

數位科技設計學系玩具與遊戲設計碩士班課程結構與教學科目表113學年度

| 科目中文名稱                      | 科目英文名稱  | 修別 | 學分 | 時數 | 開課年級 | 備註     |
|-----------------------------|---|----|----|----|------|--------|
| <b>專門課程（必修4學分、選修至少30學分）</b> |   |    |    |    |      |        |
| 書報討論(一)                     | Discussion of Literatures(I)                                  | 必  | 2  | 2  | 1上   |        |
| 書報討論(二)                     | Discussion of Literatures(II)                                 | 必  | 2  | 2  | 1下   |        |
| 多媒體展示設計                     | Multimedia Display Design                                     | 選  | 3  | 3  | 1    |        |
| 物聯網應用專題研究                   | Independent Studies in Internet of Things applications        | 選  | 3  | 3  | 1    |        |
| 研究方法                        | Research Methods  | 選  | 3  | 3  | 1    |        |
| 高等人機介面專題研究                  | Independent Studies in Advanced Human - Machine Interface     | 選  | 3  | 3  | 1    |        |
| 高等微處理機設計專題                  | Special Topic in Advanced Microprocessor Design               | 選  | 3  | 3  | 2    | 調整開課年級 |
| 設計美學                        | Design Esthetics  | 選  | 3  | 3  | 1    |        |
| 創意思考專題研究                    | Independent Studies in Thinking Creating                      | 選  | 3  | 3  | 1    |        |
| 遊戲化專題研究                     | Independent Studies in Gamification                           | 選  | 3  | 3  | 1    |        |
| 遊戲企畫                        | Game Planning   | 選  | 3  | 3  | 1    |        |
| 電腦輔助產品設計                    | Computer-Aided Product Design                                 | 選  | 3  | 3  | 1    |        |
| 藝術與設計專題研究                   | Independent Studies in Arts and Design                        | 選  | 3  | 3  | 1    |        |
| 嚴肅遊戲研究                      | Research in Serious Game                                      | 選  | 3  | 3  | 1    |        |
| Python程式設計與應用               | Python Programming and Applications                           | 選  | 3  | 3  | 1    |        |
| 互動跨平台前端工程開發                 | Interactive Cross-Platform Front-End Engineering Developments | 選  | 3  | 3  | 1    |        |
| 多媒體空間設計研究                   | Research in Interior Design Multimedia                        | 選  | 3  | 3  | 1    |        |
| 多媒體美工與音效實務                  | Practices of Multi-Media and Sound Effects                    | 選  | 3  | 3  | 1    |        |
| 高等科技輔具設計專題                  | Special Topic in Advanced Assistive Technology Design         | 選  | 3  | 3  | 1    |        |
| 創新科技設計專題研究                  | Independent Studies in Creating Technology Design             | 選  | 3  | 3  | 1    |        |
| 當代設計思潮                      | Contemporary Design Thinking                                  | 選  | 3  | 3  | 1    |        |
| 資料探勘專題研究                    | Independent Studies in Data Mining                            | 選  | 3  | 3  | 1    |        |
| 遊戲程式設計                      | Game Programming Design                                       | 選  | 3  | 3  | 1    |        |
| 數位互動整合設計                    | Digital Interaction Integration Design                        | 選  | 3  | 3  | 1    |        |
| 數位玩具商品化設計製造                 | Digital Toy Design on Manufacturing of Commercial Products    | 選  | 3  | 3  | 1    |        |
| 數位遊戲故事發展研究                  | Research in Digital Game Story Development                    | 選  | 3  | 3  | 1    |        |
| 醫學資訊專題研究                    | Independent Studies in Medical Informatics                    | 選  | 3  | 3  | 1    |        |

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|-------------|--|----|----|----|------|------------------------------------|
| 醫聯網應用專題研究   | Independent Studies in Medical Networking Applications | 選  | 3  | 3  | 1    |                                    |
| 數據與設計       | Designing with Data                                    | 選  | 3  | 3  | 1    |                                    |
| 市場調查與統計分析   | Market Study and Statistic Analysis                    | 選  | 3  | 3  | 2    |                                    |
| 使用者經驗研究     | Research in User Experience                            | 選  | 3  | 3  | 2    |                                    |
| 深度學習應用與研究   | Deep Learning Applications and Research                | 選  | 3  | 3  | 2    |                                    |
| 玩具機構研究      | Research in Toy Mechanism                              | 選  | 3  | 3  | 2    |                                    |
| 知識管理專題研究    | Independent Studies in Knowledge Management            | 選  | 3  | 3  | 2    |                                    |
| 悅趣化學習專題     | Special Topic in Digital Game-Based Learning           | 選  | 3  | 3  | 2    |                                    |
| 虛擬實境理論與製作   | Theories and Production of Virtual Reality             | 選  | 3  | 3  | 2    |                                    |
| 遊戲軟體應用      | Application of Game Software                           | 選  | 3  | 3  | 2    |                                    |
| 網路商務科技      | Electronic Commerce Technology on Web                  | 選  | 3  | 3  | 2    |                                    |
| 網路資安運營      | Cybersecurity Operations                               | 選  | 3  | 3  | 2    |                                    |
| 文化與科技專題     | Culture and Technology Project                         | 選  | 3  | 3  | 2    |                                    |
| 設計評價        | Design Evaluation                                      | 選  | 3  | 3  | 2    |                                    |
| 智慧財產專題研究    | Independent Studies in Inventions and Patents          | 選  | 3  | 3  | 2    |                                    |
| 遊戲專題設計與製作   | Special Topic in Game Design and Production            | 選  | 3  | 3  | 2    |                                    |
| 遊戲場域設計      | Playing Environment Design                             | 選  | 3  | 3  | 2    |                                    |
| 傳統影像與數位表現研究 | Traditional Images and Digital Expression Research     | 選  | 3  | 3  | 2    |                                    |
| 數位行銷專題研究    | Independent Studies in Digital Marketing               | 選  | 3  | 3  | 2    |                                    |
| 數位遊戲設計研究    | Research in Digital Game Design                        | 選  | 3  | 3  | 2    | 113學年度新增                           |
|             |  |    |    |    |      |                                    |
| 所內、所際及校際課程  |  | 選  | 8  |    |      | 跨所校班組領域選修之本校跨所校相關法規辦理跨日夜間、所際及校際選課。 |