致理科技大學 日四技 資訊管理系 應修科目表(111學年度入學新生適用)

| | | | | | L | · · · · · · · · · · · · · · · · · · · | 表(111學年度入學新生適用) | | | | | |
|------------------------|--|---|--------|------|----------------|---------------------------------------|--|------------------|------------------|------------------|------------------|------------------|
| 科目類別 | 科目名稱 | | 學分數 | 時數 | 第一學年Yr1 | | 第二學年Yr2 | | 第三 | 學年Yr3 ▼Coving | 第四學年Yr4 | |
| Category | | Course Title | Credit | Hour | 上Fall 授課/奮習 | 下Spring 将課/實習 | 上Fall 将課/實習 | 下Spring 将課/實習 | 上Fall 将課/實習 | 下Spring 捋課/實習 | 上Fall 将課/奮習 | 下Spring 捋課/實習 |
| | 1 | 國文 | | | | | Lecture/Practice | Lecture/Practice | Lecture/Practice | Lecture/Practice | Lecture/Practice | Lecture/Practic |
| | - | Chinese 英文 | 4 | 4 | 2 | 2 | | | | | | |
| | - | Freshman English | 6 | 6 | 3 | 3 | | | | | | |
| | 基礎通識 | 體育(一) Physical Education I | 2 | 2 | 2 | | | | | | | |
| | _ | 環境服務教育與實作 Campus Environment Maintenance | 1 | 1 | 1 | | | | | | | |
| 校訂必修 Liberal Arts | | 體育(二) Physical Education II | 2 | 2 | | 2 | | | | | | |
| (Compulsory) | | 多元敘事應用 Multiple Narrative Applications | 2 | 2 | | | | | | 2 | | |
| | 核心通識 | 生涯規劃與發展 Career Planning and Development | 2 | 2 | 2 | | | | | | | |
| | 1+++ \/ Mz | 英語能力檢定 English Proficiency Test | (1) | 0 | 0 | | | | | | | |
| | 校訂必修 | 學術倫理教育 Academic Ethics Education | (1) | 0 | 0 | | | | | | | |
| | 合計 Subtotal | | 19 | 19 | 10 | 7 | 0 | 0 | 0 | 2 | 0 | 0 |
| | 資訊與多媒體概論 | | 2 | 2 | 2 | | | | | | | |
| , | Fundamentals for Information and Multimedia 程式設計 | | 3 | 3 | 1 | 3 | | | | | | |
| 學院必修 | Computer Programming 國際職場溝通英文(一) English for International Communication I | | 2 | 2 | | | 2 | | | | | |
| College Requirement | 國際職場溝通英文(二) English for International Communication II | | 2 | 2 | | | | 2 | | | | |
| | 大智移雲增能學習 | | 1 | 1 | | | | - | | | | 1 |
| ŀ | | B.S.M.C. Empowerment 合計 | 10 | 10 | 2 | 3 | 2 | 2 | 0 | 0 | 0 | 1 |
| | Subtotal 資訊數學(上) | | | | | 3 | 2 | 2 | U | U | U | 1 |
| | Information Mathematics (1) | | 2 | 2 | 2 | | | | | | <u> </u> | |
| | 經濟發展與電子商務 Electronic Commerce | | 3 | 3 | 3 | | | | | | | |
| | 計算邏輯與程式應用 Computational Logic and Program Applications | | 3 | 3 | 3 | | ļ | | | | | ļ |
| | 雲端運算管理 Cloud Computing Management | | 3 | 3 | 3 | | | | | | | |
| | 資訊數學(下) Information Mathematics (2) | | 2 | 2 | | 2 | | | | | | |
| | 企業網路通訊 Enterprise Network Communication | | 2 | 2 | | 2 | | | | | | |
| | 資料庫管理系統(上) Database Management Systems (1) | | 2 | 2 | | | 2 | | | | | |
| | 網路整合行銷 Integrated Online Marketing | | 3 | 3 | | | 3 | | | | | |
| | Netw | 網站設計與管理 ork Programming Design and Management | 3 | 3 | | | | 3 | | | | |
| 系訂專業必修 | | 系統分析與設計 Systems Analysis and Design | 3 | 3 | | | | 3 | | | | |
| | | 資料庫管理系統(下) Database Management Systems (2) | 2 | 2 | | | | 2 | | | | |
| | | 統計學 Statistics | 2 | 2 | | | | | 2 | | | |
| , | | 專案管理 Project Management | 3 | 3 | 1 | | | | 3 | | | |
| | | 大數據數值分析與應用 | 3 | 3 | | | | | | 3 | | |
