



資訊工程系 四技 115 學年度入學課程結構規劃表

2026 Curricula for the Day School (4-year College Program) in Department of Computer Science and Information Engineering

課程類別 Course Category			一年級 1 st Academic Year						二年級 2 nd Academic Year						三年級 3 rd Academic Year						四年級 4 th Academic Year					
			第一學期 Semester 1			第二學期 Semester 2			第一學期 Semester 1			第二學期 Semester 2			第一學期 Semester 1			第二學期 Semester 2			第一學期 Semester 1			第二學期 Semester 2		
			課程名稱 Course Name	學分數 Credits	時數 Hours	課程名稱 Course Name	學分數 Credits	時數 Hours	課程名稱 Course Name	學分數 Credits	時數 Hours	課程名稱 Course Name	學分數 Credits	時數 Hours	課程名稱 Course Name	學分數 Credits	時數 Hours	課程名稱 Course Name	學分數 Credits	時數 Hours	課程名稱 Course Name	學分數 Credits	時數 Hours	課程名稱 Course Name	學分數 Credits	時數 Hours
校共同必修課程 University-wide Common Core Requirements			應修學分數 12 學分 (12 credits)																							
			中文閱讀與表達(一) Chinese Reading and Expression (I)	2	2	中文閱讀與表達(二) Chinese Reading and Expression (II)	2	2																		
			實用英文(一) Practical English (1)	2	2	實用英文(二) Practical English (2)	2	2	實用英文(三) Practical English (3)	2	2	實用英文(四) Practical English (4)	2	2												
			體育(一) Physical Education (1)	0	2	體育(二) Physical Education (2)	0	2	體育(三) Physical Education (3)	0	2	體育(四) Physical Education (4)	0	2												
通識課程 General Education Courses	校訂通識 University General Education Domains	基礎探索入門 Introduction to Basic Exploration	應修學分數 至少 2 學分 (min. required: 2 credits)																							
		校訂通識/2/2 University General Education /2/2 校訂(一)藝術美感探索 Exploration in Arts and Beauty、校訂(二)運算與程式設計 Computing and Programming、校訂(三)生命與倫理 Life and Ethics、校訂(四)走讀高雄 Field Study of Kaohsiung、校訂(五)海洋科技與永續 Sustainable Marine Science and Technology、校訂(六)創意與創新 Creativity and Innovation																								
	博雅通識 Liberal Curriculum Domains	人文與創意美感 Humanities and Creative Aesthetics	博雅通識/學分數/時數 Course Name/Credits/Hours																							
		科技與數位知能 Technology and Digital Literacy	博雅通識/學分數/時數 Course Name/Credits/Hours																							
		社會與身心關懷 Society and Physical and Mental Well-being	博雅通識/學分數/時數 Course Name/Credits/Hours																							
歷史與多元思維 History and Diversity of Thought	博雅通識/學分數/時數 Course Name/Credits/Hours																									
全球與永續議題 Global and Sustainable Issues	博雅通識/學分數/時數 Course Name/Credits/Hours																									



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Computer Programming									Probability and Statistics											
計算機概論 Foundation of Computer Science	3	3							微處理機 Microprocessor	3	3	實務專題 (一) Special Topics (1)	1	3						
			計算機程式設計實習/2/3 Computer Programming/2/3			物件導向程式設計實習/2/3 Object-Oriented Programming Design Practice/2/3			網際網路協定/3/3 Internet Protocols/3/3			高速網路/3/3 High-Speed Networks/3/3								
			數位邏輯設計實習/2/3 Digital Logic Design Practice/2/3			微處理機實習/2/3 Practice on microprocessor programming/2/3			數位信號處理/3/3 Digital Signal Processing/3/3			生物資訊資料庫/3/3 Biomedical Databases/3/3								
			多媒體程式設計/3/3 Multimedia Programming/3/3			工程數學/3/3 Engineering Mathematics/3/3			資料壓縮/3/3 Data Compression			影像壓縮/3/3 Image Compression/3/3								
			互動式網頁程式設計/3/3 Design and Implementation of Interactive Web Services/3/3			資料結構實務/3/3 Data Structures Practice/3/3			電腦圖學概論/3/3 Introduction To Computer Graphics/3/3			語音壓縮/3/3 Speech Compression/3/3								
			資訊工程概論/3/3 Introduction for Information Engineering/3/3			系統程式/3/3 Systems programming/3/3			硬體描述語言設計/3/3 Design with Hardware Description Language/3/3			電腦遊戲設計實務/3/3 Computer Games Programming Project/3/3								
			數位電子學/3/3 Digital Electronics/3/3			通訊系統概論/3/3 Introduction To Communication Systems/3/3			數值分析/3/3 Numerical Analysis/3/3			虛擬實境/3/3 Virtual Reality Systems/3/3								
			組合語言程式設計/3/3 The Programming Design of Assembly Languages/3/3			網路程式設計實務/3/3 Internet Program Design Project/3/3			嵌入式系統/3/3 Embedded Systems/3/3			資訊安全/3/3 Information Security/3/3								
			物理(一)/3/3 Physics(1)/3/3			視窗程式設計/3/3 Window Program Design/3/3			網路資料庫程式設計/3/3 Internet Database Program Design/3/3			分散式系統/3/3 Distributed Systems/3/3								
			物理(二)/3/3/						生物資訊概論/3/3			多媒體資料庫/3/3								

