

# 創新科技藝術 學分學程實施辦法

## Regulations for Innovative Technology and Art Program

一、為提昇本校學生設計與創意知識，奠定日後跨領域整合能力之基礎，依據國立陽明交通大學各學院系設置學程實施細則，訂定國立陽明交通大學創新科技藝術學分學程（以下簡稱本學程）實施辦法。

Article 1. In order to enhance the knowledge and creativity of our students and to lay the foundation for future interdisciplinary integration, the Department of National Yang Ming Chiao Tung University faculty set up the Program implementation rules for Innovation and Technology National Yang Ming Chiao Tung University Art Credit Program (hereinafter referred to as the Program).

二、凡本校大學部或研究所學生均得申請修讀本學程，修滿本學程規定之課程及學分者，由本校發給學程修畢證明。

Article 2. All NYCU undergraduate and graduate students can apply for the Program. Students who complete the required courses will receive a certificate issued by NYCU.

三、本學程由通識教育中心與人文社會學院共同規劃籌設，由應用藝術研究所、建築研究所、傳播研究所共同提供課程。

Article 3. The Program is jointly planned by the Center for General Education (CGE) and College of Humanities and Social Sciences (CHSS). It is jointly offered by the Institute of Applied Arts (IAA), the Institute of Architecture (IAR), and Institute of Communication Studies (ICS).

四、本學程課程分「設計實作」核心課程與「講授與專題」及「工作坊」選修課程三類，欲取得本學程修畢證明，必須依本學程修課規定修習至少 18 學分，其中 A 類「設計實作」課程至少 6 學分。

Article 4. The Program is divided into one core course, "Design Practice," and elective courses, "Lecture and Seminar" and "Workshop." To acquire the Program certificate, students must complete at least 18 credits, including 6 or more credits of "Design Practice Courses" of type A.

五、所有課程須依照該課程修課規定。大學部二、三年級為主要開課對象。

Article 5. All courses should comply with regulations of the Program. Undergraduate sophomores and juniors are the majority of students in these courses.

六、本實施辦法如有未盡事宜，悉依本校相關規定辦理。

Article 6. When in dispute, the program policy is superseded by NYCU regulations.

七、本實施辦法經校級課程委員會通過後實施，修正時亦同。

Article 7. These policies and their revisions will be implemented after being passed at the Curriculum Committee Meeting of university level. The same procedure will be applied if the regulation is amended.

## 學分學程課程規劃表

### Curriculum Planning List

一、學程名稱：**創新科技藝術 (Innovative Technology and Art Program)**

1. Program: Innovative Technology and Art Program

二、修課規定：

1. 本學程分為「核心課程」與「選修課程」兩大部分，A 類「設計實作」核心課程，B 類「講授與專題」、C 類「工作坊」選修課程。

2. 學程內 A 類課程之開課頻率為每年一次；B 類及 C 類課程之開課頻率為每年/兩年一次。

3. 學程適用對象：大二以上或研究所學生。

4. 本類課程優先選課權以登記學程者為優先。

## 2. Regulations:

2.1 The Program is divided into two parts: "core courses" and "elective courses." "Design Practice Courses" of Type A are the core course; Lecture and Seminar course and Workshop courses are elective ones.

2.2 Courses of Type A in the Program are offered once per academic year. Courses of both Types B and C are offered once every other or two academic years.

2.3 Intended students: Sophomores to graduate students.

2.4 Students who are registered in the Program have priority in course selection.

類別 Type	科目名稱 Subject Title	學分 Credits	開課系所 Offered by	備註 Remarks
A 類 設計實作 Type A Design Practice	基本設計初階 Foundation Design (I)	3	建築、應藝 IAR, IAA	核心課程 至少 6 學分 Core Courses At least 6 Credits
	基本設計進階 A Foundation Design (A)	3	建築、應藝 IAR, IAA	
	基本設計進階 B Foundation Design (B)	3	建築、應藝 IAR, IAA	
	設計基礎 A Design Basis A	3	建築、應藝 IAR, IAA	
	設計基礎 B Design Basis B	3	建築、應藝 IAR, IAA	
	雛型設計與製作 Prototype Design and Development	3	傳播 ICS	
	數位設計與製造 Parametric Design& Production	3	建築 IAR	
數位影像創作 Digital Image Design	3	應藝 IAA		
B 類 講授與專題課程 Type B Lecture and Seminar	經典設計 Classic Design	2	建築、應藝 IAR, IAA	選修課程
	科技藝術概論 Introduction to Technology and Art	2	建築、應藝 IAR, IAA	
	多媒體人機互動概論 Introduction to Human-computer Interaction Design	3	傳播 ICS	
	藝術心理學 Psychology of Art	2	應藝 IAA	
	設計概論 Introduction to Design	2	應藝 IAA	
	建築概論 Introduction to Architecture	2	建築 IAR	

