

# 國立陽明交通大學人文社會學院跨領域設計與創新科技跨域學程實施要點

## College of Humanities and Social Sciences, National Yang Ming Chiao Tung University Regulations for Transdisciplinary Design And Innovative Technology Cross-Domain Program

人社院110學年度第3次課程委員會通過(110.10.27)

110學年度第3次校課程委員會通過(110.12.02)

110學年度第2次教務會議核備通過(110.12.16)

人社院110學年度第4次課程委員會通過(111.03.31)

110學年度第5次校課程委員會通過(111.05.13)

110學年度第4次教務會議核備通過(111.06.16)

- 一、依據國立陽明交通大學跨域學程實施辦法，國立陽明交通大學人文社會學院(以下簡稱本院)為鼓勵學生進行跨領域學習，建立跨域學習深度，協助學生拓展第二專長，提供學生可以在畢業學分不增加(或僅少量增加)情況下，修畢跨域學程，特訂定本要點。

Article 1. According to the regulation of National Yang Ming Chiao Tung University Cross-Domain Program, College of Humanities and Social Sciences (hereinafter referred to as the College) in order to encourage students to do transdisciplinary learning, to deepen cross-domain learning, to help students develop the second expertise, and to provide students finish the Cross-Domain Program in the condition of no increase of graduate credit (or only little increase), we formulate the regulation.

- 二、本跨域學程係由本院所屬建築研究所、應用藝術研究所、傳播研究所共同提出模組課程，模組課程分為A類「設計實作」、B類「講授與專題課程」、C類「工作坊」三大類，包含本領域之基礎核心知識、設計與技術實作，總學分數28學分。學生修習本跨域學程為第二專長模組課程，可於畢業證書原系名稱後加註「跨領域設計與創新科技」為跨域專長。

Article 2. The Cross-Domain Program is a model course, which is jointly proposed by Graduate Institute of Architecture, Institute of Applied Arts, Institute of Communication Studies. The model course is comprised of A-Type “Design Practice Courses”, B-Type “Lecture And Seminar Course”, and C-Type “Workshop Courses”, including the basic core knowledge and design& technical implementation in the field for the total 28 credits. Students, who take the model courses in Cross-Domain Program as their second expertise, are granted to add “Transdisciplinary Design And Innovative Technology” after their original department title on the Certificate of Degree as cross-domain expertise.

- 三、本要點修業規定：

- (一) 學生欲修習跨域學程且選擇「跨領域設計與創新科技」做為其跨域專長者，須向其所屬學系（以下簡稱原系）提出申請，通過原系以及本院的雙邊審查後，方可進入跨域學程。
- (二) 本學程必選修課程與學分規定列示於「人文社會學院跨領域設計與創新科技跨域模組課程必選修科目表」。
- (三) 本類課程優先選課權以登記學程者為優先。

Article 3. Regulation for Study:

1. Students, who want to study Cross-Domain Program and decide to take “Transdisciplinary Design

And Innovative Technology” as their cross-domain expertise, must hand out the application to their original department (hereinafter referred to as the Department), as well as passing the bilateral reviews from the Department and the College, are able to study the Cross-Domain Program.

2. The regulation of required& elective courses and credits is listed on “College of Humanities and Social Sciences Transdisciplinary Design And Innovative Technology Cross-Domain Program Required& Elective Curriculum”.
3. The Priority Right to the Courses are the students who registered the Program.

四、本院指定一名專任教師擔任跨域學程導師，專責輔導跨域學程的學生。

Article 4. The college has to designate a full-time teacher as mentors for the Cross-Domain Program. The teachers are specifically for tutorship of the Cross-Domain Students.

五、為鼓勵不同系所或學院合作提出跨域供授課程，由兩位以上教師開授跨領域之創新整合式課程得依本校教師授課鐘點核計原則第九條第六款規定，教師的授課鐘點數可按到場時數計，但已開課前該門課程之實際簽呈為依據。

Article 5. In order to encourage different departments or colleges working together for the proposal of cross-disciplinary curriculum, the number of teaching hours for the innovating integrated curriculum offered by more than two teachers could be calculated by the actual time of teaching according to Subparagraph 6, Article 9 of National Chiao Tung University Teaching Hours Accounting Principle; however, it will be in accordance with the official approval of the curriculum before the course starts.

