國立勤益科技大學日間部四年制 113 學年度文化創意事業系學分計畫表

National Chin-Yi University of Technology

Curriculum Planning of 2024 Four-Year Degree in Department of Cultural and Creative Industries

112.9.20 糸課程會議審議通過

112.11.22. 院課程委員會議審議通過

112.12.07. 校課程委員會議及 112.12.21. 臨時教務會議審議通過

113.12.5. 校課程委員會議及113.12.24. 臨時教務會議審議修訂通過

114.2.26 系課程會議審議修訂通過

114.5.6. 院課程委員會議修訂通過 114.5.20.校課程委員會議及114.6.5. 臨時教務會議審議修訂通過

				課程委員會議			
		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 (Courses (28c	•				
	第一學年 First Yea	r					
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 (II)				0	2	0
	第二學年Second Yea		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
	第三學年Third Yea		1			1	1
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
	第四學年Fourth Year (無必修課程No Gen	eral Requir	ed Courses)				
	專業必修科目(48 學分)Department Required	Courses (4	8credits hou	rs)			
	第一學年First Year						
音樂導論	Music Fundamental	•	2	0			
普通心理學	Music Fundamental	2		0			
首理心理字	General Psychology	2 2	2	0			
色彩學	General Psychology Application of Chromatics						
色彩學設計概論	General Psychology Application of Chromatics Introduction to Design	2 2 2	2	0			
色彩學 設計概論 △●AI 互動藝術程式設計	General Psychology Application of Chromatics Introduction to Design Creative Coding	2 2	2 2	0			
色彩學 設計概論 △●AI 互動藝術程式設計 影像與歷史	General Psychology Application of Chromatics Introduction to Design Creative Coding Image and History	2 2 2	2 2 2	0 0	2	2	0
色彩學 設計概論 △●AI 互動藝術程式設計 影像與歷史 ●數位剪輯入門(MV)	General Psychology Application of Chromatics Introduction to Design Creative Coding Image and History Introduction to Digital Montage	2 2 2	2 2 2	0 0	2 2	2 2	0 0
色彩學 設計概論 △●AI 互動藝術程式設計 影像與歷史 ●數位剪輯入門(MV) 藝術概論	General Psychology Application of Chromatics Introduction to Design Creative Coding Image and History Introduction to Digital Montage Introduction to Art	2 2 2	2 2 2	0 0	2 2	2 2	0
色彩學 設計概論 △●AI 互動藝術程式設計 影像與歷史 ●數位剪輯入門(MV) 藝術概論 流行音樂與創意美學	General Psychology Application of Chromatics Introduction to Design Creative Coding Image and History Introduction to Digital Montage Introduction to Art Pop Music and Creative Aesthetics	2 2 2	2 2 2	0 0	2 2 2	2 2 2	0 0 0
色彩學 設計概論 △●AI 互動藝術程式設計 影像與歷史 ●數位剪輯入門(MV) 藝術概論 流行音樂與創意美學 文創行銷概論	General Psychology Application of Chromatics Introduction to Design Creative Coding Image and History Introduction to Digital Montage Introduction to Art Pop Music and Creative Aesthetics Concept of Cultural and Creative Industry Marketing	2 2 2	2 2 2	0 0	2 2 2 2	2 2 2 2	0 0 0 0
色彩學 設計概論 △●AI 互動藝術程式設計 影像與歷史 ●數位剪輯入門(MV) 藝術概論 流行音樂與創意美學	General Psychology Application of Chromatics Introduction to Design Creative Coding Image and History Introduction to Digital Montage Introduction to Art Pop Music and Creative Aesthetics Concept of Cultural and Creative Industry Marketing Cultural And Creative Industries Design Methods	2 2 2 2 2 2	2 2 2	0 0	2 2 2	2 2 2	0 0 0
色彩學 設計概論 △●AI 互動藝術程式設計 影像與歷史 ●數位剪輯入門(MV) 藝術概論 流行音樂與創意美學 文創行銷概論 文創設計方法	General Psychology Application of Chromatics Introduction to Design Creative Coding Image and History Introduction to Digital Montage Introduction to Art Pop Music and Creative Aesthetics Concept of Cultural and Creative Industry Marketing Cultural And Creative Industries Design Methods	2 2 2 2 2	2 2 2	0 0	2 2 2 2	2 2 2 2	0 0 0 0
色彩學 設計概論 △●AI 互動藝術程式設計 影像與歷史 ●數位剪輯入門(MV) 藝術概論 流行音樂與創意美學 文創行銷概論 文創設計方法	General Psychology Application of Chromatics Introduction to Design Creative Coding Image and History Introduction to Digital Montage Introduction to Art Pop Music and Creative Aesthetics Concept of Cultural and Creative Industry Marketing Cultural And Creative Industries Design Methods 第二季年Second Yea	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	0 0 0 0
