

致理科技大學 日四技 資訊管理系 應修科目表(112學年度入學新生適用)

| 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 |
| | | | | | 授課/實習 Lecture/Practice | 授課/實習 Lecture/Practice | 授課/實習 Lecture/Practice | 授課/實習 Lecture/Practice | 授課/實習 Lecture/Practice | 授課/實習 Lecture/Practice | 授課/實習 Lecture/Practice | 授課/實習 Lecture/Practice |
| 校訂必修 Liberal Arts (Compulsory) | 基礎通識 | 國文 Chinese | 4 | 4 | 2 | 2 | | | | | | |
| | | 英文 Freshman English | 6 | 6 | 3 | 3 | | | | | | |
| | | 體育（一） Physical Education I | 2 | 2 | 2 | | | | | | | |
| | | 體育（二） Physical Education II | 2 | 2 | | 2 | | | | | | |
| | | 環境服務教育與實作 Campus Environment Maintenance | 1 | 1 | | 1 | | | | | | |
| | | 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 | | | | | | | |
| | 校訂必修 | 英語能力檢定 English Proficiency Test | (1) | 0 | 0 | | | | | | | |
| | | 學術倫理教育 Academic Ethics Education | (1) | 0 | 0 | | | | | | | |
| 合計 Subtotal | | | 19 | 19 | 9 | 8 | 0 | 0 | 0 | 2 | 0 | 0 |
| 學院必修 College Requirement | 資訊與多媒體概論 Fundamentals for Information and Multimedia | | 2 | 2 | 2 | | | | | | | |
| | 程式設計 Computer Programming | | 3 | 3 | | 3 | | | | | | |
| | 國際職場溝通英文(一) English for International Communication I | | 2 | 2 | | | 2 | | | | | |
| | 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 B.S.M.C. Empowerment | | 1 | 1 | | | | | | | | 1 |
| | 合計 Subtotal | | | 10 | 10 | 2 | 3 | 2 | 2 | 0 | 0 | 0 |
| 系訂專業必修 | 資訊數學(上) Information Mathematics (1) | | 2 | 2 | 2 | | | | | | | |
| | 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 | | | | | | | |
| | 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 | | | | | |
| | 網站設計與管理 Network Programming Design and Management | | 3 | 3 | | | | 3 | | | | |
| | 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 | | | | | 3 | | | |
| | 大數據數值分析與應用 Big Data Analytics and Application | | 3 | 3 | | | | | | 3 | | |
| | 實務專題發表 Project Presentations | | 1 | 1 | | | | | | | 1 | |
| | 實務專題審查 Project review | | 1 | 1 | | | | | | | | 1 |
| | 產業實務講座 Industry Practices Seminar | | 2 | 2 | | | | | | | | 2 |
| | 合計 Subtotal | | | 40 | 40 | 11 | 4 | 5 | 8 | 5 | 3 | 1 |
| 必修合計 Subtotal, Compulsory | | | 69 | 69 | 22 | 15 | 7 | 10 | 5 | 5 | 1 | 4 |
| 學院選修 | 美學與創意設計 Aesthetics and Creative Design | | 2 | 2 | | 2 | | | | | | |
| | 3D動畫 3D Animatio | | 3 | 3 | | | 3 | | | | | |
| | 元宇宙商業行銷與應用 Metaverse Business Marketing and Application | | 3 | 3 | | | 3 | | | | | |
| | 第二外語 Second Foreign Language | | 6 | 6 | | | 2 | 2 | 2 | | | |
| | 智慧科技應用(深一) Smart Technology Application I | | 2 | 2 | | | 2 | | | | | |
| | 多媒體虛實整合行銷技術(深一) Integrated O2O Multimedia Marketing Technology I | | 2 | 2 | | | 2 | | | | | |
| | 物聯網科技與行銷實務(深一) IoT 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 | | | | | |
| | 創業管理 Entrepreneurship Management | | 2 | 2 | | | | 2 | | | | |
| | 智慧科技應用(深二) Smart Technology Application II | | 2 | 2 | | | | 2 | | | | |
| | 物聯網科技與行銷實務(深二) IoT Technology and Marketing Practice II | | 2 | 2 | | | | 2 | | | | |
| | 多媒體虛實整合行銷技術(深二) Integrated O2O Multimedia Marketing Technology II | | 2 | 2 | | | | 2 | | | | |
| | 田野間的課桌(深二) Fieldwork Class II | | 1 | 1 | | | | 1 | | | | |
| | 資訊志工 Information Technology Volunteering | | 2 | 2 | | | | 2 | | | | |
| | 資訊英文簡報（一） English Presentations for Information Technology I | | 2 | 2 | | | | | 2 | | | |
| | 擴增實境應用 Augmented reality applications | | 3 | 3 | | | | | 3 | | | |
| | 服務業設計思考(深一) Design Thinking in Service Industries I | | 2 | 2 | | | | | 2 | | | |
| | 資訊英文簡報（二） English Presentations for Information Technology II | | 2 | 2 | | | | | | 2 | | |
| | 議題式桌遊設計 Issue-Based Board Game Designing | | 2 | 2 | | | | | | 2 | | |
| | 虛擬實境應用 Virtual reality applications | | 3 | 3 | | | | | | 3 | | |
| | 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 | | | | | | | 2 | | |