六、本要點如有未盡事宜，悉依本校學則及其他相關規定辦理。

Article 6. When in dispute, the program policy is superseded by NYCU regulations.

七、本要點經校級課程委員會通過並提教務會議核備後實施，修訂時亦同。

Article 7. The Regulation will be implemented after being passed at the Curriculum Committee Meeting of university level. The same procedure will be applied if the regulation is amended.

人文社會學院跨領域設計與創新科技 跨域模組課程 必選修科目表 (B)

College of Humanities and Social Sciences Transdisciplinary Design And Innovative Technology Cross-Domain Program Required& Elective Curriculum (B)”

| 類別<br>Type  | 科目名稱<br>Subject Title  | 學分<br>Credits | 開課系所<br>Offered by | 備註<br>Remarks  |
|---|--|---------------|--------------------|--|
| A 類<br>設計實作<br>Type A<br>Design<br>Practice               | 基本設計初階<br>Foundation Design (I)                                | 3             | 建築、應藝<br>IAR, IAA  | 核心必修 6 學分<br>Core Required Courses 6 Credits                   |
|   | 基本設計進階<br>Foundation Design (II)                               | 3             | 建築、應藝<br>IAR, IAA  |  |
|   | 設計基礎 A<br>Design Basis A                                       | 3             | 建築、應藝<br>IAR, IAA  | 核心選修 6 學分<br>Core Elective Courses 6 Credits                   |
|   | 設計基礎 B<br>Design Basis B                                       | 3             | 建築、應藝<br>IAR, IAA  |  |
|   | 雛型設計與製作<br>Prototype Design and Development                    | 3             | 傳播<br>ICS          |  |
|   | 數位設計與製造<br>Parametric Design& Production                       | 3             | 建築<br>IAR          |  |
| 數位影像創作<br>Digital Image Design                            | 3  | 應藝<br>IAA     |                    |  |
| B 類<br>講授與專<br>題課程<br>Type B<br>Lecture<br>and<br>Seminar | 經典設計<br>Classic Design   | 2             | 建築、應藝<br>IAR, IAA  | 基礎課程<br>至少選修 6 學分<br>Basic Elective Courses at least 6 Credits |
|   | 科技藝術概論<br>Introduction to Technology and Art                   | 2             | 建築、應藝<br>IAR, IAA  |  |
|   | 多媒體人機互動概論<br>Introduction to Human-computer Interaction Design | 3             | 傳播<br>ICS          |  |
|   | 藝術心理學<br>Psychology of Art                                     | 2             | 應藝<br>IAA          |  |
|   | 設計概論<br>Introduction to Design                                 | 2             | 應藝<br>IAA          |  |
|   | 建築概論<br>Introduction to Architecture                           | 2             | 建築<br>IAR          |  |
|   | 建築與環境概論<br>Introduction to Architecture& Environment           | 2             | 建築<br>IAR          |  |
|   | 影像合成<br>Image Synthesis  | 2             | 應藝<br>IAA          |  |
|   | 視覺藝術概論<br>Introduction to Visual                               | 2             | 應藝<br>IAA          |  |

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|----------------------------------|--|---|------------|---|
|                                  | 網頁設計<br>Web Design   | 2 | 應藝<br>IAA  |   |
|                                  | 排版印刷<br>Layout and Printing Design   | 2 | 應藝<br>IAA  |   |
|                                  | 設計師需要知道的心理學<br>Psychology for Designers  | 3 | 應藝<br>IAA  |   |
|                                  | 創意城市案例分析<br>Creative City Case Study   | 2 | 建築<br>IAR  |   |
|                                  | 創意城市與永續生態<br>Creative City and Sustainable Ecology   | 2 | 建築<br>IAR  |   |
|                                  | 動漫文化與網路傳播<br>Anime(ACG or Otaku) Culture and Internet Communication  | 3 | 人社院<br>CHS |   |
|                                  | 故事與情境設計<br>Story and Scenario Design   | 2 | 傳播<br>ICS  |   |
|                                  | 高齡設計<br>Design Thinking for The Elderly  | 2 | 應藝<br>IAA  |   |
|                                  | 視覺敘事中的時空再現<br>Representation of Time-Space in Visual Narratives  | 2 | 建築<br>IAR  |   |
|                                  | 音樂科技導論<br>Introduction to Music Technology   | 2 | 人社院<br>CHS |   |
|                                  | 影像音訊<br>Audio for Video  | 2 | 人社院<br>CHS |   |
|                                  | 通用設計與實作<br>Universal Design  | 2 | 應藝<br>IAA  |   |
|                                  | 科學與藝術的湧現<br>Emergence of Science and Art   | 2 | 應藝<br>IAA  |   |
|                                  | 計算人文基礎：師法自然<br>Introductory Lectures and Laboratories on Computational Humanities: Inspiration from Nature | 2 | 建築<br>IAR  |   |
| C 類<br>工作坊<br>Type C<br>Workshop | 美學運算<br>Aesthetic Computing  | 2 | 應藝<br>IAA  | 工作坊<br>至少選修 3 學分<br>Workshop<br>Elective<br>Courses at<br>least 3 |
|                                  | 基礎模型製作<br>Fundamental Model Making   | 3 | 應藝<br>IAA  |   |
|                                  | 智慧生活與創新設計<br>Smart Lives& Innovative Design  | 3 | 建築<br>IAR  |   |
|                                  | 當代藝術與跨域設計  | 2 | 建築         |   |