選修
Elective

應修學分數 47
Number of Courses Needed/
Credits Needed 47



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Physics(2) /3/3				Introduction to Bioinformatics/3/3				Multi-Media Data Base/3/3									
物理實驗(一)/1/3				無線網路/3/3				程式語言/3/3									
Physics Experiment (1) /1/3				Wireless Networks/3/3				Programming Language/3/3									
物理實驗(二)/1/3				計算分子生物學/3/3				資料探勘/3/3									
Physics Experiment (2)/1/3				Computational Molecular Biology/3/3				Data Mining/3/3									
				數位影像處理/3/3				IoT 系統實務整合應用/3/3									
				Digital Image Processing/3/3				Practical Integrated Application of IoT system/3/3									
				三維電腦圖學/3/3				Linux 系統實務整合應用/3/3									
				Three-dimensional Computer Graphics/3/3				Practical Integrated Application of Linux System/3/3									
				語音信號處理/3/3				網路安全/3/3									
				Speech Signal Processing				Network Security/3/3									
				動畫程式設計實務/3/3				行動計算/3/3									
				Computer Animation Programming Project/3/3				Mobility Computing/3/3									
				資訊理論/3/3				平行處理/3/3									
				Information Theory/3/3				Parallel Processing/3/3									
				Linux 系統/3/3				多媒體網路通訊/3/3									
				Linux operating system/3/3				Multimedia Networks and Communication/3/3									
				人工智慧/3/3				數位視訊處理/3/3									
				Artificial Intelligence/3/3				Digital Video Processing/3/3									
				編譯器/3/3				電腦視覺/3/3									
				Compiler/3/3				Computer Vision/3/3									
				嵌入式系統程式設計實務/3/3				語音辨認/3/3									
				Embedded System Programming/3/3				Speech Recognition/3/3									
				軟體工程/3/3				編碼理論/3/3									
				Software Engineering/3/3				Coding Theory/3/3									
				APP 程式設計(一)/3/3				神經網路/3/3									
				APP Programming (1) /3/3				Neutral Network									



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									APP 程式設計(二)/3/3 APP Programming (2) /3/3			數學邏輯導論/3/3 Introduction of Mathematical Logic/3/3 深度學習理論與實作/3/3 Deep Learning Theory and Practice/3/3 智能合約開發與應用/3/3 Development and Application of Smart Contract/3/3 學期實習(一)/9 Industry Internship for Safety, Health and Environmental Engineering(一) /9 學期實習(二)/9 Industry Internship for Safety, Health and Environmental Engineering(二) 暑期實習/2 Summer Intern/2 專案實習(一)/2 Project practicum(1) /2 專案實習(二)/2 Project practicum(2) /2

備註：

- 一、畢業總學分數為 128 學分。
- 二、必修 53 學分，選修 47 學分。(不含校共同必修課程及通識課程的學分數)
- 三、校共同必修課程及通識課程 28 學分；相關規定依據本校「共同教育課程實施辦法」、「共同教育課程結構規劃表」及「語言教學實施要點」。
- 四、須修滿英(外)語 8 學分，本國籍學生英語畢業門檻為本校「語言教學實施要點」所採認之公開英檢 CEFR B1 以上或通過校內英檢；各系自訂英語畢業門檻高於校訂者，另依該系規定。未通過英語畢業門檻之補救相關規定請參閱「語言教學實施要點」。多益成績達 550 分(或等同 CEFR B1 等級)以上者得免修大一英語(4 學分)；多益成績達 785 分(或等同 CEFR B2 等級)以

