

遠東科技大學 四年制 多媒體與遊戲發展管理系 日間部 課程規劃表(適用112學年度入學)

Far East University Curriculum of Multimedia and Game Developing Management Department for Four-Year Bachelor's Degree Program
-Day Division (Effective from Fall 2023)

科目名稱 Subject			第一學年 1st school year				第二學年 2nd school year				第三學年 3rd school year				第四學年 4th school year			
			上學期 1st semester		下學期 2nd semester		上學期 1st semester		下學期 2nd semester		上學期 1st semester		下學期 2nd semester		上學期 1st semester		下學期 2nd semester	
			學分 Credits	時數 Hours	學分 Credits	時數 Hours	學分 Credits	時數 Hours	學分 Credits	時數 Hours	學分 Credits	時數 Hours	學分 Credits	時數 Hours	學分 Credits	時數 Hours	學分 Credits	時數 Hours
校訂課程 Stipulated Courses	通識基礎必修 Required General Education Courses	國文(1)(2) Chinese (1) (2)	2/ 2		2/ 2													
		英文聽力與閱讀(1)(2) English Listening and Reading(1)(2)	2/ 2		2/ 2													
		體育(1)(2)(3) Physical Education(1)(2)(3)	2/ 2		2/ 2		2/ 2											
		服務教育與大學社會責任(1)(2) Service Education and University Social Responsibility (1)(2)	1/ 1		1/ 1													
		小 計Subtotal	7/ 7		7/ 7		2/ 2		0/ 0		0/ 0		0/ 0		0/ 0		0/ 0	
	通識博雅必修 Required Liberal Arts Courses	創意思考與AI智慧生活 Creative Thinking and AI Smart Living			2/ 2													
		倫理與品格 Ethics and Character Education					2/ 2											
		科學與自然、人文與社會 Science and Nature, Humanities and Social Sciences						2/ 2		2/ 2		2/ 2						
		創意實作 Innovations and Implementations															2/ 2	
		公民教育 Citizenship Education															2/ 2	
		小 計Subtotal	0/ 0		2/ 2		2/ 2		2/ 2		2/ 2		2/ 2		0/ 0		4/ 4	
	一般選修 General Elective Courses	英文閱讀與寫作 English Reading and Writing					2/ 2											
		體育(4) Physical Education(4)						2/ 2										
		全民國防教育軍事訓練(1)(2)(3)(4) National Defense Education and Military Training (1)(2)(3)(4)	2/ 2		2/ 2		2/ 2		2/ 2									
		人文與創意跨域學習 Interdisciplinary of Humanities and Creativities Learning					2/ 2		2/ 2		2/ 2		2/ 2		2/ 2			
		小 計Subtotal	2/ 2		2/ 2		2/ 2		2/ 2		0/ 0		0/ 0		0/ 0		0/ 0	
	院必修課程 Required College Courses	電腦軟體應用(1)(2) Applications of Computer Software(1)(2)	3/ 3		3/ 3													
		管理學 Management			3/ 3													
		創新與創業概論 Introduction of Innovation and Entrepreneurship					3/ 3											
		小計Subtotal	3/ 3		6/ 6		3/ 3		0/ 0		0/ 0		0/ 0		0/ 0		0/ 0	
	專業必修課程 Professional Required Courses	多媒體與遊戲發展概論 Introduction to Multimedia and Games Development	3/ 3															
		多媒體與遊戲產業經營 Multimedia and Games Industry Management	3/ 3															
		電競倫理 E-commerce Ethics			3/ 3													
		遊戲企劃 Game Planning					3/ 3											
		個人直播技術與技巧 The Technology and Skill in Personal Live-Broadcasting					3/ 3											
		系必修課程 Department Required Courses																