	建築與環境概論 Introduction to Architecture & Environment	2	建築 IAR	
	影像合成 Image Synthesis	2	應藝 IAA	
	視覺藝術概論 Introduction of Visual Art	2	應藝 IAA	
	網頁設計 Web Design	2	應藝 IAA	
	排版印刷 Layout and Printing Design	2	應藝 IAA	
	設計師需要知道的心理學 Psychology for Designers	3	應藝 IAA	
	創意城市案例分析 Creative City Case Study	2	建築 IAR	
	創意城市與永續生態 Creative City and Sustainable Ecology	2	建築 IAR	
	動漫文化與網路傳播 Anime(ACG or Otaku) Culture and Internet Communication	2	人社院 CHS	
	故事與情境設計 Story and Scenario Design	2	傳播 ICS	
	高齡設計 Design Thinking for The Elderly	2	應藝 IAA	
	視覺敘事中的時空再現 Representation of Time-Space in Visual Narratives	2	建築 IAR	
	音樂科技導論 Introduction to Music Technology	2	人社院 CHS	
	影像音訊 Audio for Video	2	人社院 CHS	
	通用設計與實作 Universal Design	2	應藝 IAA	
	科學與藝術的湧現 Emergence of Science and Art	2	應藝 IAA	
	計算人文基礎: 師法自然 Introductory Lectures and Laboratories on Computational Humanities: Inspiration from Nature	2	建築 IAR	
C 類 工作坊 Type C	美學運算 Aesthetic Computing	2	應藝 IAA	選修課程
	基礎模型製作	2	應藝	

Workshop	Fundamental Model Making		IAA
	智慧生活與創新設計 Smart Lives& Innovative Design	3	建築 IAR
	當代藝術與跨域設計 Contemporary Art and Cross- Disciplinary Design	2	建築 IAR
	音樂、媒介與說故事 Music, Media and Storytelling	2	博雅書苑 LAC
	形象探索 Exploring Form and Image	2	建築 IAR
	人工智慧與設計 Artificial Intelligence and Design	3	建築 IAR
	動畫創作與傳播實務 Animation Production and Communication Practice	2	人社院 CHS
	計算人文與創造力工作坊：由圖形理 論談起 A Computational Journey Towards Humanities and Creativity: Starting from Graphs	3	建築 IAR
	聲音藝術與科技跨域 Sound Art and Technology	3	建築 IAR
	表現技法(一) Presentation Techniques (I)	3	應藝 IAA
	金工概論與美學設計 Introduction to Metalwork and Esthetic Design	3	建築 IAR
	配樂製作(一) Scoring for Film and Multimedia I	3	人社院 CHS
	計算人文與創造力工作坊：師法自然 A Computational Journey Towards Humanities and Creativity: Inspired by Nature	3	建築 IAR
	策展實踐 Curatorial Practice	2	建築 IAR
數位製造基礎設計建模與實作 Basic Design Modeling and Fabrication	3	建築 IAR	

永續發展與設計實踐-服務學習(二) Sustainable Development and Design Practice-Service Learning II	3	建築 IAR
文化與創意設計 Cultural and Creative Design	2	應藝 IAA
模型製作與材料 Prototype and Model Making	3	應藝 IAA
金工基礎與跨域設計 Fundamentals of Metalsmithing and Cross Disciplinary Design	3	建築 IAR
設計運算與人機互動 Design Computation& Human-Machine Interface	3	建築 IAR
電腦輔助繪圖-快速設計提案 Computer-Aided Design	3	應藝 IAA
創意設計與基礎運用 Creative Design	2	應藝 IAA
數位安康 Digital Well-being	2	建築 IAR
電腦輔助繪圖-進階 Computer Aided Product Design	3	應藝 IAA
創意機器人 Creative Robotics	3	建築 IAR
基礎木工榫接 Training Course on Basic Woodworking Joints	3	人社院 CHS
生活木工榫接 Training Course on Living carpentry	3	人社院 CHS
家具設計與製作 Training Course on Furniture design and production	3	人社院 CHS
總學分 Total Credits		18 學分 18 Credits

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