亞洲大學人工智慧學系碩士班課程規劃表（115 學年度入學適用）

Master Program Curriculum Plan for Department of Artificial Intelligence, Asia University

(Applicable for Fall 2026 Enrollees)

畢業總學分：27 學分　　校課程委員會通過次別：????

Credits of Graduation：27　　Approved in the ???? University Curriculum Committee meeting

類別 Category		科目名稱 Course Title	英文名稱 English Title	修課年級 Year of the Program	修課學期 Semester	學分數 Credits	每週上課時數 Hours per week			備註 Remarks
							講授 Lecture	實作(驗) Practice (laboratory)	實習 Intern	
(3) University Required Credits 校定必修 3 學分		碩士論文	Master's Thesis	二 2nd	上 1st	1	0	0	0	
		碩士論文	Master's Thesis	二 2nd	下 2nd	2	0	0	0	
(6) Required Credits 必修 6 學分		研究方法	Research Methods	一 1st	上 1st	2	2	0	0	
		專題研討（一）	Campus Information Project (I)	一 1st	上 1st	1	1	0	0	
		專題研討（二）	Campus Information Project (II)	一 1st	下 2nd	1	1	0	0	
		論文研討（一）	Seminar (I)	一 1st	上 1st	1	1	0	0	
		論文研討（二）	Seminar (II)	一 1st	下 2nd	1	1	0	0	
(18) Elective Credits 選修 18 學分	(9) Elective Credits 選修 9 學分	賽局理論	Game Theory	一 1st	上 1st	3	3	0	0	
		隨機程序	Stochastic Processes	一 1st	上 1st	3	3	0	0	
		多媒體資訊壓縮	Multimedia Information Compression	一 1st	上 1st	3	3	0	0	
		數位學習系統設計	E-Learning System Design	一 1st	上 1st	3	3	0	0	
		多媒體醫學資訊	Medical Multimedia Informatics	一 1st	上 1st	3	3	0	0	
		數位學習測驗與評量	E-Learning Testing and Assessment	一 1st	下 2nd	3	3	0	0	
		大數據資料處理	Big Data Management	一 1st	下 2nd	3	3	0	0	
		動態系統與應用	Dynamic Systems and Applications	一 1st	下 2nd	3	3	0	0	
		互動式多媒體設計理論與實務	Interactive Multimedia Design Theory and Practice	一 1st	下 2nd	3	3	0	0	
		智慧型代理人系統	Intelligent Agent Systems	一 1st	下 2nd	3	3	0	0	
		研究論文寫作	Research Technical Writing	一 1st	下 2nd	3	3	0	0	
	Practic 學分 (9)	企業資源規劃實務	Enterprise Resource Planning and Practices	一 1st	上 1st	3	3	0	0	

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							講授 Lecture	實作(驗) Practice (laboratory)	實習 Intern	
		資料庫管理系統實務	Database Management Systems and Practices	一 1st	上 1st	3	3	0	0	
		高等軟體工程	Advanced Software Engineering	一 1st	上 1st	3	3	0	0	
		網路安全實務	Practice of Cyber Security	一 1st	上 1st	3	3	0	0	
		行動多媒體應用實務	Mobile Multimedia Applications and Practices	一 1st	下 2nd	3	3	0	0	
		數位學習實務	Digital Learning and Practices	一 1st	下 2nd	3	3	0	0	
		網路遊戲設計	Networking Game Design	一 1st	下 2nd	3	3	0	0	
	研究型課程9學分 (9) Research Courses	高等資料探勘	Advanced Data Mining	一 1st	上 1st	3	3	0	0	
		多媒體安全專題	Multimedia Security Seminar	一 1st	上 1st	3	3	0	0	
		模糊理論與應用	Fuzzy Set Theory and Applications	一 1st	上 1st	3	3	0	0	
		專家系統	Expert Systems	一 1st	下 2nd	3	3	0	0	
		資料科學	Data Science	一 1st	下 2nd	3	3	0	0	
		機器學習	Machine Learning	一 1st	下 2nd	3	3	0	0	
		人工智慧	Artificial Intelligence	一 1st	下 2nd	3	3	0	0	
		深度學習	Deep Learning	一 1st	下 2nd	3	3	0	0	

備註 Remarks：

一、畢業學分數 27 學分，含校定必修 3 學分，必修 6 學分，選修 18 學分。

Note 1: The graduation credits are 27 credits, including 3 credits of University Required Courses, 6 credits of Department Required Courses, and 18 credits of Elective Courses.

二、本系碩士班課程提供「實用型」與「研究型」兩類課程，學生須依本身需求擇一修課，並應修習完成該類課程明訂之學分數。

Note 2: The Master's program of the Department offers two types of courses, including "Practical" and "Research" courses, and graduate students are required to choose one of these two courses and to complete the required credits of the course.

三、每位研究所同學每學期選課時，必須填寫「選課同意書」，經指導教授簽名同意後，送系辦公室存查。未經指導教授同意之課程，不得列入畢業學分計算。

Note 3: Each graduate student must fill a 'Course Selection Consent Form' every semester when selecting courses. This form must be signed and approved by their advisor before being submitted to the department office for record-keeping. Courses that have not been approved by the advisor cannot be included into the required graduation credits

四、學生需透過「臺灣學術倫理教育資源中心」線上平台修習指定課程 6 小時，並於課程總測驗成績達及格標準，始得申請學位考試。

Note 4: Graduate students are required to complete 6 hours of designated courses through the ”Center for Taiwan Academic Research Ethics Education (AREE)” online platform. Only after passing the final test for these courses, graduate students can apply for the degree examination.

系所主管簽章：　　學院院長簽章：