

TCU four-year University of Science and Technology Four-Year Daytime Digital Multimedia Design Department Curriculum Plan (applicable to 114 semester year admission_Audio-Visual Interactive Group)

類別 category	科目名稱 subject name	第一學年 1st semester year				科目名稱 subject name	第二學年 2nd semester year				科目名稱 subject name	第三學年 3rd semester year				科目名稱 subject name	第四學年 4th semester year			
		上學期 fall		下學期 spring			上學期 fall		下學期 spring			上學期 fall		下學期 spring			上學期 fall		下學期 spring	
		學分 credit	時數 hour	學分 credit	時數 hour		學分 credit	時數 hour	學分 credit	時數 hour		學分 credit	時數 hour	學分 credit	時數 hour		學分 credit	時數 hour	學分 credit	時數 hour
基礎通識 basic general education	中文閱讀與寫作 Chinese Reading and Writing	2	2			共同外語(二)(三) Common Foreign Language (II) (III)	2	2	2	2										
	共同外語(一) Common Foreign Language (I)			2	2	體育(二) Physical education (III)	2	2												
	體育(一) Physical education (I)	2	2																	
	體育(二)-高爾夫 Physical education(II)-Golf			2	2															
	小計 subtotal	4	4	4	4	小計 subtotal	4	4	2	2	小計 subtotal	0	0	0	0	小計 subtotal	0	0	0	0
	類別學分小計 category credits subtotal	14																		
職用通識 career application general education	社會責任實踐(一)(二) Social Responsibility Practice (I) (II)	0	1	0	1	法律與生活 Law and Life			2	2										
	職場禮儀與口語表達 Workplace Etiquette and Oral Expression	2	2																	
	職場應用文 Workplace Applied Chinese			2	2															
	小計 subtotal	2	3	2	3	小計 subtotal	0	0	2	2	小計 subtotal	0	0	0	0	小計 subtotal	0	0	0	0
	類別學分小計 category credits subtotal	6																		
多元通識 multiple general education	1. 多元通識：由通識教育中心訂定預選課程，預選後列出應選修之人文藝術領域、自然科技領域及社會科學領域二種之應選課程後，每一領域至多選修4學分，共計8學分之課程。 1. The General Education Center would offer "Multiple General Education" courses selection for students to choose from. After the advance selection, the General Education center would list courses in the following three categories (domains): Arts and Humanities, Natural Technologies and Social Science. Students are to choose at most 4 credits from each category (domain), with the total of 8 credits. 2. 通識教育中心所公布各院、系、學程所提供之輔助課程，亦可承認為通識選修課程，唯學生選修所隸屬之院、系及學程提供之課程，則不予承認。 2. Supplementary courses provided by various colleges, departments, and programs announced by the General Education Center can also be recognized as general elective courses. However, students taking elective courses provided by the colleges, departments, and programs to which they are affiliated will not be recognized. 3. 名人講座：係跨類別選修課程，可承認為「多元通識課程」中任一領域課程，以一次為限。 3. "Celebrity Lecture" is a cross-category elective course and can be recognized as a course in any field of "Multiple General Education Courses"; only once.																			
	類別學分小計 category credits subtotal	8																		
院訂必修 compulsory courses required by the college	商務表達 Business Expression	2	2			ESG與永續發展 ESG and Sustainable Development	2	2												
	管理學 Management			2	2	企業經營講座 Business management lectures			2	2										
	小計 subtotal	2	2	2	2	小計	2	2	2	2	小計	0	0	0	0	小計	0	0	0	0
	類別學分小計 category credits subtotal	8																		
院訂選修 compulsory courses electives by the college	職場日語 Workplace Japanese	2	2			中階職場英語 Intermediate Workplace English	2	2			生活互動英文 Life Interactive English	2	2							
	職場實用英語會話 Workplace practical English Conversation	2	2			高階職場英語 Advanced Workplace English			2	2	商業服務英文會話 Commercial Service English			2	2					
	進階職場日語 Advanced Workplace Japanese			2	2															
	進階職場實用英語會話 Advanced Workplace Practical English Conversation			2	2															
	客服情境英文會話 Customer Service Situational English Conversation			2	2															
	小計 subtotal	4	4	2	2	小計 subtotal	2	2	2	2	小計 subtotal	2	2	2	2	小計 subtotal	0	0	0	0
類別學分小計 category credits subtotal	14																			
專業必修 required for majors	劇本設計與故事分鏡 Script Writing and Storyboard	2	2			專題發想與實作(一) Project Conceptualization and Implementation I	2	2			實務專題(一) Practical Topics I	1	3			AI創作與多媒體應用 AI-created images and Multimedia Software Application	2	2		
	3D動畫入門 Introduction to 3D Animation	2	2			3D模擬與特效算畫 3D simulation and special effects graphics	2	2			數位錄音與配音 Digital recording and dubbing	2	2			互動程式語言設計 Interactive Programming	3	3		
	攝影與色彩設計 Photography and Color Design	2	3			多媒體電腦應用與維護 Multimedia Personal Computer Operation and Maintenance	2	2			遊戲美術素材與介面設計 Game Art Assets and User Interface Design	2	2			虛擬實境設計 Virtual Reality Design			2	2
	視覺傳達與影像處理 Visual Communication and Image Processing	2	2			廣告拍攝與實景實務合成 Advertising Product Photography with Compositing	2	2			節目專案規劃與直播剪輯 Project Planning and Live Streaming Editing	2	3			數位遊戲出版 Digital game publishing			3	3
	影視設備操作與保養 Audiovisual Equipment Operation and Maintenance	2	2			射擊動作遊戲設計 Shooter-Action Game Design	2	2			角色綁定與動畫攝取 Character rigging and animation capture	2	2							
	數位雕塑與燈光算畫 Digital Sculpture and Light Rendering	2	2			專題發想與實作(二) Project Conceptualization and Implementation II			2	2	實務專題(二) Practical Topics II			1	3					
	動畫12法則實務 The 12 Laws of Animation in Practice			2	2	影音剪輯與調色講光 Film Editing and Color Grading			2	2	配樂與音效 Music and Sound Effects			2	2					