| | | Big Data Analytics and Application 實務專題發表 | 1 | 1 | 1 | | | | | | 1 | |
| ļ | | Project Presentations 實務專題審查 | 1 | 1 | 1 | | | | | | | 1 |
| | | Project review 產業實務講座 | 2 | 2 | | | | | | | | 2 |
| ŀ | | Industry Practices Seminar 合計 | | | 11 | 4 | _ | 0 | 5 | 3 | , | 3 |
| | | Subtotal | 40 | 40 | 11 | | 5 | 8 | | | 1 | |
| 學院選修 | | 必修合計 Subtotal, Compulsory | 69 | 69 | 23 | 14 | 7 | 10 | 5 | 5 | 1 | 4 |
| 字阮迭形 | | 美學與創意設計 Aesthetics and Creative Design | 2 | 2 | ļ | 2 | | | | | | |
| , | | 3D動畫 3D Animatio | 3 | 3 | | | 3 | | | | | |
| | Meta | 元宇宙商業行銷與應用 averse Business Marketing and Application | 3 | 3 | | | 3 | | | | | |
| | | 第二外語 Second Foreign Language | 6 | 6 | | | 2 | 2 | 2 | | | |
| | Į, | 物聯網科技與行銷實務(深一) oT Technology and Marketing Practice I | 2 | 2 | | | 2 | | | | | |
| | | 科技志工 Technology Enabled Volunteering | 2 | 2 | | | 2 | | | | | |
| | 田野間的課桌(深一) Fieldwork Class I | | 3 | 3 | | | 3 | | | | | |
| | Integra | 多媒體虚實整合行銷技術(深一) ated O2O Multimedia Marketing Technology I | 2 | 2 | | | 2 | | | | | |
| | | 智慧科技應用(深一) Smart Technology Application I | 2 | 2 | <u> </u> | | 2 | | | | | |
| | | 創業管理 Entrepreneurship Management | 2 | 2 | | | | 2 | | | | |
| ľ | | 資訊志工 Information Technology Volunteering | 2 | 2 | | | | 2 | | | | |
| | | 物聯網科技與行銷實務(深二) oT Technology and Marketing Practice II | 2 | 2 | | | | 2 | | | | |
| | | 多媒體虛實整合行銷技術(深二) ated O2O Multimedia Marketing Technology II | 2 | 2 | 1 | | <u> </u> | 2 | Ì | 1 | 1 | 1 |
| ŀ | mtegra | 田野間的課桌(深二) | 1 | 1 | | | | 1 | | | | |
| | | Fieldwork Class II 智慧科技應用(深二) Smort Technology Application II | 2 | 2 | 1 | | | 2 | | | | |
| | Smart Technology Application II 資訊英文簡報(一) | | 2 | 2 | † | | | _ | 2 | 1 | 1 | |
| | 早期 () English Presentations for Information Technology I | | 3 | 3 | + | | | | 3 | + | 1 | |
| | Augmented reality applications 服務業設計思考(深一) | | - | | + | | | | | | 1 | 1 |
| | Design Thinking in Service Industries I 資訊英文簡報(二) | | 2 | 2 | 1 | | | | 2 | _ | | - |
| | English | h Presentations for Information Technology II | 2 | 2 | | | <u> </u> | | <u> </u> | 2 | 1 | <u> </u> |
| | | 議題式桌遊設計 Issue-Based Board Game Designing 虚擬實境應用 | 2 | 2 | | | | | | 2 | | |
| | | Virtual reality applications | 3 | 3 | _ | | ļ | | ļ | 3 | ļ | ļ |
| | | 服務業設計思考(深二) Design Thinking in Service Industries II | 2 | 2 | | | | | | 2 | | |
| | 科技英文(一) Technical English I | | 2 | 2 | | | | I | | | 2 | |

| 科目類別 Category | 科目名稱 Course Title | 學分數 Credit | 時數 Hour | 授課時數 Contact Hour | | | | | | | | |
|------------------|---|---------------|------------|---------------------------|---------------------------|---------------------------|---------------------------|---------------------------|---------------------------|---------------------------|---------------------------|--|
| | | | | 第一學 上Fall | 年Yr1 下Spring | 第二學 上Fall | 年Yr2 下Spring | 第三學 上Fall | 建年Yr3 下Spring | 第四學 上Fall | 年Yr4 下Spring | |
