

元智大學藝術與設計學系 必修科目表
Department of Art And Design at Yuan Ze University
List of Required Courses
(115 學年度入學新生適用)
(Applicable to Students Admitted in Academic Year of 2026)

115.06.10 一一四學年度第八次教務會議通過

Passed by the 8th Academic Affairs Meeting, Academic Year 2025, on June 10, 2026

[illegible]

通識教育科目 General Education(10)	通識課程分為人文藝術、自然科學、社會科學及生命科學四大類。學生須於四大領域中各選修 2 學分課程，共計 8 學分。 General Education program comprises four categories : Humanities, Natural Science, Social Science and Life Science. Students are required to take a 2-credit course from each category to get 8 credits before graduation. 通識跨域課程 General Education Interdisciplinary Course：此 2 學分學生可自由於通識講座課程、微課自主學習或在地多元文化課群中選課。惟外籍生與工程學院英語學士班、資訊學院英語學士班、人文社會學院英語學士班、電機通訊學院英語學士班學生仍須於四大領域中選課，依各院修課規定辦理。Students can select the 2 credits from a General Education Lecture course, Micro Credit courses, Self-Study courses, or Local-Multicultural courses. Only foreign students and undergraduates of International Programs in the Colleges of Engineering, Informatics, Humanities and Social Sciences, as well as Electrical and Communication Engineering are required to take a 2-credit course from the four categories according to each college's policy before graduation.							
院必修科目 College Compulsory (4)	「AI 數位人文應用（一）」、「AI 數位人文應用（二）」AI 程式語言共 4 學分，依院修課規則辦理。 AI Digital Applications in Humanities I (2)、AI Digital Applications in Humanities II (2) have 4 credits in total, which is subject to the rules of college.							
系必修科目 Department Compulsory (41)	AD157 基礎電腦繪圖 Fundamentals of Computer Graphics (3)	AD158 AI 設計電腦繪圖 AI-Assisted Computer Graphics Design (3)	AD372 當代藝術與設計思潮 Trend of Thought in Contemporary Art and Design (3)	AD286 AI 數位製造 AI-ntegrated Digital Fabrication(3)	必修 2 擇 1 (上下學期需為同系列課程) Compulsory 2 optional 1 (for the same period of the next semester courses)		AD401 畢業製作 (一) Graduation Project(I) (4)	AD402 畢業製作 (二) Graduation Project(II) (4)
	AD123 素描基礎 Basic Drawings (3)	AD159 基礎設計 Basic Design (3)	AD288 空間設計 Design Spatial Design (3)	AD289 互動設計 Interactive Design (3)	AD328 2D 實驗動畫 2D Experimental Animation (3)	AD329 3D 建模與 AI 影像 3D Modeling and AI Imaging (3)		
	AD290 設計製圖與 AI 表現法 Art Studio(I) Design Drawing and AI Visualization Techniques (3)				AD326 跨領域設計 Interdisciplinary Design (3)	AD327 AI 跨域設計實踐 AI Interdisciplinary Design Practice (3)		
學期學分小計 Credit each semester	9	6	6	6	3	3	4	4
備註 Remarks	1. 115 學年度起入學學士班學生，必須符合以下至少一項畢業條件（三擇一）： ● 跨域學習：取得探索／深耕跨領域學程、探索／深耕跨領域微學程、產業學程（企業學程）、他系之領域專長學程、輔修、輔系或雙主修。 ● 國際交換：至少兩門專業課程，語言課程除外。 ● 產業實習：須符合教育部及學生所屬學系（組、班）之規範。 Starting from the 115th academic year, undergraduate students admitted to our university must meet at least one of the following graduation requirements (choose one of the three): ● Interdisciplinary Learning: Completion of a Cross-Domain Exploration Program / Advanced Cross-Domain Program, Cross-Domain Exploration / Advanced Cross-Domain micro program, industry program (enterprise program), specialized program from another department, minor, secondary field of study, or double major. ● International Exchange: Completion of at least two professional courses taken abroad; language courses are excluded. ● Industry Internship: Must comply with the regulations of the Ministry of Education and the student's affiliated department (program/class). 2. 有關共同必修及通識教育科目之詳細規定，另依據「元智大學共同必修科目表」之規定辦理。 Please refer to Yuan Ze University Common Required Course List for General Education courses information and regulations. 3. 通識教育科目學分至多採計 10 學分，超修之學分不列入畢業學分。自 115 學年度起入學的學士班學生，若通識教育課程同時屬於跨領域學程課程學分，僅能擇一採計，學生仍須修足通識教育課程規定的應修學分數。作為跨領域學程畢業門檻所修習的通識課程學分，不得計入畢業學分。A maximum of 10 credits from general education courses can be counted toward graduation. Any credits exceeding this limit will not be included in the total graduation credits. Starting from the 115th academic year, undergraduate students whose general education courses also count toward an interdisciplinary program may only have the credits counted once, and students are still required to complete the prescribed number of general education credits. Credits earned from general education courses used to meet the graduation requirements of an interdisciplinary program cannot be counted toward graduation credits.							