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Courses Required Department Courses		賽事企劃與活動 Game Event Planning and Activities					3/ 3											
		遊戲行銷管理 Game Marketing Management						3/ 3										
		電競影片錄製與後製 E-sports Filming & Editing						3/ 3										
		遊戲產業實務 Game Industry and Practice								3/ 3								
		實務專題(1)(2) Project(1)(2)								1/ 3	1/ 3							
		平台營運管理 Platform Marketing and Management									3/ 3							
		擴增實境與互動行銷 AR for Interactive marketing									3/ 3							
		多媒體與遊戲個案研討 Case studies in multimedia and game area												3/ 3				
		小 計Subtotal	6/ 6		3/ 3		9/ 9		6/ 6		4/ 6		7/ 9		3/ 3		0/ 0	
系專業選修 課程 Professional Elective Courses		基礎團體電競訓練 Basic Techniques Training of E-sports	3/ 3															
		遊戲思維電競實習 Game Concept E-sport Practice	3/ 3															
		實戰分析電競實習 E-sports Real Game Analysis Practice	3/ 3															
		基礎數位影像處理 Basic Digital Image Processing	3/ 3															
		虛擬實境科技概論與展館導覽 Exhibition Guide and Introduction to Virtual Reality Technology	3/ 3															
		遊戲人物與場景設計 Game Characters and Scene Design	3/ 3															
		個人技術電競實習 Personal Gaming Skills E-sports Practice			3/ 3													
		團體戰術電競實習 E-sports Group Tactics Practice			3/ 3													
		進階團體電競訓練 Advanced Multiplayer E-sports Game Competition Training			3/ 3													
		電競解說概論 Introduction of E-sports Broadcasting			3/ 3													
		進階數位影像處理 Advanced Digital Image Processing			3/ 3													
		遊戲角色設計 Game Character Design			3/ 3													
		網紅行銷 Internet Celebrity Marketing				3/ 3												
		消費者行為 Consumer Behavior				3/ 3												
		團體電競遊戲實務 The Practice of E-sports Team				3/ 3												
		多媒體程式設計 Multimedia Programming Design				3/ 3												
		遊戲引擎 Game Engine				3/ 3												

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	進階團體電競遊戲實務 The Advanced Practice of E-sports Team							3/ 3									
	擴增實境與電子競技 Augmented Reality and E-sports							3/ 3									
	遊戲程式設計 Programming Gamesi							3/ 3									
	電競心理建設 E-sports Psychological Construction							3/ 3									
	文創行銷 Cultural and Creative Industry Marketing							3/ 3									
	溝通與表達 Communication and Expression							2/ 2									
	電競轉播工程 Esports Broadcasting Engineering									3/ 3							
	APP程式設計 APP Inventer Design									3/ 3							
	遊戲製作 Game Development									3/ 3							
	電競產業組織管理 E-sports industry organization management									3/ 3							
	故事文本賞析 Story text appreciation									3/ 3							
	電競轉播實務 E-sports Broadcast Practice											3/ 3					
	行動遊戲製作 Mobile Game Development											3/ 3					
	數位媒體實務 Digital project developing											3/ 3					
	多媒體英文 Multimedia English											2/ 2					
	遊戲人工智慧 Game Artificial Intelligence													3/ 3			
	電競節目製播 E-sports Program Production and Broadcasting													3/ 3			
	擴增實境實務 Practical Augmented Reality													3/ 3			
	文本敘事與遊戲 Text narrative and games													3/ 3			
	電競產業人力資源管理 E-sports industry human resources management													3/ 3			
	電競體能與保健 E-sports Fitness and Health Care													3/ 3			
	電競運動專題研究 E-sports Researc															3/ 3	
	雲端應用實務 Cloud Application and Practice															3/ 3	
	擴增實境產業專題研討 Seminar in AR Industry															3/ 3	
	校外實習 Practice															9/ 0	

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	小 計Subtotal				18/ 18	18/ 18	15/ 15	17/ 17	15/ 15	11/ 11	18/ 18	18/ 9				
擬開最低選修學分 Proposed Minimum Elective Credits	合 計Total				3/ 3	3/ 3	3/ 3	6/ 6	6/ 6	9/ 9	9/ 9	6/ 6				

112年05月23日 校課程發展委員會會議通過Amended Date：2023-05-23

一、畢業總學分至少128學分：

The total number of credits completed to be eligible to graduate shall not be less than 128 credits.