色彩學 設計概論 △●AI 互動藝術程式設計 影像與歷史 ●數位剪輯入門(MV) 藝術概論 流行音樂與創意美學 文創行銷概論 文創設計方法 文化創意產業概論 中國文化史	General Psychology Application of Chromatics Introduction to Design Creative Coding Image and History Introduction to Digital Montage Introduction to Art Pop Music and Creative Aesthetics Concept of Cultural and Creative Industry Marketing Cultural And Creative Industries Design Methods 第二學年Second Yea Introduction of Cultural and Creative Industries Chinese Cultural History	2 2 2 2 2 2 2 7 2 7 7 7 7 7 7 7 7 7 7 7	2 2 2 2 2 2	0 0 0	2 2 2 2	2 2 2 2	0 0 0 0
色彩學 設計概論 △●AI 互動藝術程式設計 影像與歷史 ●數位剪輯入門(MV) 藝術概論 流行音樂與創意美學 文創行銷概論 文創設計方法 文化創意產業概論 中國文化史 展演概論	General Psychology Application of Chromatics Introduction to Design Creative Coding Image and History Introduction to Digital Montage Introduction to Art Pop Music and Creative Aesthetics Concept of Cultural and Creative Industry Marketing Cultural And Creative Industries Design Methods 第二學年Second Yea Introduction of Cultural and Creative Industries Chinese Cultural History Introduction to Performance	2 2 2 2 2 2 1 2 1 2 1 2 1 2 1 2 1 2 1 2	2 2 2 2 2 2	0 0 0 0	2 2 2 2	2 2 2 2	0 0 0 0
色彩學 設計概論 △●AI 互動藝術程式設計 影像與歷史 ●數位剪輯入門(MV) 藝術概論 流行音樂與創意美學 文創行銷概論 文創設計方法 文化創意產業概論 中國文化史 展演概論 ●進階影音操作	General Psychology Application of Chromatics Introduction to Design Creative Coding Image and History Introduction to Digital Montage Introduction to Art Pop Music and Creative Aesthetics Concept of Cultural and Creative Industry Marketing Cultural And Creative Industries Design Methods 第二季年Second Yea Introduction of Cultural and Creative Industries Chinese Cultural History Introduction to Performance Advanced A/V Operation	2 2 2 2 2 2 2 7 2 7 7 7 7 7 7 7 7 7 7 7	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 0 0
色彩學 設計概論 △●AI 互動藝術程式設計 影像與歷史 ●數位剪輯入門(MV) 藝術概論 流行音樂與創意美學 文創行銷概論 文創設計方法 文化創意產業概論 中國文化史 展演概論 ●進階影音操作 中國文化史專題實務	General Psychology Application of Chromatics Introduction to Design Creative Coding Image and History Introduction to Digital Montage Introduction to Art Pop Music and Creative Aesthetics Concept of Cultural and Creative Industry Marketing Cultural And Creative Industries Design Methods 第二學年Second Yea Introduction of Cultural and Creative Industries Chinese Cultural History Introduction to Performance Advanced A/V Operation Chinese Cultural History and Topical Practice	2 2 2 2 2 2 1 2 1 2 1 2 1 2 1 2 1 2 1 2	2 2 2 2 2 2	0 0 0 0	2 2 2 2 2 2	2 2 2 2 2 2	0 0 0 0 0 0
色彩學 設計概論 △●AI 互動藝術程式設計 影像與歷史 ●數位剪輯入門(MV) 藝術概論 流行音樂與創意美學 文創行銷概論 文創設計方法 文化創意產業概論 中國文化史 展演概論 ●進階影音操作 中國文化史專題實務 市場調查與分析	General Psychology Application of Chromatics Introduction to Design Creative Coding Image and History Introduction to Digital Montage Introduction to Art Pop Music and Creative Aesthetics Concept of Cultural and Creative Industry Marketing Cultural And Creative Industries Design Methods 第二學年Second Yea Introduction of Cultural and Creative Industries Chinese Cultural History Introduction to Performance Advanced A/V Operation Chinese Cultural History and Topical Practice Market Survey and Data Analysis	2 2 2 2 2 2 1 2 1 2 1 2 1 2 1 2 1 2 1 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	0 0 0 0
