

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

2026/5/6

課程代號： DT2634701 Course Code 學分數： 3 Credits	必選修：選修/半學年 Required/Elective:Elective/Half Yr. 先修課程： Prerequisites
節次教室： T6(E2-318) T7(E2-318) T8(E2-318) Time/Location	
專業核心能力： 創新設計思考能力 Core Professional Competencies 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： NA
Notice

評量方式： Code assignments 36%
Grading In-class exercises 34%
Final project 30%

備註說明： 1. This course is designed for students without a science or
Notes 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.