**南臺科技大學進修部四年制多媒體與電腦娛樂科學系學士後多元專長培力課程表**

 **(112年9月實施)**

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| **必修課程** |
| **科目類別** | **科目** | **學期** | **學分** | **時數** | **科目類別** | **科目** | **學期** | **學分** | **時數** |
| 專業必修 | 遊戲設計學 | 上 | 3 | 3 | 專業必修 | 遊戲企劃 | 下 | 3 | 3 |
| 專業必修 | 故事編寫 | 上 | 3 | 3 | 專業必修 | 遊戲引擎應用(一) | 下 | 3 | 3 |
| 專業必修 | 遊戲機制與心理 | 上 | 3 | 3 | 專業必修 | 遊戲產品企劃 | 下 | 3 | 3 |
| 專業必修 | 遊戲引擎應用(二) | 上 | 3 | 3 | 專業必修 | 創業概論 | 下 | 3 | 3 |
| 專業必修 | 畢業專題 | 上 | 3 | 3 | 專業必修 | 畢業製作 | 下 | 3 | 3 |
| **選修課程** |
| 專業選修 | 基礎程式設計 | 上 | 3 | 3 | 專業選修 | 3D模型及貼圖技法 | 下 | 3 | 3 |
| 專業選修 | 3D角色動畫 | 上 | 3 | 3 | 專業選修 | 3D角色製作技術 | 下 | 3 | 3 |
| 專業選修 | 多媒體網頁設計 | 上 | 3 | 3 | 專業選修 | 高階模型設計 | 下 | 3 | 3 |
| 專業選修 | 數位編排設計 | 上 | 3 | 3 | 專業選修 | 動漫實務專題 |  | 3 | 3 |
| 專業選修 | 文化創意與產業應用 | 上 | 3 | 3 | 專業選修 | 影片剪輯與特效 | 下 | 3 | 3 |
| 專業選修 | 進階視覺特效 | 上 | 3 | 3 | 專業選修 | 3D場景設計 | 下 | 3 | 3 |
| 專業選修 |  |  |  |  | 專業選修 | 使用者介面設計 | 下 | 3 | 3 |

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| 備註：一、總畢業學分數48學分，專業必修30學分、最低選修18學分。 |
| 二、修業年限4年且不得辦理休學。 |
| 三、可被承認為畢業學分之選修學分如下：（1）本系開設之專業選修學分 （2）其他外系開設之專業課程最多 承認6學分。 |
| 四、選修科目可視需要增開、調整學分數及上課時數、調整開課學期。 |
| 五、課程表以教務處網頁為準，若有修訂，將公告於本系網頁及教務處最新消息中。 |
| 六、本表請妥為保存，做為辦理選課、重（補）修、及畢業資格審查之參考。 |