色彩學 設計概論 △●AI 互動藝術程式設計 影像與歷史 ●數位剪輯入門(MV) 藝術概論 流行音樂與創意美學 文創行銷概論 文創設計方法 文化創意產業概論 中國文化史 展演概論 ●進階影音操作 中國文化史專題實務	General Psychology Application of Chromatics Introduction to Design Creative Coding Image and History Introduction to Digital Montage Introduction to Art Pop Music and Creative Aesthetics Concept of Cultural and Creative Industry Marketing Cultural And Creative Industries Design Methods 第二學年Second Yea Introduction of Cultural and Creative Industries Chinese Cultural History Introduction to Performance Advanced A/V Operation Chinese Cultural History and Topical Practice Market Survey and Data Analysis 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 2 2 2	0 0 0 0	2 2 2 2 2 2	2 2 2 2 2 2	0 0 0 0 0 0
色彩學 設計概論 △●AI 互動藝術程式設計 影像與歷史 ●數位剪輯入門(MV) 藝術概論 流行音樂與創意美學 文創行銷概論 文創設計方法 文化創意產業概論 中國文化史 展演概論 ●進階影音操作 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	General Psychology Application of Chromatics Introduction to Design Creative Coding Image and History Introduction to Digital Montage Introduction to Art Pop Music and Creative Aesthetics Concept of Cultural and Creative Industry Marketing Cultural And Creative Industries Design Methods 第二學年Second Yea Introduction of Cultural and Creative Industries Chinese Cultural History Introduction to Performance Advanced A/V Operation Chinese Cultural History and Topical Practice Market Survey and Data Analysis 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 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	0 0 0 0
色彩學 設計概論 △●AI 互動藝術程式設計 影像與歷史 ●數位剪輯入門(MV) 藝術概論 流行音樂與創意美學 文創行銷概論 文創設計方法 文化創意產業概論 中國文化史 展演概論 ●進階影音操作 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	General Psychology Application of Chromatics Introduction to Design Creative Coding Image and History Introduction to Digital Montage Introduction to Art Pop Music and Creative Aesthetics Concept of Cultural and Creative Industry Marketing Cultural And Creative Industries Design Methods 第二學年Second Yea Introduction of Cultural and Creative Industries Chinese Cultural History Introduction to Performance Advanced A/V Operation Chinese Cultural History and Topical Practice Market Survey and Data Analysis Culture Policy and Government Resources 第三學年Third Yea Management and Marketing of Cultural and Creative Industry	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	2 2 2 2 2 2 2	2 2 2 2 2 2 2	0 0 0 0
色彩學 設計概論 △●AI 互動藝術程式設計 影像與歷史 ●數位剪輯入門(MV) 藝術概論 流行音樂與創意美學 文創行銷概論 文創設計方法 文化創意產業概論 中國文化史 展演概論 ●進階影音操作 中國文化史專類實務 市場調查與分析 文創政策與公部門資源 文化創意產業經營與行銷 世界文明史	General Psychology Application of Chromatics Introduction to Design Creative Coding Image and History Introduction to Digital Montage Introduction to Art Pop Music and Creative Aesthetics Concept of Cultural and Creative Industry Marketing Cultural And Creative Industries Design Methods 第二學年Second Yea Introduction of Cultural and Creative Industries Chinese Cultural History Introduction to Performance Advanced A/V Operation Chinese Cultural History and Topical Practice Market Survey and Data Analysis Culture Policy and Government Resources 第三學年Third Yea Management and Marketing of Cultural and Creative Industry History of World Civilization	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	2 2 2 2 2 2 2 2 2 2	2 2 2 2 2 2 2	0 0 0 0 0