	4. 終端學習課程： The experiential learning courses: AD402 畢業製作（二） AD402 Graduation Project(II) 5. 互動設計（課號 AD289）為本系必修「議題導向實作專題課程」3 學分。 Interactive Design (Course code AD289) is a compulsory three-credit course of "Topic and Implementation-oriented courses" 6. 生成式參數設計（課號 AD287）、AI 數位製造（課號 AD286）、當代藝術實踐與 AI 應用（課號 AD160）、身體感知與 AI 互動（課號 AD381）為本系「AI 數位應用相關課程」，畢業前須通過至少 2 門「AI 數位應用相關課程」（可至本系或外系修習）。 Generative Parametric Design (course code AD287), AI-Integrated Digital Fabrication (course code AD286), Contemporary Art Practice and AI Applications (course code AD160), Embodied Perception and AI interaction (course code AD381) are courses of 'AI digital application courses'. Students require passing at least two 'AI digital application courses'. (Student may take 'AI digital application courses' from another department.) 7. 本系必須修滿 128 學分方可畢業，包括共同必修及通識課程共 27 學分、院必修「AI 數位人文應用」課程共 4 學分、本系必修 41 學分，選修 56 學分（選修本系碩士班課程可列入系選修學分；外系選修至多承認 17 學分（含專業自主學習 1 學分），與他系合作之學程，依學程規定承認最高學分）。 Student of Dept. of Ad must take 128 credits in total for graduation, include Required Common Courses and General Education courses (27) credits, College Compulsory Courses AI Digital Applications in Humanities (4) credits, Department Compulsory courses (41) credits, and Department Elective courses (56) credits. A maximum of (17) credits can be recognized for free electives (including 1 credit from Disciplinary Self-Directed Learning). For the cooperation courses with other departments, credits will be recognized according to the specific program regulations. 8. 本系學生選修課程模組分類：「AI 跨域」、「互動科技」、「藝術創新」三大軸向，學生須選修任二課程模組，AI 創新組學生必須選修選「AI 跨域」課程模組。相關選修課程模組分類表請參閱「藝術與設計學系選修課程模組」。 Students of the Department of Art and Design must complete elective course modules, which are categorized into three main tracks: AI Across Disciplines, Interactive Technologies, and Artistic Innovation. Students must complete electives from any two of these course modules. Students in the AI Innovation Track must select the AI Across Disciplines course module. For details of the elective course module classification, please refer to the Elective Course Modules of the Department of Art and Design. 9. 為增進學生英文能力，鼓勵選修英語授課課程（含英專班），其修習之課程科目及學分數之認抵需依學系規定辦理。 To improve students' English, we encourage students to take the courses in English (including English Bachelor), which courses and credits waiver and transference should be standardized by each department. 10. 自 106 學年度起軍訓課程由必修改為選修，該學分納入當學期修課學分數計算，但不納入畢業總學分計算。 The military education courses are no longer compulsory starting the 106 academic year. The military education courses will not be accumulated to the graduation requirements, but they can be counted as taken credits for each semester. 11. 修習碩士班課程以大三以上學生為限，且不得修習碩士在職專班課程。 Master's degree courses are limited to students in their third year or above, and students are not allowed to take courses from the Executive Master program.
