

Chang Jung Christian University Department of Interaction Design Curriculum List

(Curriculum Guides,2021 Academic Year)

Print Date 2021/8/10 下午03:49:

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| obligatory / elective course | No. | course name(ch) | course name | grade | semester | credit | hours/week | | Remark |
|------------------------------|---------|-----------------|---|-------|----------|--------|-------------|----------|--------|
| | | | | | | | instruction | parctice | |
| common course-obligatory | PE00217 | 體育 I | Physical Education I | 1 | 1 | 0 | 2 | 0 | |
| | PE00218 | 體育 II | Physical Education II | 1 | 2 | 0 | 2 | 0 | |
| | PE00219 | 體育 III | Physical Education III | 2 | 1 | 0 | 2 | 0 | |
| | PE00220 | 體育 IV | Physical Education IV | 2 | 2 | 0 | 2 | 0 | |
| language course-obligatory | GE00561 | 國文 | Chinese | 1 | 2 | 2 | 2 | 0 | |
| | LE00297 | 英文 I | Freshman English I | 1 | 1 | 2 | 2 | 0 | |
| | LE00298 | 英文 II | Freshman English II | 1 | 2 | 2 | 2 | 0 | |
| | LE00299 | 外語初級 I | Foreign Language (basic)I | 2 | 1 | 2 | 2 | 0 | |
| | LE00300 | 外語初級 II | Foreign Language (basic)II | 2 | 2 | 2 | 2 | 0 | |
| general course-obligatory | GE00206 | 音樂欣賞 | Music Appreciation | 1 | 1 | 2 | 2 | 0 | |
| | GE00562 | 長榮精神 | University and Holistic Pastoral Education | 1 | 2 | 2 | 2 | 0 | |
| | GE00567 | 通識課程 | | 0 | 1 | 8 | 2 | 0 | |
| | GE00656 | 體驗學習 | Experience Learning | 1 | 1 | 1 | 1 | 2 | |
| dep. course-obligatory | ZA00354 | 資訊暨設計體驗課程 | Practice & Experience in Information and Design | 1 | 1 | 2 | 2 | 0 | |
| | ZA00004 | 計算機概論 | Introduction to Computer | 1 | 1 | 3 | 3 | 0 | |
| | ZA00355 | 基礎程式設計 | Fundamental Programming | 1 | 1 | 3 | 3 | 0 | |
| | ZA00448 | 基礎設計 | Basic Design | 1 | 1 | 2 | 2 | 0 | |
| | ZA00356 | 電腦繪圖技法 | Computer Graphic Skill | 1 | 1 | 3 | 3 | 0 | |
| | ZA00166 | 色彩學 | Chromatics | 1 | 2 | 2 | 2 | 0 | |
| | ZA00170 | 基礎攝影學 | Introduction to Photography | 1 | 2 | 3 | 3 | 0 | |
| | ZA00360 | 電腦繪圖設計 | Computer Graphic Design | 1 | 2 | 3 | 3 | 0 | |
| | ZA00120 | 靜態網頁設計 | Static Web Programming | 1 | 2 | 3 | 3 | 0 | |
| | ZA00181 | 表現技法 | Design performance technology | 2 | 1 | 3 | 3 | 0 | |
| | ZA00169 | 色彩計畫 | Color and Design | 2 | 1 | 2 | 2 | 0 | |
| | ZA00175 | 電腦3D場景 | 3D Scene of Computer Graphics | 2 | 1 | 3 | 3 | 0 | |
| | ZA00174 | 電腦3D繪圖 | 3D Graphic | 2 | 2 | 3 | 3 | 0 | |
| | ZA00416 | 設計心理學 | Design Psychology | 2 | 2 | 2 | 2 | 0 | |
| | ZA00176 | 網頁程式設計 | Web visual design | 2 | 2 | 3 | 3 | 0 | |
| dep. course-elctive | ZA00224 | 專案企劃 | Project Planning | 3 | 1 | 3 | 3 | 0 | |
| | ZA00556 | 專題實作I | Project I | 3 | 2 | 2 | 2 | 0 | |
| | ZA00557 | 專題實作II | Project II | 4 | 1 | 2 | 2 | 0 | |
| | ZA00346 | 資訊暨設計學院微學分II | Micro Credit Points in College of Information and Design II | 0 | 1 | 1 | 1 | 0 | |