色彩學 設計概論 △●AI 互動藝術程式設計 影像與歷史 ●數位剪輯入門(MV) 藝術概論 流行音樂與創意美學 文創行銷概論 文創設計方法 文化創意產業概論 中國文化史 展演概論 ●進階影音操作 中國文化史專與實務 市場調查與公部門資源 文化創意產業經營與行銷 世界文明史專題實務	General Psychology Application of Chromatics Introduction to Design Creative Coding Image and History Introduction to Digital Montage Introduction to Art Pop Music and Creative Aesthetics Concept of Cultural and Creative Industry Marketing Cultural And Creative Industries Design Methods 第二學年Second Yea Introduction of Cultural and Creative Industries Chinese Cultural History Introduction to Performance Advanced A/V Operation Chinese Cultural History and Topical Practice Market Survey and Data Analysis Culture Policy and Government Resources 第三學年Third Yea Management and Marketing of Cultural and Creative Industry History of World Civilization Subject Practice of World's History	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	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
色彩學 設計概論 △●AI 互動藝術程式設計 影像與歷史 ●數位剪輯入門(MV) 藝術概論 流行音樂與創意美學 文創行銷概論 文創設計方法 文化創意產業概論 中國文化史 展演概論 ●進階影音操作 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	General Psychology Application of Chromatics Introduction to Design Creative Coding Image and History Introduction to Digital Montage Introduction to Art Pop Music and Creative Aesthetics Concept of Cultural and Creative Industry Marketing Cultural And Creative Industries Design Methods 第二學年Second Yea Introduction of Cultural and Creative Industries Chinese Cultural History Introduction to Performance Advanced A/V Operation Chinese Cultural History and Topical Practice Market Survey and Data Analysis Culture Policy and Government Resources 第三學年Third Yea Management and Marketing of Cultural and Creative Industry History of World Civilization 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 2	0 0 0 0	2 2 2 2 2 2 2 2 2	2 2 2 2 2 2 2	0 0 0 0 0
色彩學 設計概論 △●AI 互動藝術程式設計 影像與歷史 ●數位剪輯入門(MV) 藝術概論 流行音樂與創意美學 文創行銷概論 文創設計方法 文化創意產業概論 中國文化史 展演概論 ●進階影音操作 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 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)	General Psychology Application of Chromatics Introduction to Design Creative Coding Image and History Introduction to Digital Montage Introduction to Art Pop Music and Creative Aesthetics Concept of Cultural and Creative Industry Marketing Cultural And Creative Industries Design Methods 第二學年Second Yea Introduction of Cultural and Creative Industries Chinese Cultural History Introduction to Performance Advanced A/V Operation Chinese Cultural History and Topical Practice Market Survey and Data Analysis Culture Policy and Government Resources 第三學年Third Yea Management and Marketing of Cultural and Creative Industry History of World Civilization Subject Practice of World's History	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	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
色彩學 設計概論 △●AI 互動藝術程式設計 影像與歷史 ●數位剪輯入門(MV) 藝術概論 流行音樂與創意美學 文創行銷概論 文創設計方法 文化創意產業概論 中國文化史 展演概論 ●進階影音操作 中國文化史專類實務 市場調查與分析 文創政策與公部門資源 文化創意產業經營與行銷 世界文明史 世界文明史專類實務	General Psychology Application of Chromatics Introduction to Design Creative Coding Image and History Introduction to Digital Montage Introduction to Art Pop Music and Creative Aesthetics Concept of Cultural and Creative Industry Marketing Cultural And Creative Industries Design Methods 第二學年Second Yea Introduction of Cultural and Creative Industries Chinese Cultural History Introduction to Performance Advanced A/V Operation Chinese Cultural History and Topical Practice Market Survey and Data Analysis Culture Policy and Government Resources 第三學年Third Yea Management and Marketing of Cultural and Creative Industry History of World Civilization 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 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 2 2 2 2 2	0 0 0 0 0