1.校訂必修30學分(含通識基礎必修16學分、通識博雅必修14學分)。

The stipulated compulsory credits shall be 30 credits.(16 credits for required general education courses, and 14 credits for required liberal arts courses.)

2.專業必修50學分(院必修12學分、系必修38學分)。

The professional compulsory credits shall be 50 credits.(12 credits for required college courses, and 38 credits for required department courses.)

3.系專業選修至少26學分。

The professional elective credits shall be not less than 26 credits.

4.跨系選修至少9學分。

The number of inter-department elective credits shall be not less than 9 credits.

※「微學分課程」最多採計12學分。

The number of 'Micro-Credit Courses' credits shall be up to 12credits.

二、畢業門檻：Graduation Threshold

1.學生於修業年限內，應修畢「校訂必修」、「專業必修」、「系專業選修」、「跨系選修」共計128學分。

Students are required to complete a total of 128 credits of "Stipulated Compulsory Course", "Professional Compulsory Course", "Department Professional Elective Course", and "Inter-College Elective Courses " within their academic years.

2.系專業能力門檻(遠東科技大學多媒體與遊戲發展管理系畢業門檻實施要點辦理)。

Department Professional Threshold (Far East University Regulations of Graduation Threshold of Multimedia and Game Developing Management Department)

3.英文能力門檻(遠東科技大學輔導學生取得英檢證照實施辦法辦理)。

English Proficiency Threshold (Far East University Regulations of Tutoring Students to Get English Proficiency Certificates)

三、校訂課程：Stipulated Courses

1.校訂課程不須依先後順序修課，不得互抵者，包括「國文(1)(2)、英文聽力與閱讀(1)(2)、體育 (1)(2)(3)(4)」課程。

Stipulated courses are not required to be taken in sequence and the credits shall not be mutually transferred, including "Chinese (1) (2), English listening and reading (1) (2), and physical education (1) (2) (3) (4)" courses.

2.校訂課程不須依先後順序修課，得互抵者，僅為「服務教育與大學社會責任(1)(2)」課程。

Stipulated courses are not required to be taken in sequence and those that may be mutually complemented by each other may be only "Service Education and University Social Responsibility (1) (2)".

3.校訂課程不須依先後順序修課，包括「全民國防教育軍事訓練(1)(2)(3)(4)」課程。

Stipulated courses are not required to be taken in sequence, including National Defense Education and Military Training (1)(2)(3)(4) .

4.「創意思考與AI智慧生活」、「倫理與品格」課程在一年級下學期、二年級上學期開課，得依實際情形上下學期調整。

「倫理與品格」課程含括環境倫理、生命倫理及性別倫理三門，依實際情形排定一門，學生擇一修課即可。

Creative Thinking and Training and AI Smart Life shall be offered at the second semester of the freshman and at the first semester of the sophomore year and be adjusted based on the actual situation in the first and second semesters. Ethics and Character Education includes three courses: environmental ethics, bioethics, and gender ethics. Each course may be arranged according to the actual situation, and students shall choose one course.

5.「人文與創意跨域學習」依實際情形排定一門課程。

"Interdisciplinary Learning of Humanities and Creativity" shall be offered according to the actual situation.

四、專業課程：Professional Courses:

1.「實務專題(1)(2)」課程應依先後順序修課，得互抵。

Project(1)(2) shall be taken in sequence and may complement each other.

2.「電腦軟體應用(1)(2)」課程應依先後順序修課，不得互抵。

Applications of Computer Software (1)(2) shall be taken in sequence and the credits shall not be mutually transferred.

備註
Note