

# 嶺東科技大學111學年度入學新生課程標準

## Ling Tung University Curriculum Standards in effect since 2022

Department(系所別):Information Technology(資訊科 技系網路管理與雲端應用組) College(學院):College of AI Technology(智慧科技學院)

Academic Year of Entrance(入學年):2022

Program:Four-year B.D. for Day Division(日間學制四年制)

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
英文(一)	English I	R	2	2
體育(一)	Physical Education I	R	2	2
職涯與職能發展	Career and functional development	R	2	2
計算機概論	Introduction to Computer Science	R	3	3
微積分(一)	Calculus I	R	3	3
管理資訊系統	Management Information Systems	R	3	3
網路技術與應用	Network technology and applications	R	3	3
基礎網頁設計	Basic web design	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
中文應用書寫表達	Application of Chinese	R	2	2
英文(二)	English II	R	2	2
體育(二)	Physical Education II	R	2	2
物聯網應用	Internet of Things application	R	3	3
Linux系統應用	Linux System Applications	R	3	3
視窗作業系統管理實務	Windows Operating System Management Practices	E	3	3
TCP/IP網路通訊	TCP/IP Network Communication	E	3	3
手持式裝置應用	Handheld device application	E	3	3
3D電腦繪圖	3D Computer Graphics	E	3	3
數位多媒體應用	Digital Multimedia Applications	E	3	3
實用華語文	Practical Chinese	E	1	1
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
網路伺服器建置與管理	Network Server Setup and Management	R	3	3
電子商務	E-Commerce	R	3	3
計算機程式設計	Computer programming	R	3	3
交換與路由實務應用	Switching and Routing Practical Applications	R	3	3
多媒體網頁設計	Multimedia Web Design	E	3	3
感測網路技術與應用	Sensor Network Technology and Applications	E	3	3
作業系統	working system	E	3	3
程式思維與資料結構	Programming Logic and Data Structures	E	3	3
電腦遊戲設計	Computer Game Design	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
博雅通識(二)	General Education II	R	2	2
職場英文	Workplace English	R	2	2
資料庫管理系統	Database Management Systems	R	3	3
資訊安全	Information Security	R	3	3
雲端運算應用	Cloud computing application	R	3	3
物件導向程式設計	Object oriented programming	R	3	3
電子商務案例分析	E-Commerce Case Analysis	E	3	3
網路規劃設計與管理	Network Planning, Design, and Management	E	3	3
演算法應用	Algorithm Applications	E	3	3
進階電腦遊戲設計	Advanced Game Design	E	3	3

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技系網路管理與雲端應用組

Academic Year of Entrance(入學年):2022

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智能汽車概論	Introduction to Intelligent Vehicles	E	3	3
自動化製造與實習	Automated Manufacturing and Practice	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				
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 1	R	2	2
系統分析與設計	System Analysis and Design	R	3	3
專案管理	Project Management	E	3	3
感知器控制應用	Sensor Control Applications	E	3	3
動態網頁設計與應用	Dynamic Web Design and Applications	E	3	3
車載資訊整合實驗	Vehicular Communication Integration Experiments	E	3	3
智慧型行動裝置軟體設計	Smart Mobile Device Software Design	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 2	R	2	2
網路行銷	Network Marketing	R	3	3
研究方法	Research Methods	E	3	3
軟體工程	Software Engineering	E	3	3
統計分析軟體應用	Statistical Analysis Software Applications	E	3	3
大數據分析	Big data analysis	E	3	3
人工智慧	Artificial wisdom	E	3	3
車輛電腦診斷	Vehicle Computer Diagnostics	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 3	R	2	2
資訊志工(一)	Information Technology Volunteer 1	E	3	3
網路診斷實務	Network Diagnostics Practices	E	3	3
企業實習	Corporate internship	E	3	3
智慧車載感測元件分析應用	Smart Vehicle Sensor Component Analysis Applications	E	3	3
消費者行為	Consumer Behavior	E	3	3
物聯網實作設計	IoT Implementation and Design	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
資料挖掘	Data Mining	E	3	3
遊戲設計實務	Game Design Practices	E	3	3
網路與系統安全技術	Network and System Security Technologies	E	3	3
創意思考	Creative Thinking	E	3	3
專業實習(一)	Professional Internship 1	E	3	3
專業實習(二)	Professional Internship 2	E	3	3
專業實習(三)	Professional Internship 3	E	3	3
商業智慧	Business Intelligence	E	3	3
資訊志工(二)	Information Technology Volunteer 2	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 111 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.