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|------------------|---|---------------|------------|------------------------------------|--------------------------------------|------------------------------------|--------------------------------------|------------------------------------|--------------------------------------|------------------------------------|--------------------------------------|
| | | | | 第一學年Yr1 | | 第二學年Yr2 | | 第三學年Yr3 | | 第四學年Yr4 | |
| | | | | 上Fall 授課/實習 Lecture/Practice | 下Spring 授課/實習 Lecture/Practice | 上Fall 授課/實習 Lecture/Practice | 下Spring 授課/實習 Lecture/Practice | 上Fall 授課/實習 Lecture/Practice | 下Spring 授課/實習 Lecture/Practice | 上Fall 授課/實習 Lecture/Practice | 下Spring 授課/實習 Lecture/Practice |
| | 科技法律與倫理講座 Technology, Law, and Ethics Lecture | 2 | 2 | | | | | | | 2 | |
| | 商用第二外語 Second Foreign Language for Business | 4 | 4 | | | | | | | 2 | 2 |
| | 語言測驗輔助教學 (一) English Reinforcement I | (2) | 2 | | | | | | | 2 | |
| | 科技英文 (二) Technical English II | 2 | 2 | | | | | | | | 2 |
| | 語言測驗輔助教學 (二) English Reinforcement II | (2) | 2 | | | | | | | | 2 |
| 系訂專業選修 | 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 | | | | | | |
| | 虛擬實境應用 Virtual Reality | 3 | 3 | | 3 | | | | | | |
| | 雲端與物聯網 Cloud and Internet of Things | 3 | 3 | | 3 | | | | | | |
| | 資訊系統導論(英) Introduction to Information Systems (English) | 2 | 2 | | 2 | | | | | | |
| | 平台基礎課程 Platform Foundation Course | 2 | 2 | | | 2 | | | | | |
| | 元宇宙技術應用與商業模式 Metaverse Technology Application and Business Model | 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 | | | | | |
| | 資料結構 Data Structures | 3 | 3 | | | 3 | | | | | |
| | 資訊安全導論 Introduction to Information Security | 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 | | | | |
| | 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 | 3 | 3 | | | | | 3 | | | |
| | 伺服器機架設服務管理 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人工智慧與量子電腦應用 AI and Quantum Computing Applications | 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 | | | |
| | 專業實習(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 | | |
| | 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 | | |
| | 人機互動技術 Human-Computer Interaction | 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 | |
| | 雲端網路服務實務 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 | |
| | 實務實習 Internship | 9 | 40 | | | | | | | 0/40 | |
| | 產業實習 Internship | 9 | 40 | | | | | | | | 0/40 |

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|--|----------------------|---------------|------------|---------------------------|---------------------------|---------------------------|---------------------------|---------------------------|---------------------------|---------------------------|---------------------------|
| | | | | 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 |
| | | | | 授課/實習 Lecture/Practice | 授課/實習 Lecture/Practice | 授課/實習 Lecture/Practice | 授課/實習 Lecture/Practice | 授課/實習 Lecture/Practice | 授課/實習 Lecture/Practice | 授課/實習 Lecture/Practice | 授課/實習 Lecture/Practice |
| <p>1. 1、本系總畢業學分數至少 130 學分； 1、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.基礎通識課程（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.核心通識課程（生涯規劃與發展 2 學分、環境服務教育與實作1學分）。 B. Required general education courses (2 credits in Career Planning and Development and one 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) 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學程者，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. For those who have completed the interdisciplinary credit program of the University, the credits from other departments will be counted as elective credits for the major in accordance with the "Regulations for the Establishment of Interdisciplinary Programs of CLUT". (4)修讀「第二外語」選修課程僅認列4學分為本系專業選修，2學分為他系專業選修，第二外語至多修習6學分。 (4) Only 4 credits from second foreign language elective courses are recognized as department-specific professional elective credits. 2 credits are recognized as electives for majors in other departments with a maximum of 6 credits of a second foreign language. 2. 每學期修業學分數：第 1~2 學年 16~25 學分，第 3 學年 12~25 學分，第 4 學年 9~25 學分。 2、Credits per semester: 16-25 credits in the first and second academic years, 12-25 credits in the third year, and 9-25 credits in the fourth year. 3. 請勿重複修習已修習過之課程或未經核准上修本系課程，否則該課程不予認為畢業學分數。 3、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. 本系學生於畢業前，必須符合下列系訂畢業門檻規範： 4、Prior to graduation, students in the department must meet the following department-specified graduation thresholds: (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) Please refer to the "CLUT Implementation Regulations for English Proficiency Tests," for the requirements for passing the departmental English proficiency exams. (2)完成本系任一課程模組(電子商務應用模組或智慧體驗服務模組或雲端資訊服務模組)。 (2) Complete any module (E-Commerce Applications Module or Intelligent Experience Services Module or Cloud Information Services Module) in the department. (3)完成本校任一微學程或完成本校任一跨域學分學程或一個輔系或一個雙主修。 (3) Complete any of the University's microprograms or complete any of the University's interdisciplinary credit programs or a minor or a double major. (4)通過系訂專業技術基本能力，相關規定請參閱本系系網頁畢業門檻。 (4) Please refer to the departmental webpage for graduation thresholds for basic competencies in professional and technical skills. (5)通過院訂專業能力，相關規定請參照本院「大智移雲增能學習實施要點」。 (5) Pass the college-specified professional competency test in accordance with the Directions for DaZhi Cloud-Enhanced Learning of the college. (6)通過校訂「學術倫理教育」課程，相關規定請參照本校「學術倫理教育課程實施要點」。 (6) Complete the CLUT-mandated "Academic Ethics Education" course, as outlined in the "Academic Ethics Education Program Implementation Requirements". 5. 校外實習為本系畢業門檻，可修習「產業實習(暑)」、「實務實習」任一課程通過者。本系畢業學分至多認列實習課程9學分，領有身心障礙手冊之學生、陸生、外籍生及僑生得申請免校外實習門檻。 5、An off-campus internship is the threshold for graduation from the department, and may be taken and passed in any of the "Industrial Internship (Summer)," "Practicum," or "Industrial Internship" courses. A maximum of 9 credits of internship courses will be recognized for graduation. Students with disabilities, students from mainland China, foreign students, and overseas Chinese students may apply for exemption from the mandatory off-campus internship course in the department. 6. 畢業年級相當於國內高級中等學校二年級之國外或香港、澳門同級同類學校畢業生，至少同等學力資格入學本系四年制一年級者，應須符合本系規定之畢業總學分數修讀規範外，應另增加畢業應修學分數12學分。 6、Graduates equivalent to the second year of senior high school in Taiwan or from schools of similar levels in foreign countries, Hong Kong, or Macau who enroll in the first year of the four-year program of the department under the qualification of equivalent academic competence must fulfill the total credit requirement set by the department. In addition, they must complete an additional 12 credits for graduation. 7. 學生修習本校開設或本校認可之磨課師課程，依本校磨課師課程學分抵免要點與磨課師課程學分實施要點辦理。 7、Credits earned from massive open online courses (MOOCs) offered or recognized by CLUT may be counted toward graduation requirements as per the CLUT guidelines for the implementation and transfer of credits from these courses. 8. 本應修科目表學分欄為括弧 () 者，則表示該學分不計入畢業學分數。 8、Credits in parentheses in the course requirement table are not counted toward the total graduation credits. 9. 本應修科目表因應本系特色發展之需要時，得依據本校課程規劃流程修正。 9、According to the developmental needs of the department, the course requirement table may be revised by adhering to the CLUT course planning procedures.</p> | | | | | | | | | | | |