

# 明新科技大學 106學年第1學期教學大綱

Minghsin University of Science and Technology

## 【四技四年級選修】

科目名稱	Course Title
知識管理	Knowledge Management
教學目標	Course Objective
<p>課程內容主要核心價值如下：</p> <ol style="list-style-type: none"> <li>1. 知識管理生命週期概念</li> <li>2. 知識創新與知識擷取的重要性</li> <li>3. 檢測內隱知識如何編纂與執行知識庫</li> <li>4. 運用科技支援知識管理</li> </ol>	<p>The core values of knowledge management are provided as followings:</p> <ol style="list-style-type: none"> <li>1. Understanding the principles of knowledge management cycle.</li> <li>2. Understanding the meanings of knowledge creation and knowledge capture.</li> <li>3. Learning how to codify explicit knowledge and implement knowledgebase systems.</li> <li>4. Applying technologies to support knowledge management.</li> </ol>

科目名稱	Course Title
資料庫應用	Application of Database
教學目標	Course Objective
學習資料庫的設計實務與資料庫應用系統開發	Learn the design fundamentals and practices of database through building and developing database application systems.

科目名稱	Course Title
財務管理	Financial Management
教學目標	Course Objective
培養學生了解基本財務觀念並提供一般實務常識。	To help students to understand the basic concept of financial management and provide general knowledge in practice.

科目名稱	Course Title
電子化企業經營與管理	Electronic Business Operation and Management

教學目標	
學習電子化企業經營與管理之議題及相關知識。	Learning E-Business operation and management issues and related knowledge.

科目名稱	Course Title
<b>軟體專案管理(資工選課)</b>	<b>Software Project Management</b>
教學目標	Course Objective
瞭解軟體危機 瞭解軟體的本質 瞭解軟體專案開發的過程 瞭解軟體專案管理的方法 瞭解品質與風險的管理	Introduction of software engineering The lifecycle of software project The methods of software project management

科目名稱	Course Title
<b>行動商務應用與安全(資安學程)</b>	<b>Mobile-commerce Application and Security</b>
教學目標	Course Objective
本課程將先介紹無線網路安全的基本概念，接著針對 IEEE 802.11 無線區域網路及感測網路相關的安全機制做詳細的說明。	The course introduces the basic concept of wireless network security, and then elaborates the security schemes of IEEE 802.11 wireless local area networks (WLANs) and wireless sensor networks.

科目名稱	Course Title
<b>電子商務安全(資管開課、資工選課)</b>	<b>Electronic Commerce Security</b>
教學目標	Course Objective
安全是目前電子商務發展上最令消費者關切的議題。本課程希望讓學生以資訊管理的角度來了解電子商務的可能威脅與安全需求，並應用密碼學等相關工具來設計解決方案，以保護安全，促進電子商務的發展。	Security has become the most concerned issue by customers in electronic commerce. The course is designed to let students explore and research the security threats and requirements of online transactions. Applying cryptographic technologies to secure online transaction. Electronic commerce can thus be encouraged.

科目名稱	Course Title
<b>網路安全實務(資工開課、資管選課)</b>	<b>Practice of Network Security</b>
教學目標	Course Objective
1. 介紹網路安全觀念 2. 學習網路安全技術 3. 探討駭客攻擊手法	1. Concepts of network security. 2. Learning of security technologies. 3. Research of hacking techniques.

4. 建構安全防禦體系 5. 攻擊/防禦實務演練	4. Construct of defense frameworks. 5. Training on attack and defense practices.
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科目名稱	Course Title
<b>巨量交易分析與應用(就業學程優先選課)</b>	<b>Big Data Analysis and Application</b>
教學目標	Course Objective
介紹資料倉儲的基本概念, 並以 Excel 工具實際操作如何對大量資料進行商業智慧分析	Introduce the basic concept of data warehouse and how to analyze business intelligence from big data using Excel.

