

嶺東科技大學114學年度入學新生課程標準

Ling Tung University Curriculum Standards in effect since 2025

Department(系所別):Program of Digital Life Design ,
Department of Information Management(資訊管理系
數位生活設計組)

College(學院):College of AI Technology(智慧科技學院)

Academic Year of Entrance(入學年):2025

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 |
| 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 |
| 多媒體網頁設計 | Multimedia Webpage Design | R | 3 | 3 |
| 電子商城與網路拍賣 | Electronic Emporium and Internet Auction | R | 3 | 3 |
| 影像處理 | Image Processing | R | 3 | 3 |
| 資訊科技應用 | Applications of Information Technology | E | 1 | 1 |
| 人機介面設計 | UI/UX Design | E | 3 | 3 |
| 經濟學(一) | Economics I | E | 3 | 3 |
| 電腦繪圖 | Computer Graphics | E | 3 | 3 |
| 第一學年第二學期 | | | | |
| 科目名稱 | Course Title | R/E | Credits | Hours |
| 中文應用書寫表達 | Application of Chinese | R | 2 | 2 |
| 體育(二) | Physical Education II | R | 2 | 2 |
| 英文(二) | English II | R | 2 | 2 |
| 微積分(一) | Calculus I | R | 3 | 3 |
| 自由軟體應用 | Opensource Software Application | R | 3 | 3 |
| 管理學 | Management | R | 3 | 3 |
| 網頁程式設計(一) | Homepage program design 1st semester | R | 3 | 3 |
| 行動軟體應用 | Mobile Software Application | E | 3 | 3 |
| 經濟學(二) | Economics II | E | 3 | 3 |
| 智慧電商 | Smart E-commerce | E | 3 | 3 |
| 第二學年第一學期 | | | | |
| 科目名稱 | Course Title | R/E | Credits | Hours |
| AI思維與應用 | AI thinking and 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 |
| 網頁程式設計(二) | Homepage program design II | R | 3 | 3 |
| 企劃與提案 | Proposal Writing | R | 3 | 3 |
| 行銷管理 | Marketing Management | E | 3 | 3 |
| 科技創新與應用 | Technology innovation and application | E | 3 | 3 |
| 會計學(一) | Accounting I | E | 3 | 3 |
| 基礎程式設計 | Foundation of programming design | E | 3 | 3 |
| 互動科技應用與實務 | Application and Practice of Interactive Technology | E | 3 | 3 |
| 3D模型設計 | Create 3D Art and Animations | E | 3 | 3 |
| 統計學(一) | Statistics I | 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 |
| 社群經營與網誌行銷 | The management and marketing of the community site and blog | R | 3 | 3 |
| 資料庫管理系統 | Database Management System | R | 3 | 3 |
| 物件導向程式設計(一) | Object-oriented programming I | E | 3 | 3 |
| 進階網頁程式設計 | Advanced Web Programming | E | 3 | 3 |
| 資訊網路 | Information Network | E | 3 | 3 |
| 顧客關係管理 | Customer Relationships Management | E | 3 | 3 |

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| | | | | |
|--------------------------|---|-----|---------|-------|
| 企業資源規劃 | Enterprise Resource Planning | E | 3 | 3 |
| AR擴增實境 | AR Augmented Reality | E | 3 | 3 |
| 文創設計與行銷 | Innovative Design and marketing | 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 |
| 管理資訊系統 | Management Information Systems | R | 3 | 3 |
| 網站規劃與建置 | Website planning and implementation | R | 3 | 3 |
| 科技英文 | Technology in English | E | 2 | 2 |
| 物件導向程式設計(二) | Object-oriented programming II | E | 3 | 3 |
| 微電影拍攝與製作 | Micro Film Production | E | 3 | 3 |
| 資料庫系統實務 | Practice Database Management System | E | 3 | 3 |
| 數位內容規劃與設計 | Digital Content planning and design | E | 3 | 3 |
| 系統流程管理實務 | System Process Management Practice | E | 3 | 3 |
| 市場調查 | Marketing Research | E | 3 | 3 |
| VR虛擬實境 | VR virtual reality | 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(一) | Practical Project I | R | 2 | 2 |
| 系統分析與設計 | Systems Analysis and Design | R | 3 | 3 |
| 大數據分析與應用 | The application and analysis of big data | R | 3 | 3 |
| 雲端運算應用實務 | Cloud computing applications | E | 3 | 3 |
| 跨境電商實務 | Cross-Border E-Commerce Practices | E | 3 | 3 |
| Python程式語言 | Python programming language | E | 3 | 3 |
| 行動應用程式設計 | Mobile Application Desing | E | 3 | 3 |
| 專案管理 | Project Management | 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(二) | Practical Project II | R | 2 | 2 |
| 資料視覺化分析 | Data Analysis and Visualization | R | 3 | 3 |
| 物聯網應用實務 | Internet of Things applications | E | 3 | 3 |
| 資訊安全 | Information security | E | 3 | 3 |
| 數位遊戲設計 | Game Design | E | 3 | 3 |
| 機器學習 | machine learning | E | 3 | 3 |
| 企業實習 | Enterprise internship | E | 3 | 3 |
| 資管專業實習 | Professional Internship | E | 4 | 4 |
| 第四學年第二學期 | | | | |
| 2nd Semester Fourth Year | | | | |
| 科目名稱 | Course Title | R/E | Credits | Hours |
| 實務專題(三) | Practical Project III | R | 2 | 2 |
| 網路創業與管理 | Internet business and Management | R | 3 | 3 |
| 知識管理 | Knowledge Management | E | 3 | 3 |
| 空間資訊服務應用 | Application on Location Information Service | E | 3 | 3 |
| 商業智慧 | Business Intelligence | E | 3 | 3 |
| 軟體品質管理 | Software Quality Managment | E | 3 | 3 |
| 產品設計實務 | Information Technology Innovation | E | 3 | 3 |
| 區塊鏈應用 | Blockchain application | E | 3 | 3 |
| 資管精進實習 | Advanced Internship of Information Management | E | 4 | 4 |

備註:R=Required;E=Elective

畢業學分數128學分(一年級體育及一年級全民國防教育軍事訓練課程學分另計),含必修90學分;專業選修至少38學分。

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Regulations

1. The total number of credits required for graduation is 128, including 28 university-required credits, 8 college-required credits, 54 department-required credits, and 38 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 assessment standards stipulated in the Department's "Implementation Guidelines for Professional Competency Assessment" before they are eligible to graduate. Certificates obtained by students who pass the assessment under the University's "Implementation Guidelines for Student Information Literacy Assessment" shall also be recognized by the Department as workplace-based information application certificates.
5. The curriculum consists of two modules: the Interactive Technology Application Module and the Social Media and Website Management Module. Detailed course-taking requirements shall be handled in accordance with the course lists and regulations of each module.
6. Practical Project (I) and Practical Project (II) are offered in coordination with the Department's course module planning and are listed as required courses for each course module of the Department.
7. 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."
8. Students participating in the Ministry of National Defense Reserve Officers' Training Corps (ROTC) who have completed required training and obtained certification may apply for exemption from internship courses, up to a maximum of 10 credits. Students applying for a full-semester internship exemption must complete registration and enroll in at least one course during that semester.
9. For the department's Enterprise Internship, Professional Internship, and Advanced Internship of Information Management, each credit shall correspond to a maximum of 80 internship hours completed by the student.