| | | | | 授課/奮習 Lecture/Practice | 拇課/實習 Lecture/Practice | 拇課/奮習 Lecture/Practice | 拇課/會習 Lecture/Practice | 拇課/實習 Lecture/Practice | 拇課/實習 Lecture/Practice | 拇課/奮習 Lecture/Practice | 将課/實習 Lecture/Practice | |
| - | 科技法律與倫理講座 Technology, Law, and Ethics Lecture | 2 | 2 | | | | | | | 2 | | |
| | 語言測驗輔助教學(一) English Reinforcement l | (2) | 2 | | | | | | | 2 | | |
| | 商用第二外語 Second Foreign Language for Business | 4 | 4 | | | | | | | 2 | 2 | |
| | 科技英文(二) Technical English II | 2 | 2 | | | | | | | | 2 | |
| | 語言測驗輔助教學(二) English Reinforcment II | (2) | 2 | | | | | | | | 2 | |
| | 多媒體導論 Introduction to Multimedia | 3 | 3 | | 3 | | | | | | | |
| | 行銷管理 Marketing Management | 3 | 3 | | 3 | | | | | | | |
| | 動態網頁設計入門 Dynamic Web Design Starter | 3 | 3 | | 3 | | | | | | | |
| | 虚擬實境應用 Virtual Reality | 3 | 3 | | 3 | | | | | | | |
| | 雲端與物聯網 Cloud and Internet of Things | 3 | 3 | | 3 | | | | | | | |
| L | 資訊系統導論(英) Introduction to Information Systems (English) | 2 | 2 | | 2 | | | | | | | |
| L | 平台基礎課程 Platform Foundation Course | 2 | 2 | | | 2 | | | | | | |
| L | 元宇宙技術應用與商業模式 Metaverse Technology Application and Business Model | 3 | 3 | | | 3 | | | | | | |
| _ | 資料結構 Data Structures | 3 | 3 | | | 3 | | | | | | |
| _ | 資訊安全導論 Introduction to Information Security | 3 | 3 | | | 3 | | | | | | |
| _ | 物聯網智能應用 Internet of Things Applications | 2 | 2 | | | 2 | | | | | | |
| _ | 自主募課 Self-recruitment | 2 | 2 | | | 2 | | | | | | |
| _ | 作業系統與應用 Operating Systems and Applications | 3 | 3 | | | 3 | | | | | | |
| _ | 使用者體驗設計 User Experience Design | 3 | 3 | | | 3 | | | | | | |
| _ | 物件導向程式設計(一) Object-Oriented Programming I | 3 | 3 | | | 3 | | | | | | |
| _ | 資訊管理 Information Management | 3 | 3 | | | 3 | | | | | | |
| _ | 網路服務管理 Network Services Management | 3 | 3 | | | 3 | | | | | | |
| | 雲端技術應用 Cloud Technology | 3 | 3 | | | 3 | | | | | | |
| | 企業資源規劃 Enterprise Resource Planning | 3 | 3 | | | | 3 | | | | | |
| _ | 雲端視覺化設計 Cloud Visualization Design | 3 | 3 | | | | 3 | | | | | |
| | 進階網路服務管理 Advanced Network Services Management | 3 | 3 | | | | 3 | | | | | |
| | 物件導向程式設計(二) Object-Oriented Programming II | 3 | 3 | | | | 3 | | | | | |
| | 行動裝置應用程式開發 Mobile Devices Application Development | 3 | 3 | | | | 3 | | | | | |
| | 區塊鏈技術與應用 Blockchain Technology and Applications | 3 | 3 | | | | 3 | | | | | |
| | 文字探勘與行銷應用 Text Mining and Marketing Applications | 2 | 2 | | | | 2 | | | | | |
| | 網頁程式設計 Web Design and Programming | 3 | 3 | | | | 3 | | | | | |
| | 商務溝通(英) Business Communication (English) | 3 | 3 | | | | 3 | | | | | |
| 系訂專業選修 | 創業與創新行銷實務 Entrepreneurship and Innovative Marketing Practices | 3 | 3 | | | | | 3 | | | | |
| | 創意機器人設計應用 Originality Robot Designs and Applications | 3 | 3 | | | | | 3 | | | | |
| | 社群媒體經營 social media management | 2 | 2 | | | | | 2 | | | | |
| | 伺服主機架設服務管理 Server Setup and Management | 3 | 3 | | | | | 3 | | | | |
| | 大數據網路行銷應用實務 Big Data-Driven Applications in Web Marketing | 3 | 3 | | | | | 3 | | | | |
| | AI人工智慧應用 Artificial Intelligence | 3 | 3 | | | | | 3 | | | | |