上者得免修大一、大二英語(8 學分)，但須選修主題式英語或其他外語課程補足語言畢業學分數。其他外語課程請參閱外語教育中心課程結構規劃表。

五、學生修讀所屬學院之「學院共同課程」應認列為本系專業課程學分；修讀所屬學院之「學院跨領域課程」或其他學院開課之課程，則認列為外系課程學分。

六、系所訂定條件（學程、檢定、證照、承認外系學分、擋修規定、各教學分組之畢業應修學分數及其他）

（一）非本系開設之專業選修課程至多可承認 12 學分(非電資學院內各系所開設之課程至多可承認 6 學分)。

（二）本系學生動手學習之實務專業課程，必修：計算機程式設計 3/3、網際網路暨應用 3/3、物件導向程式設計 3/3、資料結構 3/3、微處理機 3/3、演算法 3/3、作業系統 3/3、資料庫 3/3、實務專題(一)1/3、實務專題(二)1/3；選修：計算機程式設計實習 2/3、多媒體程式設計 3/3、互動式網頁程式設計 3/3、物件導向程式設計實習 2/3、資料結構實務 3/3、網路程式設計實務 3/3、視窗程式設計 3/3、微處理機實習 2/3、資料壓縮 3/3、網路資料庫程式設計 3/3、動畫程式設計實務 3/3、Linux 系統 3/3、編譯器 3/3、嵌入式系統程式設計實務 3/3、高速網路 3/3、電腦遊戲設計實務 3/3、資訊安全 3/3、資料探勘 3/3、網路安全 3/3、平行處理 3/3、校外暑期實習 2、組合語言程式設計 3/3。

（三）其中系專業選修科目得選修本校電子系或電機系課程；大四得選修電機與資訊學院各系所之研究所課程。

Notes:

1. Minimum credits required to graduate: 128 .
2. Required courses: 53 credits; elective courses: 47 credits (excluding credits earned from university-wide common core requirements and general education courses)
3. University-wide common core requirements and general education courses total 28 credits. The relevant regulations are based on the school's "Implementation Regulations of Courses in the College of General Education", "Course Schedule of College of the General Education," and "Implementation Regulations of Language Education".
4. Students are required to complete 8 credits of English (or other foreign language) courses to fulfill the language graduation requirement. For domestic students, the English graduation requirement is satisfied by achieving a score equivalent to CEFR B1 or above on a publicly recognized English proficiency test approved under the University's Guidelines for Language Instruction, or by passing the University's on-campus English proficiency test. Departments that establish English graduation requirements higher than the University standard shall follow their own departmental regulations. Students who fail to meet the English graduation requirement should refer to the Guidelines for Language Instruction for the relevant remedial measures. Students who obtain a TOEIC score of 550 or above (or an equivalent qualification at the CEFR B1 level) may apply for exemption from Freshman English (4 credits). Students who obtain a TOEIC score of 785 or above (or an equivalent qualification at the CEFR B2 level) may apply for exemption from both Freshman English and Sophomore English (8 credits). However, they are required to complete theme-based English courses or other foreign language courses to fulfill the required language credits for graduation. For information on other foreign language courses, please refer to the Curriculum Framework of the Foreign Language Education Center.
5. Credits earned by students from the common courses offered by their respective colleges shall be accepted as their affiliated departments' professional courses. However, credits earned from interdisciplinary courses offered either by their colleges or by other colleges will be accepted as credits earned from departments outside their own.

6. Departmental requirements (programs, certifications, licenses, recognition of external department credits, prerequisite requirements, credits needed for each teaching division, and other requirements):
 1. Up to 12 credits can be recognized for professional elective courses not offered by this department (up to 6 credits for courses offered outside the College of Electrical Engineering and Computer Science).
 2. Practical professional courses for students in this department: Required: Computer Programming 3/3, Internet and Applications 3/3, Object-Oriented Programming 3/3, Data Structures 3/3, Microprocessors 3/3, Algorithms 3/3, Operating Systems 3/3, Databases 3/3, Practical Project (I) 1/3, Practical Project (II) 1/3; Elective: Computer Programming Practice 2/3, Multimedia Programming 3/3, Interactive Web Programming 3/3, Object-Oriented Programming Practice 2/3, Practical Data Structures 3/3, Practical Network Programming 3/3, Windows Programming 3/3, Microprocessor Practice 2/3, Data Compression 3/3, Network Database Programming 3/3, Animation Programming Practice 3/3, Linux System 3/3, Compiler 3/3, Embedded Systems Programming Practice 3/3, High-Speed Networking 3/3, Computer Game Design Practice 3/3, Information Security 3/3, Data Mining 3/3, Network Security 3/3, Parallel Processing 3/3, Off-campus Summer Internship 2, Assembly Language Programming 3/3.
 3. Among the department's professional elective subjects, courses from the university's Department of Electronics or Department of Electrical Engineering can be selected; seniors may choose graduate courses from the departments of the College of Electrical Engineering and Computer Science.

