量與數據分析	E-Commerce Application of Social Network Web Traffic and Analytics	2 2	2	0			
△■AI網貝流里與數據分析	web frame and Analytics		2	U			

備註 Note:

、畢業至少應修滿 129 學分【必修 81 學分,選修至少 48 學分(須含本系專業選修至少 41 學分)】

Students should complete at least 129 credits before graduation, includes 81 required credits, 48 elective credits (elective credits should have at least 41 credits from department elective courses). 本校訂有「國立勤益科技大學學生畢業門檻辦法」,請依規定辦理。

- 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.

 木系學生必修【校外實習(暑期)】,且實習時數至少 320 小時以上。
 Students in this department are required to take [Off-campus Internship (Summer)] with at least 320 hours of internship.

 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.

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(暑期)」與「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。 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.

- 2.Students must complete both the required course "Graduation Curation" and the Graduation Exhibition before graduation.
 3.Off-Campus Internship (Summer) and Off-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.

 七、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

 八、課程名稱前有標示「△」符號者,為程式設計課程。
 Courses with a "△" refers to an application design course.

 九、課程名稱前有標示「AI」符號者,為「人工智慧相關課程」。
 Courses with an "AI" refer to an artificial intelligence related course.

 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 突、影響範圍及相關配套措施,以保障學生權益。 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.