| | Android軟體框架及核心服務整合 Android Framework HAL Porting | 3 | 3 | | | | | 3 | | | | |
| | 客戶開發與管理 Customer Relations Management | 3 | 3 | | | | | 3 | | | | |
| | 產業實習(暑) Internship (Summer) | 4 | 40 | | | | | 0/40 | | | | |
| | 智慧投資與程式交易 Smart investment and program trading | 3 | 3 | | | | | 3 | | | | |
| | 第三方支付 Third Party Payments | 3 | 3 | | | | | | 3 | | | |
| L | 知識管理 Knowledge Management | 3 | 3 | | | | | | 3 | | | |
| | 問題導向程式設計 Problem-Oriented Programming | 3 | 3 | | | | | | 3 | | | |
| | 軟體品質與系統測試 Software Quality and System Testing | 3 | 3 | | | | | | 3 | | | |
| | 虛擬機器應用實務 VM Applications | 3 | 3 | | | | | | 3 | | | |
| | 資料倉儲與採礦 Data Warehousing and Mining | 3 | 3 | | | | | | 3 | | | |
| | ISMS管理系統實務 ISMS Management System | 3 | 3 | | | | | | 3 | | | |
| | 互聯網金融 Internet Banking | 3 | 3 | | | | | | 3 | | | |
| | 生成式AI應用 Generative AI Applications | 3 | 3 | | | | | | 3 | | | |
| | 網路安全管理 Network Security Management | 3 | 3 | | | | | | 3 | | | |
| | 數位廣告投放實務 Digital Advertising Practice | 2 | 2 | | | | | | 2 | | | |
| | 機器學習理論與應用 Machine Learning Theory and Application | 3 | 3 | | | | | | 3 | | | |
| | 網路攻防技術與實戰 Network Attack and Defense Techniques and Practice | 3 | 3 | | | | | | | 3 | | |
| | 人機互動技術 Human-Computer Interaction 雲端網路服務實務 | 3 | 3 | | | | | | | 3 | | |
| | Cloud Network Service Practice | 3 | 3 | | | | | | | 3 | | |
| | 智能客服機器人實作與測試 Practice and Testing of Intelligent Customer Service Chatbots | 2 | 2 | | | | | | | 2 | | |
| Ļ | 實務實習 Internship 本業應知 | 9 | 40 | | | | | | | 0/40 | | |
| | 產業實習 Internship | 9 | 40 | | | | | | | | 0/40 | |

| 科目類別 Category | 科目名稱 Course Title | 學分數 Credit | 時數 Hour | 授課時數 Contact Hour | | | | | | | | |
|------------------|-------------------------------|---------------|------------|---------------------------|---------------------------|---------------------------|---------------------------|---------------------------|---------------------------|---------------------------|---------------------------|--|
| | | | | 第一學年Yr1 | | 第二學年Yr2 | | 第三學年Yr3 | | 第四學年Yr4 | | |
| | | | | 上Fall | 下Spring | 上Fall | 下Spring | 上Fall | 下Spring | 上Fall | 下Spring | |
| | | | | 将課/實習 Lecture/Practice | 拇課/實習 Lecture/Practice | 将課/會習 Lecture/Practice | 将課/會習 Lecture/Practice | 将課/實習 Lecture/Practice | 拇課/實習 Lecture/Practice | 将課/實習 Lecture/Practice | 将課/實習 Lecture/Practice | |
| . 1 < /6 = 3 | W 52 /2 #/ 77 // 40 0 52 /2 · | | | zectare/1 ractice | Lecture/11detice | Lecture/11delice | Lecture, Fractice | Ecctarcy Fractice | Lecture/1 ractice | zectare/1 lactice | Lecture, Fractice | |

本系總畢業学分數学少130学分: The minimum graduation credit requirement for the department is 130 credits: (1)校訂必修課程29學分,其中包含: (1)University-specific required courses account for 29 credits and include: A.基礎通識(國文4學分、多元敘事應用2學分、英文6學分、體育4學分)。 A.Basic general education courses (4 credits in Chinese literature, 2 credits in Multiple Narrative Application, 6 credits in English, and 4 credits in Physical Education). B.核心通識(生涯規劃與發展2學分、環境服務教育與實作1學分)。