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|--|---|------------|---------|
| Contemporary Art and Cross-Disciplinary Design   |   | IAR        | Credits |
| 聲音織物<br>Sounding Textiles  | 3 | 應藝<br>IAA  |         |
| 形象探索<br>Exploring Form and Image   | 2 | 建築<br>IAR  |         |
| 人工智慧與設計<br>Artificial Intelligence and Design  | 3 | 建築<br>IAR  |         |
| 動畫創作與傳播實務<br>Animation Production and Communication Practice   | 2 | 人社院<br>CHS |         |
| 計算人文與創造力工作坊：由圖形理論談起<br>A Computational Journey Towards Humanities and Creativity: Starting from Graphs | 3 | 建築<br>IAR  |         |
| 聲音藝術與科技跨域<br>Sound Art and Technology  | 3 | 建築<br>IAR  |         |
| 表現技法(一)<br>Presentation Techniques (I)   | 3 | 應藝<br>IAA  |         |
| 金工概論與美學設計<br>Introduction to Metalwork and Esthetic Design   | 3 | 建築<br>IAR  |         |
| 配樂製作(一)<br>Scoring for Film and Multimedia I   | 3 | 人社院<br>CHS |         |
| 計算人文與創造力工作坊：師法自然<br>A Computational Journey Towards Humanities and Creativity: Inspired by Nature      | 3 | 建築<br>IAR  |         |
| 策展實踐<br>Curatorial Practice  | 2 | 建築<br>IAR  |         |
| 數位製造基礎設計建模與實作<br>Basic Design Modeling and Fabrication   | 3 | 建築<br>IAR  |         |
| 永續發展與設計實踐-服務學習(二)<br>Sustainable Development and Design Practice-Service Learning II                   | 3 | 建築<br>IAR  |         |

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|---|---|-----------|---------------------|
| 文化與創意設計<br>Cultural and Creative Design                                     | 2 | 應藝<br>IAA |                     |
| 模型製作與材料<br>Prototype and Model Making                                       | 3 | 應藝<br>IAA |                     |
| 金工基礎與跨域設計<br>Fundamentals of Metalsmithing and<br>Cross Disciplinary Design | 3 | 建築<br>IAR |                     |
| 設計運算與人機互動<br>Design Computation & Human-Machine<br>Interface                | 3 | 建築<br>IAR |                     |
| 電腦輔助繪圖-快速設計提案<br>Computer-Aided Design                                      | 3 | 應藝<br>IAA |                     |
| 創意設計與基礎運用<br>Creative Design  | 2 | 應藝<br>IAA |                     |
| 數位安康<br>Digital Well-being  | 2 | 建築<br>IAR |                     |
| 電腦輔助繪圖-進階<br>Computer Aided Product Design                                  | 3 | 應藝<br>IAA |                     |
| 總學分<br>Total Credits  |   |           | 28 學分<br>28 Credits |

修畢本跨域學程（28 學分），於畢業證書加註「跨域專長：跨領域設計與創新科技」。

Students who complete the required courses (28 Credits) will be granted to add Transdisciplinary Design And Innovative Technology” on the Certificate of Degree.