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學年 Academic Year 學期 Semester 科目 Subject	第一學年 1 st Academic Year		第二學年 2 nd Academic Year		第三學年 3 rd Academic Year		第四學年 4 th Academic Year	
	上 Fall	下 Spring	上 Fall	下 Spring	上 Fall	下 Spring	上 Fall	下 Spring
人文 美學 Humanistic aesthetics (40)	AD119 平面 與造形 Plane and Form (3)	AD120 立體與塑造 Three Dimensional Form and Modeling (3)	AD162 設計概論 Design Basics (3)	AD215 東亞藝術史 East Asian Art History (3)	AD370 書畫藝術 Chinese Calligraphy And Painting (3)	AD154 新媒體藝術 New Media Art (3)	AD240 台灣藝術史 Taiwanese Art History (3)	AD371 工藝與雕塑 Craft and Sculpture (3)
	AD149 肢體美學 Body Aesthetics (3)		AD282 藝術與人文講座 Art And Humanity (2)	AD283 藝術與美學講 座 Arts and Aesthete (2)	AD353 設計史 Design Style & History (3)	AD355 現代藝術 Modern Art (3)		AD451 日本設計美學 與理論 Japanese Design Aesthetics and Theory (3)
專業技術 Professional and technical (72)	AD156 數位影像製 作與動畫基 礎 Fundamenta ls of Digital Imaging and Animation (3)	AD249 動畫原理與 實務 Principles and Practice of Animation (3)	AD287 生成式參數設計 Generative Parametric Design(3)	AD285 沉浸式互動體 驗 Immersive Interactive Experience(3)	AD441 互動科技裝置 ：概論與程式 Interactive Media Installation ： Basic & Program (3)	AD446 互動科技裝置： 實務與應用 Interactive Media Installation： Practice & Application (3)		
		AD163 基礎木構造 與家具實作 Fundamentals of Wood Structure & Furniture Making (3)	AD294 觀念與關 鍵字建構 Concept and Keyword Development (3)	AD295 關鍵字 與計畫轉化 (From Keywords to Project Realization(3)	AD379 結構系統與仿 生設計 Structural Systems and Biomimetic Design (3)	AD380 智慧材料與互動 構造設計 Smart Materials and Interactive Structural Design (3)		
	AD161 複合 媒材基礎 Foundations of Mixed Media (3)	AD124 素描進階 Advanced Drawings (3)	AD280 攝影實務(一) Photography Practice(I) (3)	AD281 攝影實務(二) Photography Practice(II) (3)	AD 373 建築空間與數 位影像思維/實 作 Architectural Space and Digital Imaging Thinking/ Practice (3)	AD381 身體感知與 AI 互動 Embodied Perception and AI interaction (3)		
			AD284 當代展覽 觀察與研究 Contemporary Exhibition Observation and Research(3)	AD293 永續與 複合媒材裝置 Sustainable in Mixed Media and Installation (3)				
		AD160 當代藝術實 踐與 AI 應用 Contemporary Art Practice and AI Applications (3)	AD291 當代錄像 Moving Image in Contemporary Art (3)	AD292 臺灣影像藝術 Image Art in Taiwan (3)	AD377 藝術創作觀念 與實務 Art Creation Concepts and Practices(3)	AD378 藝術創作展示與 規劃 Art Creation Display and Planning(3)		