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| dep. course-elective | ZA00347 | 資訊暨設計學院 微學分 I | Micro Credit Points in College of Information and Design I | 0 | 1 | 1 | 1 | 0 | |
| | ZA00118 | 網際網路概論 | Introduction to Internet | 1 | 1 | 3 | 3 | 0 | |
| | ZA00262 | 電子商務 | Electronic Commerce | 1 | 1 | 3 | 3 | 0 | |
| | ZA00180 | 設計素描 | Design Drawing | 1 | 1 | 3 | 3 | 0 | |
| | ZA00218 | 設計美學 | Design Aesthetics | 1 | 1 | 2 | 2 | 0 | |
| | ZA00485 | 智慧創意機器人 實務 | Practice of the creative and intelligent robot | 1 | 1 | 2 | 2 | 0 | |
| | ZA00279 | 程式設計 | Computer Programming | 1 | 2 | 3 | 3 | 0 | |
| | ZA00361 | 資訊科技實務 | Practice in Information Technology | 1 | 2 | 3 | 3 | 0 | |
| | ZA00446 | 電子通用設計 | Basic Electronic | 1 | 2 | 2 | 2 | 0 | |
| | ZA00227 | 造形原理 | Molding Theory | 1 | 2 | 2 | 2 | 0 | |
| | ZA00486 | 空拍剪輯與應用 | Editing and applications of the aerial photography | 1 | 2 | 2 | 2 | 0 | |
| | ZA00545 | 3D電腦繪圖A | 3D Computer Graphics A | 1 | 2 | 3 | 3 | 0 | |
| | ZA00546 | 3D電腦繪圖B | 3D Computer Graphics B | 1 | 2 | 3 | 3 | 0 | |
| | ZA00165 | 資訊倫理 | Information Ethics | 2 | 1 | 2 | 2 | 0 | |
| | ZA00220 | 互動程式設計 I | Interactive Programming I | 2 | 1 | 3 | 3 | 0 | |
| | ZA00370 | 基礎行動裝置程式設計 | Fundamental mobile device programming | 2 | 1 | 3 | 3 | 0 | |
| | ZA00193 | 影視製作 | Audiovisual Crafting | 2 | 1 | 3 | 3 | 0 | |
| | ZA00230 | 創意思考與設計 | Creative Thinking and Design | 2 | 1 | 3 | 3 | 0 | |
| | ZA00192 | 影像語言 | Motion Picture Language | 2 | 1 | 2 | 2 | 0 | |
| | ZA00373 | 編排設計 | Editing Design | 2 | 1 | 3 | 3 | 0 | |
| | ZA00562 | 遊戲企劃 | Game planning | 2 | 1 | 3 | 3 | 0 | |
| | ZA00377 | 遊戲引擎基礎 | Fundamental Game Engine | 2 | 1 | 3 | 3 | 0 | |
| | ZA00499 | 動態視覺入門 | Basic Motion Graphics | 2 | 1 | 3 | 3 | 0 | |
| | ZA00569 | 新媒體藝術 | | 2 | 2 | 3 | 3 | 0 | |
| | ZA00564 | 3D遊戲設計 | 3D Game Design | 2 | 2 | 3 | 3 | 0 | |
| | ZA00234 | 互動程式設計II | Interactive Programming II | 2 | 2 | 3 | 3 | 0 | |
| | ZA00406 | 3D建模 | 3D Modeling | 2 | 2 | 3 | 3 | 0 | |
| | ZA00238 | 互動感知科技應用 | Interactive Technology Application | 2 | 2 | 3 | 3 | 0 | |
| | ZA00069 | 行動裝置程式設計 | Programming for Mobile Devices | 2 | 2 | 3 | 3 | 0 | |
| | ZA00374 | 設計企劃實務 | Practice in Design Planning | 2 | 2 | 3 | 3 | 0 | |
| | ZA00235 | 使用者經驗觀察實務 | User Experience Observation Practice | 2 | 2 | 3 | 3 | 0 | |
| | ZA00259 | 人因工程 | Human Factor Engineering | 2 | 2 | 3 | 3 | 0 | |
| | ZA00236 | 創意表達與溝通 | Creative Expression and Communication | 2 | 2 | 2 | 2 | 0 | |

