# 朝陽科技大學 095學年度第2學期教學大綱
# Industrial Design(4) 工業設計(四)

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| 當期課號 | 1730 | Course Number | 1730 |
| 授課教師 | 李朝金 | Instructor | LEE,CHAO CHIN |
| 中文課名 | 工業設計(四) | Course Name | Industrial Design(4) |
| 開課單位 | 工業設計系(四日)三A | Department | |
| 修習別 | 必修 | Required/Elective | Required |
| 學分數 | 4 | Credits | 4 |
| 課程目標 | 一、本課程目的在使學生除執行現存產品設計所須之條件以外，更進一步具備面對未來挑戰之開創能力。在完整流程的演練中，確立學生對充分應用現有科技與滿足未來生活需求、開創全新生活型態所須之方法具備應有之了解。 二、要求學生遵照完整之設計流程，並講解各步驟之間的邏輯 | Objectives | Objectives: Enhancing awareness of the principles and procedures of practical product design which are popularly accepted in industries, devicing students with good foundations for meeting the requirements demanded by industries in terms of executing prac |
| 教材 | 由教師自行編寫 | Teaching Materials | Prepared by the teacher |
| 成績評量方式 | 1.平時成績……40%<br>2.每週發表及期末成果展示……60%<br>3.若未能及時參加期末成果展示者其學期成績一律不及格。 | Grading | 1.Class Attendance: 40%<br>2.Weekly Presentations & Final Exhibition: 60%<br>3.Those who fail to participate in the Final Exhibition will definitely be failed. |
| 教師網頁 | | | |
| 教學內容 | 《課程目標》<br>1.建立學生對於工業設計流程之正確觀念，<br>並配合適當主題進行產品設計實務演練。<br><br>2.本學期設計演練主題爲未來產品之開發，<br>旨在培養學生探索未來生活型態之趨勢，<br>以及規劃及設計下一代嶄新產品之能力。<br><br>3.培養學生敏銳之觀察力及資料收集分析與<br>呈現之能力，進而令其能夠將所獲得之<br>結果導入於產品設計工作之中。<br><br>4.建立學生對於產品製造程序及組裝結構之<br>正確觀念並將之融入於產品設計之中。<br><br>《教學內容》<br>1.資料分析及趨勢預測方法、<br>2.設計策略研擬、<br>3.構想展開及篩選、<br>4.草圖及表現圖繪製、<br>5.草模製作、<br>6.3D電腦模型建構及模擬、<br>7.成果展示及其設計。 | Syllabus | 《Objectives》<br>1.Enhancing awareness of the principles and procedures of futuristic product design which are necessary for pioneering designers in a product development team.<br><br>2.The theme of this semester will be the comprehensive procedure for developing futuristic products.<br><br>3.Training students to identify and collect relevant information, and enabling them to utilize these information in their designs.<br><br>4.Establishing the concept of responsible design even in proposing futuristic products.<br><br>《Syllabus》<br>1.Information gathering & trend Analysis,<br>2.Strategic Proposal of design proposal,<br>3.Idea Development and Screening.<br>4.Sketches and Renderings,<br>5.Rough Model Making,<br>6.3D Modeling and Simulation,<br>7.Final Exhibition & Exhibition Design |

尊重智慧財產權，請勿非法影印。