

# 嶺東科技大學112學年度入學新生課程標準

## Ling Tung University Curriculum Standards in effect since 2023

Department(系所別):Information Technology(資訊科 技系智慧聯網互動科技應用組) College(學院):College of AI Technology(智慧科技學院)

Academic Year of Entrance(入學年):2023

Program:Four-year B.D. for Day Division(日間部四年制)

| 第一學年第一學期                |  |     |         |       |
|-------------------------|--|-----|---------|-------|
| 科目名稱                    | Course Title                                 | R/E | Credits | Hours |
| 基本勞作教育(一)               | Labor Education I                            | R   | 0       | 2     |
| 中文閱讀與思考                 | Chinese Reading and Thinking                 | R   | 2       | 2     |
| 職涯與職能發展                 | Career and functional development            | R   | 2       | 2     |
| 體育(一)                   | Physical Education I                         | R   | 2       | 2     |
| 英文(一)                   | English I                                    | R   | 2       | 2     |
| 計算機概論                   | Introduction to Computer Science             | R   | 3       | 3     |
| 微積分(一)                  | Calculus I                                   | R   | 3       | 3     |
| 計算機程式設計                 | Computer Program Design                      | R   | 3       | 3     |
| 電腦輔助設計應用                | Computer-Aided Design Applications           | R   | 3       | 3     |
| 數位多媒體應用                 | Digital Multimedia Applications              | R   | 3       | 3     |
| 第一學年第二學期                |  |     |         |       |
| 科目名稱                    | Course Title                                 | R/E | Credits | Hours |
| 基本勞作教育(二)               | Labor Education II                           | R   | 0       | 2     |
| 英文(二)                   | English II                                   | R   | 2       | 2     |
| 中文應用書寫表達                | Application of Chinese                       | R   | 2       | 2     |
| 體育(二)                   | Physical Education II                        | R   | 2       | 2     |
| 微控制系統應用                 | Microcontroller Applications                 | R   | 3       | 3     |
| Linux系統應用               | Linux System Applications                    | R   | 3       | 3     |
| 電學概論                    | Fundamentals of Electricity                  | E   | 3       | 3     |
| 微積分(二)                  | Calculus II                                  | E   | 3       | 3     |
| 創意機構應用                  | Creative Mechanism Applications              | E   | 3       | 3     |
| 手持式裝置應用                 | Handheld Device Applications                 | E   | 3       | 3     |
| 3D列印應用                  | 3D Printing Applications                     | E   | 3       | 3     |
| 第二學年第一學期                |  |     |         |       |
| 科目名稱                    | Course Title                                 | R/E | Credits | Hours |
| 數位應用                    | Digital Application                          | R   | 2       | 2     |
| 群己倫理與生命關懷               | Ethnics and Interpersonal Relationships      | R   | 2       | 2     |
| 博雅通識(一)                 | General Education I                          | R   | 2       | 2     |
| 人工智慧概論                  | Artificial Intelligence Applications         | R   | 3       | 3     |
| 響應式網頁製作                 | Acoustics Applications and Design            | R   | 3       | 3     |
| 網路技術與應用                 | Network Technology and Applications          | R   | 3       | 3     |
| 自動化製造與實習                | Automation Manufacturing Practice            | R   | 3       | 3     |
| 數位邏輯與實習                 | Digital Logic and Experiment                 | E   | 3       | 3     |
| 電子電路與實習                 | Electronic Circuits and Experiments          | E   | 3       | 3     |
| 資訊安全                    | Information Security                         | E   | 3       | 3     |
| 進階微控制系統應用               | Advanced Microcontroller System Applications | E   | 3       | 3     |
| 程式思維與資料結構               | Programming Logic and Data Structures        | E   | 3       | 3     |
| 3D電腦繪圖與塑模               | 3D Computer Graphics and Modeling            | E   | 3       | 3     |
| 全民國防教育(一)               | National Defense Education I                 | E   | 2       | 2     |
| 第二學年第二學期                |  |     |         |       |
| 科目名稱                    | Course Title                                 | R/E | Credits | Hours |
| 職場英文                    | Workplace English                            | R   | 2       | 2     |
| 博雅通識(二)                 | General Education II                         | R   | 2       | 2     |
| 智慧裝置應用                  | Smart Device Applications                    | R   | 3       | 3     |
| 機器人概論                   | Introduction to Robotics                     | R   | 3       | 3     |
| 物聯網與智慧雲端                | IoT and Smart Cloud                          | R   | 3       | 3     |
| 網路技術實務                  | Networking Practice                          | E   | 3       | 3     |
| 數位系統設計                  | Digital System Design                        | E   | 3       | 3     |
| 逆向工程與快速原型加工             | Reverse Engineering and Rapid Prototyping    | E   | 3       | 3     |
| 全民國防教育(二)               | National Defense Education II                | E   | 2       | 2     |
| 第三學年第一學期                |  |     |         |       |
| 1st Semester Third Year |  |     |         |       |