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| dep. course-el ective | ZA00229 | 創意生活產業 | Seminar of Creative Living | 2 | 2 | 3 | 3 | 0 | |
| | ZA00481 | 骨架綁附與角色動作 | Rigging and Character Animator | 2 | 2 | 3 | 3 | 0 | |
| | ZA00548 | 進階3D模型製作 | Advanced 3D Modeling | 2 | 2 | 3 | 3 | 0 | |
| | ZA00258 | 互動介面設計 | Interactive Interface Design | 2 | 2 | 3 | 3 | 0 | |
| | ZA00565 | 遊戲專題開發 | Game Development Project | 3 | 1 | 3 | 3 | 0 | |
| | ZA00407 | 互動裝置 | Interactive Device | 3 | 1 | 3 | 3 | 0 | |
| | ZA00408 | 互動裝置實務 | Practice in Interactive Device | 3 | 1 | 3 | 3 | 0 | |
| | ZA00126 | 動態網頁設計 | Dynamic Web Page Design | 3 | 1 | 3 | 3 | 0 | |
| | ZA00378 | 虛擬技術應用 | Application of Virtual Technology | 3 | 1 | 3 | 3 | 0 | |
| | ZA00237 | 用戶體驗設計 | User Experience Design | 3 | 1 | 3 | 3 | 0 | |
| | ZA00244 | 服務創新與設計 | Service Innovation & Design | 3 | 1 | 3 | 3 | 0 | |
| | ZA00247 | 虛擬與擴增實境 | Virtual and Augmented Reality | 3 | 1 | 3 | 3 | 0 | |
| | ZA00245 | 互動感知藝術 | Intercative Art | 3 | 2 | 3 | 3 | 0 | |
| | ZA00381 | 互動虛擬系統 | Interactive Virtual System | 3 | 2 | 3 | 3 | 0 | |
| | ZA00241 | 創新實作與應用 | Innovative Implementing and Application | 3 | 2 | 3 | 3 | 0 | |
| | ZA00566 | 虛擬與擴增應用實務 | VR/AR Application Practice | 3 | 2 | 3 | 3 | 0 | |
| | ZA00364 | 專題討論I | Project discussion I | 3 | 2 | 2 | 2 | 0 | |
| | ZA00403 | 創意互動設計 | Creative Interactive Design | 3 | 2 | 3 | 3 | 0 | |
| | ZA00511 | 影音剪輯 | Video Editing | 3 | 2 | 3 | 3 | 0 | |
| | ZA00209 | 數位音樂 | Digital Music | 4 | 1 | 3 | 3 | 0 | |
| | ZA00208 | 特效引擎應用 | Application of Game Engine | 4 | 1 | 3 | 3 | 0 | |
| | ZA00148 | 人機互動應用 | The applications of HUMAN-COMPUTER INTERACTION | 4 | 1 | 3 | 3 | 0 | |
| | ZA00365 | 專題討論II | Project discussion II | 4 | 1 | 2 | 2 | 0 | |
| | ZA00082 | 企業實習 I | Enterprise Internship I | 4 | 1 | 3 | 0 | 9 | |
| | ZA00083 | 企業實習 II | Enterprise Internship II | 4 | 1 | 3 | 0 | 9 | |
| | ZA00084 | 企業實習 III | Enterprise Internship III | 4 | 1 | 3 | 0 | 9 | |
| | ZA00452 | 進階專題實作 | 11 | 4 | 2 | 3 | 3 | 0 | |
| | ZA00212 | 特效剪輯 | Effect Breakdown | 4 | 2 | 3 | 3 | 0 | |
| | ZA00093 | 企業實習 IV | Enterprise Internship IV | 4 | 2 | 3 | 0 | 9 | |
| | ZA00094 | 企業實習 V | Enterprise Internship V | 4 | 2 | 3 | 0 | 9 | |
| | ZA00095 | 企業實習 VI | Enterprise Internship VI | 4 | 2 | 3 | 0 | 9 | |
| obligatory 70 elective course 58 credit sum 128 | | | | | | | | | |

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