國立台灣科技大學 114學年 第2學期　課程大綱

Spring 2026 NTUST Course Outline

授課教師：余能豪

Instructor:Neng-Hao Yu

課程名稱：創意程式設計

Course Title：Creative Programming

2026/11/3

課程代號： DT2634701 Course Code 學分數： 3 Credits	必選修：選修/半學年 Required/Electve:Elective/Half Yr. 先修課程： Prerequisites
節次教室： Time/Location	T6(E2-318) T7(E2-318) T8(E2-318)
專業核心能力： Core Professional Competencies	創新設計思考能力 跨領域整合協作力
課程網址： Course Website	https://moodle2.ntust.edu.tw/course/view.php?id=18189
課程宗旨： Course Objectives	This course is an introductory programming class appropriate for students with no prior programming experience. This course teaches students to use computational thinking for creative projects such as generative arts or games. Students will develop technical skills to realize their ideas with computer programs and can write code within the context of visual art and design.
課程大綱： Outline of Lectures	w1 Intro to Processing w2 Variables & data types w3 Logical operators w4 Interactivity w5 Flow control w6 Loops w7 Midterm proposal w8 Arrays w9 Functions w10 Objects (I) w11 Objects (II) w12 Video/ Audio w13 Creative coding workshop 1 w14 Creative coding workshop 2 w15 Videos w16 Final demo
授課方式： Method of Instruction	講授 Lecture：35% 分組討論 Group discussion：10% 案例研討 Case study：5% 操做練習 Practical exercises：50% 講授 Lecture：NA%
教科書： Textbooks	Self-made teaching materials
參考書目： References	Levin, G. and T. Brain (2021). Code as Creative Medium: A Handbook for Computational Art and Design, MIT Press. Daniel Shiffman(2012), The Nature of Code, Morgan Kaufmann Casey Reas(2010), Getting Started with Processing, O'Reilly Daniel Shiffman (2008), Learning Processing, Morgan Kaufmann

修課須知： Notice	NA
評量方式： Grading	Code assignments 36% In-class exercises 34% Final project 30%
備註說明： Notes	1. This course is designed for students without a science or engineering background. 2. This course is compulsory for the interaction design program, and the students of the interaction design program will have the priority to elect this course.