### 【四技三年級選修】

科目名稱	Course Title
<b>立體動畫設計</b>	<b>Design of 3D Animation</b>
教學目標	Course Objective
1. 瞭解3D 電腦繪圖的原理與實作 2. 瞭解3D 電腦動畫的原理與實作 3. 瞭解3D 電腦繪圖的應用與發展趨勢	1. To understand elemental 3D computer graphic and its implementation. 2. To understand elemental 3D computer animation and its implementation. 3. To understand the application of 3D computer graphic and the trend of 3D computer graphic

科目名稱	Course Title
<b>APP 程式設計</b>	<b>APP Programming</b>
教學目標	Course Objective
使學生了解手機程式設計與商用系統之關係並能夠熟悉手機程式設計開發方法	Enable students to understand the relationship between app programming and business system and to be familiar with app programming skill

科目名稱	Course Title
<b>網路互連技術</b>	<b>Inter-networking</b>
教學目標	Course Objective
本課程之教學目標, 即設定在引導學生聚焦其學習在此網路核心技術的相關協定、技術與架構等方面, 並考量一個學期能透徹講解的份量, 以 OSI 七層通訊協定架構的角度來講, 切入點將會是網路層的路由技術。並透過 Cisco Packet Tracer 網路模擬軟體及 Cisco Labs 實機操作練習, 化理論為實際, 培養同學互連技術之實機設定技能。	For this reason and considering a thorough investigation on this subject over one semester, this curriculum will focus on network routing technologies. Specifically, we will focus on the routing protocols and routing techniques of the network layer. Meanwhile, students can learn how to use Cisco

	Packet Tracer and configure real Cisco routers and switches.
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科目名稱	Course Title
資訊安全(資安)	Introduction to Information Security
教學目標	Course Objective
1. 以資訊安全的角度出發，建立資訊安全的基礎知識 2. 從資訊安全必備基礎開始學習，延伸至資訊安全於現今之應用 3. 介紹加密機制，系統授權與金鑰管理等	1. Establishment of information security basic knowledges and necessarily concepts 2. Learning about information security applications 3. Learning about encryption/decryption technologies, authentication and key management

科目名稱	Course Title
資料庫實務	Practice Database Management System
教學目標	Course Objective
1. 認識 Oracle 之運作架構及 DBA 基本管理。 2. 建立 Oracle 資料庫物件，並實際運用。 3. 經由實作，熟悉各種 SQL 與 PL/SQL 語法，並能依需求設計，取得需要的查詢結果。 4. 能參加此科相關之證照考試。如系上推動之 ITe 考試	1. Let students realize Oracle Architecture, Client & Server's different function and DBA basic management. 2. Student can establish database objects and know how to implement. 3. students can write SQL and PL/SQL statements to get query results according to requirements. 4. Students are able to join the related license exam, e.g. ITe license test.

科目名稱	Course Title
共通核心職能課程	General Core Curriculum of Competence
教學目標	Course Objective
強化學生必備的三大核心職能，包括：動機職能、行為職能與知識職能，以增加學生的職場競爭力；同時讓同學對資管畢業生的市場有更深入的了解，並增強同學履歷表的撰寫能力。	This course help students to be familiar with the three core competencies: driving competencies (DC), behavior competencies (BC), and knowledge competencies (KC). After this course, students can enhance their employment competitiveness. This course

also introduces the current employment market and enhances their skill of resume writing.

## 【四技二年級選修】

科目名稱	Course Title
網頁程式設計	Web Programming
教學目標	Course Objective
使用 ASP.Net 與 C# 製作網頁程式	Web Programming using ASP.Net and C#

科目名稱	Course Title
多媒體動畫設計	Multimedia Animation Design
教學目標	Course Objective
1. 瞭解3D 電腦繪圖的原理與實作 2. 瞭解3D 電腦繪圖的應用與發展趨勢	1. To understand elemental 3D computer graphic and its implementation. 2. To understand the application of 3D computer graphic and the trend of 3D computer graphic