D.1%心理與《工莊規劃與設勝/字分、壞境服務教育與實作1學分)。
B.Required general education courses (2 credits in Career Planning and Development and 1 credit in Environmental Service Education and Practice).
C.選修通識課程(人文藝術、社會科學、自然科學、創意跨域/每類選修2-4學分,合計10學分。
C.Elective general education courses (2-4 credits each from Humanities and Arts, Social Sciences, Natural Sciences, and Creative Interdisciplinary categories, for a total of 10 credits (2)學院必修課程10學分,系訂專業必修課程40學分。

(2)學院必修課程10學分,系訂專業必修課程40學分。
(2)A total of 10 credits in college-specific required courses, along with 40 credits in department-specific professional required courses.
(3)專業選修課程至少51學分,其中系訂專業選修課程至少34學分(含學院選修課程);專業選修學分不含通識課程學分。完成修習本校跨領域學分程者,他系修讀學分列計於專業選修學分方式應依據「致理科技大學跨領域學程設置辦法」辦理。
(3)A minimum of 51 credits in professional elective courses, with at least 34 credits in department-specific professional electives (including college-specific electives); professional elective credits do not include general education credits. Students who complete an interdisciplinary credit program at the university and wish to count credits from courses taken in other departments as professional elective credits should follow the "CLUT interdisciplinary Program Regulations" for processing. (4)修訂,任何证明 foreign language elective courses are recognized as department-specific professional electives, and 2 credits as electives from other departments, with a maximum of 6 credits for second foreign language courses. 2. 每學期修業學分數:第1學年16~25學分,第2-3學年16~25學分,第4學年9-25學分。 Credits per senester: 16-25 credits in the first and second academic years, 12-25 credits in the fourth year. 3. 請勿重複修習已修習過之課程或未經核生、修本系建程,否認的為專業學分數。 Please refrain from retaking courses already completed or enrolling in advanced departmental courses without approval. Credits earned from such courses will not be counted toward graduation requirements. 4. 本系學生於單業前,必須符合下列系訂畢業門應規範: Prior to graduation, students must meet the following departmental graduation

本系學生於畢業前,必須符合下列系訂畢業門艦規範:
Prior to graduation, students must meet the following departmental graduation (1) 通過系訂英語能力檢定,相關規定請參照「致理科技大學英語能力檢定實施辦法」。
(1) Pass the department-specific English proficiency test. For related regulations, please refer to the CLUT Regulations for Implementing the English Proficiency Test. (2) 完成本条任一課程模組(電子商務應用模組 或 智慧體驗財務模組 可認識計劃 Regulations for Implementing the English Proficiency Test. (2) Complete any one of the department's course modules (E-Commerce Application Module, Smart Experience Service Module, or Cloud Information Service Module). (3) 完成本依任一微學程或完成本校任一微學程或一個轉系或一個雙主修。 (3) Complete any of the University's micrograms or a minor or a double major. (4) 严重的 是一个专家编码,可以使用的 是一个专述编码,可以使用的 是一个专家编码,可以使用的 是一个专家编码,可以使用的 是一个专家编码,可以使用的 是一个专家编码,可以使用的 是一个专家编码

(4)Please refer to the departmental webpage for graduation thresholds for basic competencies in professional and technical skills.