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| 科目名稱                     | Course Title                                  | R/E | Credits | Hours |
|--------------------------|---|-----|---------|-------|
| 博雅通識(三)                  | General Education III                         | R   | 2       | 2     |
| 實務專題(一)                  | Practical Project I                           | R   | 2       | 2     |
| 智慧晶片實務                   | Smart Chip Practices                          | R   | 3       | 3     |
| 智慧機器人軟體設計                | Smart Robot Software Design                   | R   | 3       | 3     |
| 無線感測網路                   | Wireless Sensor Networks                      | E   | 3       | 3     |
| 智慧型行動裝置軟體設計              | Software Design of Intelligent Mobile Devices | E   | 3       | 3     |
| 物聯網创客實務                  | IoT Creative Practices                        | E   | 3       | 3     |
| 人工智慧應用                   | Artificial Intelligence Applications          | E   | 3       | 3     |
| 專業證照輔導                   | Professional Certification Guidance           | E   | 3       | 3     |
| 第三學年第二學期                 |   |     |         |       |
| 2nd Semester Third Year  |   |     |         |       |
| 科目名稱                     | Course Title                                  | R/E | Credits | Hours |
| 博雅通識(四)                  | General Education IV                          | R   | 2       | 2     |
| 專業英文                     | Professional English                          | R   | 2       | 2     |
| 實務專題(二)                  | Practical Project II                          | R   | 2       | 2     |
| 互動介面設計                   | Interactive Interface Design                  | R   | 3       | 3     |
| 智能產品包裝與設計                | Smart Product Packaging and Design            | E   | 3       | 3     |
| 無人車設計                    | Unmanned Vehicle Design                       | E   | 3       | 3     |
| 感知器控制應用                  | Perceptor control application                 | E   | 3       | 3     |
| 進階智慧晶片實務                 | Advanced Smart Chip Practices                 | E   | 3       | 3     |
| 網路行銷                     | Online Marketing                              | E   | 3       | 3     |
| 數位影音剪輯                   | Digital Video Editing                         | E   | 3       | 3     |
| 第四學年第一學期                 |   |     |         |       |
| 1st Semester Fourth Year |   |     |         |       |
| 科目名稱                     | Course Title                                  | R/E | Credits | Hours |
| 實務專題(三)                  | Practical Project III                         | R   | 2       | 2     |
| 資訊志工(一)                  | Information Volunteer I                       | E   | 3       | 3     |
| 雲端運算                     | Cloud Computing                               | E   | 3       | 3     |
| 數位家庭系統                   | Digital Home Systems                          | E   | 3       | 3     |
| 模糊理論                     | Fuzzy Theory                                  | E   | 3       | 3     |
| 行動與雲端運算                  | Mobile and Cloud Computing                    | E   | 3       | 3     |
| 智能商品開發                   | Smart Product Development                     | E   | 3       | 3     |
| 商品提案技巧與規劃                | Product Proposal Techniques and Planning      | E   | 3       | 3     |
| 企業實習                     | Corporate Internship                          | E   | 3       | 3     |
| 第四學年第二學期                 |   |     |         |       |
| 2nd Semester Fourth Year |   |     |         |       |
| 科目名稱                     | Course Title                                  | R/E | Credits | Hours |
| 人機介面應用                   | Human-Computer Interface Applications         | E   | 3       | 3     |
| 機器人視覺                    | Robot Vision                                  | E   | 3       | 3     |
| 創意整合實務                   | Creative Integration Practices                | E   | 3       | 3     |
| 專業實習(一)                  | Practical Training I                          | E   | 3       | 3     |
| 專業實習(二)                  | Practical Training II                         | E   | 3       | 3     |
| 專業實習(三)                  | Practical Training III                        | E   | 3       | 3     |
| 資訊志工(二)                  | Information Volunteer II                      | E   | 3       | 3     |

備註:R=Required;E=Elective

## Regulations

1. The total number of credits required for graduation is 128, including 28 university-required credits, 8 college-required credits, 51 department-required credits, and 41 professional elective credits.
2. Students in their first to third years may take 16–25 credits per semester, while fourth-year students may take 9–25 credits. Detailed regulations are governed by the University Academic Regulations.
3. In accordance with the University's implementation guidelines for Chinese proficiency, English proficiency, information technology competency, and physical fitness, students must pass all required assessments to be eligible for graduation.
4. Students must meet the standards specified in the Department's "Implementation Guidelines for Professional Competency Assessment" to be eligible for graduation. Once students pass the assessment under the University's "Implementation Guidelines for Students' Information Technology Competency Assessment," the licenses and certificates they obtain will also be recognized by the Department as professional certifications for basic workplace information technology applications.
5. "Practical Project (I)," "Practical Project (II)," and "Practical Project (III)" are offered in accordance with the Department's curriculum planning and are designated as required courses for the Department.
6. Students may take courses offered by other departments that are not available in this department. Upon departmental approval, up to 12 credits (including interdisciplinary program credits) may be counted toward professional elective credits. Students may also take courses at other universities, limited to one course. Credits earned will be included in the calculation of external elective credits. Inter-institutional enrollment shall follow the University's "Implementation Guidelines for Inter-Institutional Course Selection."
7. Students participating in the Ministry of National Defense Reserve Officers' Training Corps (ROTC) who have completed winter and summer training and obtained certification may apply for credit waivers and exemptions from the Department's internship courses. Students applying for a full-semester internship exemption must complete registration and enroll in other courses for at least 3 credits during that semester.
8. Students admitted to the Department through the Sports Talents Admission Program in the 112 academic year may count their passing grades in the Sports and Health Management Program toward their graduation credits. Among these, 15 credits of core courses from the program will be recognized as the Department's required courses, and 20 credits of elective courses will be counted as the Department's professional elective courses.
9. For Professional Internship (I), Professional Internship (II), and Professional Internship (III), each credit shall correspond to a maximum of 64 internship hours..