

Digital Technology Design (Master Program in Toy and Game Design)
Course Structure and Course List Academic Year 2008

Specialization I (at least 14 credits hours for required courses, and at least 19 credit hours for elective courses)

Course Code	Chinese Course Name	English Course Name	R/E	Credits	Hours	Year	Remark
(I) Basic Courses (8 credits required)							
0496501	設計專題討論(一)	Seminar in Design (I)	R	1	2	1F	
0496502	設計專題討論(二)	Seminar in Design (II)	R	1	2	1S	
0496503	設計專題討論(三)	Seminar in Design (III)	R	1	2	2F	
0496504	設計專題討論(四)	Seminar in Design (IV)	R	1	2	2S	
0170500	研究方法	Research Methods	R	2	3	1F	
0496700	論文導讀	Introduction to Literature Survey and Commentary	R	2	3	1F	
(II) Design Essence							
0324000	游藝學	Art of Play	E	3	3	1F	Students must select one of the two
0314400	創造力開發與應用研究	Creativity Development and Application	E	3	3	1F	
0668100	安全與人因研究	Human Factor and Safety	E	3	3	1F	Students must select one of the two
0341000	感性工學研究	Study on Sensation Technology	E	3	3	1F	
0308200	設計圖學研究	Study on Design Graphics	E	3	3	1F	
066820	創意設計理論與方法	Theories and Methods of Creative Design	E	3	3	1S	Students must select one of the two
0601200	教育性玩具與遊戲研究	Study on Educational Toys and Games	E	3	3	1S	
0145300	玩具遊戲發展理論與應用	Theories and Applications in Toy and Game Development	E	3	3	1S	
0307200	設計美學	Design Esthetics	E	3	3	1S	
0668300	設計產業分析	Design Industry Analysis	E	3	3	1S	
0543700	消費行為專題研究	Study on Customer Behavior	E	3	3	2F	
0307900	設計智慧財產權研究	Study on Intellectual Property of Design	E	3	3	2F	
(III) Practical Design (3 credits required)							
0543500	玩具專題設計與製作(一)	Study on Toys : Project Design and Production (I)	R	3	3	2F	
0145200	玩具軟體應用	Application of Toy Software	E	3	3	1F	
0601400	玩具設計製造研究	Study on Toy Design and Manufacturing	E	3	3	1S	Students must select two of the three
0146300	玩具機構研究	Study on Toy Mechanism	E	3	3	1S	
0544200	玩具材料研究	Study on Toy Materials	E	3	3	1S	

0365300	遊戲軟體應用	Application of Game Software	E	3	3	1F	
0367200	電子書製作	Production of E-Book	E	3	3	1F	
0365500	遊戲程式設計	Game Programming	E	3	3	1S	
0099000	多媒體美工與音效實務	The Practices of Multi-Media and Sound Effects	E	3	3	1S	
0388000	網路遊戲程式設計	Online Game Programming	E	3	3	1S	
0543600	遊戲專題設計與製作(一)	Study on Games : Project Design and Production (I)	E	3	3	2F	
0367000	電子玩具設計與開發	Design and Development of Electronic Toys	E	3	3	2F	
0364500	遊戲企畫製作實務	Game Planning and Scenario Design	E	3	3	2F	
0329800	虛擬實境理論與製作	Theories and Production of Virtual Reality	E	3	3	2F	
0278200	教育遊戲設計製作研究	Design and Production of Educational Games	E	3	3	2F	
0297100	產品開發管理專論	Management of Product Development	E	3	3	2F	
0365400	遊戲場域規劃與情境設計	Plan of Playing Environment Design	E	3	3	2S	
0544000	玩具專題設計與製作(二)	Study on Toy : Project Design and Production (II)	E	3	3	2S	
0544100	遊戲專題設計與製作(二)	Study on Game : Project Design and Production (II)	E	3	3	2S	
0544300	造型專題研究	Study on Form Design	E	3	3	2S	
(IV) Design Promotion (3 credits required)							
0601500	玩具企業實務實習	Practicum in Toy Industries	R	3	3	2S	
0308000	設計評價方法與實務	Methods and Practice of Design Evaluation	E	3	3	2F	
0111600	行銷實務	Marketing	E	3	3	2F	
0202500	展演企劃與實務	Practice of Exhibition Plan	E	3	3	2S	
0228100	商品化設計	Design of Commercial Products	E	3	3	2S	
Curriculum within our department, among departments and universities			E	8			Elective courses offered among departments, universities, or colleges are based on the rule of our elective course requirement similar to cross daytime and nighttime programs, overdepartments or universities.

* The “R” and “E” in the “R/E” column refer to “Required” and “Elective” respectively.

* The “F” and “S” in the “Year” column refer to “Fall semester” and “Spring semester” respectively.