(5)預過版於訂「學術倫理教育」課程,相關決定請參與本於「學術倫理教育課程實施要點」。
(6)还如自身的學生、歷生、外籍生及僑生得申請免校外實習門檻。
(6)还如自身的學生、歷生、外籍生及僑生得申請免校外實習門檻。
(6)还如即自身的學生、歷生、列籍生及僑生得申請免校外實習門檻。
(6)还如即自身的學生、歷生、列籍生及僑生得申請免校外實習門檻。
(6)还如即自身的學生、阿雅里達養習習人。「實務實習」或「產業實習」任一課程通過者。本系畢業學分子多認列實習課程學分,領有身心障礙手冊之學生、医生、外籍生及僑生得申請免校外實習門檻。
(6)还如即自身的學生、歷生、列籍生及僑生得申請免校外實習門檻。
(6)还如即自身的學生、歷生、阿雅里達養習習人。「實務實習」或「產業實習」任一課程通過者。本系畢業學分子多認列實習課程學分,領有身心障礙手冊之學生、医生、外籍生及僑生得申請免校外實習門檻。
(6)正如即自身的學生、阿雅里達養國子園,「實務實習」或「產業實習」任一課程通過者。本系畢業學分子多認列實習課程學分,領有身心障礙手冊之學生、医生、外籍生及僑生得申請免校外實習門檻。
(6)正如即自身的學生、医生、外籍生及僑生得申請免校外實習門檻。
(6)正如即自身中,可以由于自身的學生、医生、外籍生及僑生得申請免校外實習門檻。
(6)正如即自身中,可以由于自身的學生、医生、外籍生及僑生得申請免校外實習門檻。
(6)正如即自身中,可以由于自身的學生、医生、外籍生及僑生得申請免校外實習門檻。
(6)正如即自身中,可以由于自身的學生、医生、外籍生及僑生得申請免校外實習門檻。
(6)正如即自身中,可以由于自身的學生、医生、外籍生及衛生得申請免校外實習門檻。
(6)正如即自身中,可以由于自身的學生、医生、小籍生及衛生,以同自身是有一种主人工作,可以由于自身的學生、医生、外籍生及僑生得申請免校外實習問檻。
(6)正如即自身中,可以由于自身中,可以由于自身的學生、學生、阿里尼亚斯里等自己的人工作,由于自身的學生、阿里尼亚斯里等自己的人工作,由于自身的學生、阿里尼亚斯里等自己的人工作,由于自身的學生、阿里尼亚斯里等自己的人工作,由于自身的學生、阿里尼亚斯里等自己的人工作,由于自身的學生,因用自身的學生,可以由自身的學生,因用自身的學生,可以由自身的學生,可以由自身的學生,因用自身的學生,因用自身的學生,可以由自身的學生,可以由自身的學生,可以由自身的學生,可以由自身的學生,因用自身的學生,可以由自身的學生,可以