

國立雲林科技大學數位媒體設計系碩士班 115 學年度課程流程圖

Curriculum, Graduate School of Digital Media Design, YunTech 2026

課程 (講授時數-實習時數-學分數) Course (Lecture Hours-Recitation Hours-Credits)		115-04-15 114 學年度第 2 次課程委員會議決議	
第一學年 (研一) First Year		第二學年 (研二) Second Year	
第一學期 Fall Semester	第二學期 Spring Semester	第一學期 Fall Semester	第二學期 Spring Semester
必修科目 (計 11 學分) Required Courses (Total 11 Credits)			
專題研討(一) Graduate Seminar (I)	專題研討(二) Graduate Seminar (II)	論文 Master Thesis	論文 Master Thesis
0-2-1	0-2-1	3-0-3	3-0-3
研究方法與專業寫作 Research Methods and Technical Writing			
3-0-3			
選修科目 (至少 25 學分) Elective Courses (At least 25 Credits)			
設計資訊視覺化理論 Visualization for Design Information (博碩合開)	情境式互動設計 Ambiance Interactive Design (博碩合開)	衍生設計系統 Generative Design Systems (博碩合開)	科技藝術 Tech Art (博碩合開)
3-0-3	3-0-3	3-0-3	3-0-3
多媒體系統 Multi-Media Systems (博碩合開)	數位展演設計與研究 Digital Exhibition Design and Research	智慧化遊戲媒體 Intelligent Playful Media (博碩合開)	幸福科技設計研究 Design and technology research for wellbeing
3-0-3	3-0-3	3-0-3	3-0-3
遊戲專題 special topics on video game	電腦視覺與影像處理 Computer Vision and Image Processing (博碩合開)	數位攝影文化思維 與創作 Culture thinking and Creation of Digital Photography	3D 動畫模型研究與設計 Modeling Design and Study for 3D Animation
3-0-3	3-0-3	3-0-3	3-0-3

媒體與文化研究 Media and Cultural Studies	數位服務設計與行銷研究 Digital Service Design and Marketing Research	數位孿生設計研究 Digital Twin Design Research	
3-0-3	3-0-3	3-0-3	
動畫導演學 Directing Animation	設計科技研究 Design technology research (博碩合開)	3D 動畫特效設計研究 Research and Design for Special Effects of 3D Animation	實驗影像創作研究 Experimental video art
3-0-3	3-0-3	3-0-3	3-0-3
量化分析與學術論文寫作 Quantitative Data Analysis and Academic Writing	創作論述 Discourse of Creation	線上線下虛實融合行銷設計研究 OMO Design Research	旅遊攝影創新設計專題 Project on Innovative Design of Travel Photography
3-0-3	3-0-3	3-0-3	3-0-3
數位社會設計研究 Digital Design for Social Change	人工智慧 Artificial Intelligence	進階海外產業實務實習 (一) Advanced Overseas Industrial Practical Internship (I)	數位學習專論與分析工具 Research Issues and Analysis Tools of Digital Learning
3-0-3	3-0-3	0-6-3	3-0-3
數位穿戴設計研究 Digital Wearable Device Design Research	UX 設計與數位策略 User Experience and Digital Strategy		實驗動畫理論與研究 Theoretical Research on Experimental Animation
3-0-3	3-0-3		3-0-3
角色動畫表演研究 Study for Character Animation	生成式 AI 設計研究 Generative AI Design Research		聲音與影像設計研究 Voice and Image Research
3-0-3	3-0-3		3-0-3
	數位自造互動設計 Digital Making for Interaction Design		數位媒體腳本企劃研究 Digital Media Script Planning Research
	3-0-3		3-0-3

	機器學習 Machine Learning		動畫分鏡研究 Storyboard Study for Animation
	3-0-3		3-0-3
			進階海外產業實務實習 (二) Advanced Overseas Industrial Practical Internship (II)
			0-6-3

合計：最低畢業總學分為 36 學分

Minimum total credits required for graduation: : 36 credits

一、115 年度最低畢業總學分數為 36 學分，且於規定修業年限內修畢規定必修課程計 11 學分。除必修課之外，所外課程(含校外)最多可選修 2 門課程。

The minimum total credits required for graduation in the 2026 Academic Year are 36 credits, students are required to complete a total of 11 credits of compulsory courses within the specified length of study. In addition to the compulsory courses, up to 2 elective courses can be taken in other departments (including off campus).

二、外籍學生可至設計學院其他系所選修英語課程並承認為選修課程畢業學分。

Foreign students can take English courses in other departments of the School of Design and recognize them as elective course graduation credits.

三、自 112 學年度起入學之碩士班學生無英文畢業門檻。