		上學期 First Semester			下學期 Second Semester		
科目	Courses	學分	正課	實習	學分	正課	實習
	校共同選修科目 General Electiv	Credits	Lecture	Internship	Credits	Lecture	Internship
	第一學年First Year (無排定共同選修課程No G		tive Course	s)			
	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
mi) Am off 1/2	第三學年Third Year			ı	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
全民國防教月早尹訓練(五)	第四學年Fourth Year	1	2	U		<u> </u>	
體育選修	Physical Elective Course	1	2	0	1	2	0
NAC N CIV	系選修科目 Department elective	e subjects	_		-		
	第一學年First Year	·					
	系共同選修Department joint e	electives					
基礎法語	Basic French	2	2	0		<u> </u>	
生涯規劃與發展	Career Planning and Development	2	2	0	2		
人際關係	Interpersonal Relationship				2	2	0
觀光法語 文創旅遊概論	French of Tourism Introduction of Creative Tourism				2	2	0
文 別 水 边 小 珊	文創設計選修Electives for Cultural and (Trantiva Ma	rkoting		2		0
●2D 電繪	2D Design Software	2	2	0			
●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				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)	G 4: M			2	2	0
ナル次さめ旧位	文創行銷選修 Electives for Cultural and (1		
文化資產與提案 消費心理學	Cultural Assets and Proposals Consumer Psychology	2	2	0	2	2	0
州貝〇年于	第二學年Second Year				2		U
	系共同選修Department joint e	electives					
性別議題文本分析	Gender Subject and Literature Analysis	2	2	0		T	
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	2	1	
國際文創產業概況(二)(EMI) 性別符碼	Overview of International Cultural and Creative Industries (II) Gender Subject and Literature Analysis				2	2 2	0
團體領導實務	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)	Internship (Summer Session)				3	0	3
	文創設計選修Electives for Cultural and (Creative Ma	rketing	•	•	•	
●平面設計	Graphic Design	2	2	0			
文本改編與繪本製作	Classics Rewriting and Picture-Book Writing	2	2	0			
文創多媒材繪畫	Cultural And Creative Industries Multimedia Design	2	2	0		<u> </u>	
創意開發	Creativity and Development	2	2	0		<u> </u>	
△●AI 文創遊戲程式設計	Cultural and Creative Game Programming	2	2	0		 	
電子報編採(二)	E-Newsletter Editing (II)	2	2	0		 	1
●數位音樂創作與軟體運用(一)	Digital Music Making and Software Application (I)	2	2	0	2	 _ _ _ _ _ _ 	
●數位音樂創作與軟體運用(二)	Digital Music Making and Software Application (II)	1			2	2	0
台灣閩南語流行歌曲與影音製作 ●廣告企劃設計	MV Making of Taiwanese Pop Songs Advertising Planning Design	+			2 2	2 2	0
●廣音企劃設計 ●跨領域影音操作	Cross-Domain Audio-Visual Operation	+			2	2	0
●廣告製作與傳播媒體	Commercial Film Making and Communication	1			2	2	0
●3D 動畫設計	3D Animation Design	1			2	2	0
·	文創行銷選修 Electives for Cultural and (Creative Ma	rketing				
文創產業與公共關係	Cultural Creative Industries and Public Relationship	2	2	0			
	Taiwan Folk Festival Marketing	2	2	0			
台灣民俗節慶行銷			2	0			
活動企畫與周邊設計	Event Programing and Design	2	Z	Ü		+	
活動企畫與周邊設計 創意劇本寫作	Creative Script Writing	2	2	v	2	2	0
活動企畫與周邊設計 創意劇本寫作 危機管理實務	Creative Script Writing Crisis Management	2	2		2	2	0
活動企畫與周邊設計 創意劇本寫作 危機管理實務 公務文書製作	Creative Script Writing Crisis Management Official Document Writing	2	2		2 2	2 2	0
活動企畫與周邊設計 創意劇本寫作 危機管理實務	Creative Script Writing Crisis Management	2	2		2	2	0

		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	0.100.00		Т	2	2	0
慶典活動經營與行銷	Management and Marketing of Celebration Activities				2	2	0
2711-1711-1711	第三學年 Third Year			1	_		
	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	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
114-20 114 × 1	文創設計選修 Electives for Cultural and C	reative Ma	rketing	Į.	_		
●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			
		2	2	0			
△●AI 使用者介面與經驗設計	User Interface and Experience Design	2	2	U	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			1	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 Analysis	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						
	系共同選修Department joint e	lectives					
校外實習(一)	Internship (I)				12	12	0
文化創意整合應用	Application of Cultural and Creative Integration	2	2	0			
	文創設計選修 Electives for Cultural and C	reative Ma	rketing				
作品集設計	Portfolio Design				2	2	0
	文創行銷選修 Electives for Cultural and C	reative Ma	rketing		•	•	•
社群電子商務	Social Commerce	2	2	0			
●網頁流量與數據分析	Web Traffic and Analytics	2	2	0			
	·		1	1			

備註 Note:

- 一、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.
- 四、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 Internship (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 三次校內外發賽。
 - 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. 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.
- 4. Students must complete at least one of the interdepartmental and interdisciplinary elective programs planned by the department in order to graduate .

- 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
- 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.

113 學年度文化創意事業系跨領域學分學程規劃

	113 学平度又化創息事業系跨領	
學程名稱	文創設計 學分學程	文創行銷 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
	【一上】攝錄影實務	【一下】消費心理學
	【一下】圖文編排設計	【二上】飲食文化
	【二上】進階影音操作	【二上】台灣民俗節慶行銷
A SP IA	【二下】跨領域影音操作	【二下】團體領導實務
系內選修 (任選2	【三上】錄音工程實務(一)	【二下】文創商品企劃
門)	【三上】企業識別設計	【三上】整合行銷傳播
	【三下】錄音工程實務(二)	【三下】網路口碑傳播
	【三下】文創專案企劃	
	【三下】台灣特色旅遊設計	
	(應英系) 【二上】文學名著選讀(一)	(應英系) 【一下】商業概論
	(應英系) 【二上】會展規劃與行銷	(應英系) 【二上】電子商務
	(景觀系) 【二下】景觀生態學	(景觀系) 【二上】景觀案例解析
11 人 2 15	(景觀系) 【二下】創意與設計方法	(景觀系) 【二下】空間設計賞析與體驗
他系選修 (任選2	(應英系) 【二下】小說選讀	(應英系) 【二下】網頁設計
門)	(應英系) 【二下】創意設計英文	(應英系) 【二下】創意設計英文
	(資工系) 【三上】物聯網概論	(應英系) 【三上】文化產業與觀光
	(應英系) 【三下】兒童文學選讀	(應英系) 【四上】觀光英文(一)
	(景觀系) 【四上】設計思考與 Python 程式設計	