

## 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：湯梓辰

Instructor:Joni Tzuchen Tang

課程名稱：學習型玩具設計與探究

Course Title : Design and Exploration of Learning Toys

2026/6/22

課程代號： EN5728701 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： F10(IB-504) F8(IB-504) F9(IB-504) Time/Location	
專業核心能力： Core Professional Competencies	
<ol style="list-style-type: none"> <li>1. 具備探索學習型玩具的行為與心理能力</li> <li>2. 具備設計學習型玩具符合需求之能力</li> <li>3. 具備了解學習型玩具市場與實作的能力</li> <li>4. 具備了解學習型玩具推銷及延展學習之能力</li> </ol>	
課程網址： Course Website	
<p>課程宗旨： Course Objectives</p> <p>This course aims to enhance students' practical skills in designing educational toys. It includes both theoretical exploration and hands-on practice. The theoretical component covers various aspects such as toy development, sociological perspectives, the historical evolution of toys, and gender viewpoints. The practical component involves observing and analyzing a wide range of products in the current toy market, followed by the hands-on design and creation phase. In the end, students will produce a prototype design of a toy.</p> <p>本課程旨在提升學生設計學習玩具的實務能力，內容包括理論探討與實務操作。理論部分涵蓋玩具發展、社會學觀點、玩具發展的歷史演變以及性別觀點等多個面向。實務操作部分則是觀察並分析當前現代玩具市場各類產品的各類產品，接著進入學生親手設計與製作的階段。最終，學生將完成一個玩具雛型的設計。</p>	
<p>課程大綱： Outline of Lectures</p> <ol style="list-style-type: none"> <li>1. Learning Toys and Psychology</li> <li>2. Learning Toys and Behavior</li> <li>3. Multiple Differences in Learning Toys</li> <li>4. Explore and Design Functional Toys</li> <li>5. Explore and Design Social Toys</li> <li>6. Learning Toys and Marketing</li> <li>7. Realize the Production of Learning Toy Prototypes</li> <li>8. Learning Toys Workshop</li> </ol> <ol style="list-style-type: none"> <li>1. 學習型玩具與心理</li> <li>2. 學習型玩具與行為</li> <li>3. 學習型玩具中的多元差異</li> <li>4. 探討及設計功能性玩具</li> <li>5. 探討及設計社會性玩具</li> <li>6. 學習型玩具與行銷</li> <li>7. 實作產出學習型玩具雛形</li> <li>8. 學習型玩具工作坊</li> </ol>	
<p>授課方式： Method of Instruction</p> <p>講授 Lecture：25%</p> <p>分組討論 Group discussion：25%</p> <p>案例研討 Case study：25%</p>	

操做練習 Practical exercises : 25%

講授 Lecture : This course is an EMI (English as a Medium of Instruction) course, where students will have the opportunity to handle and experience a variety of toys. Therefore, there is no need to worry if your English skills are not yet fluent.

本課程為EMI課程，學生將有機會操作並體驗多種玩具，因此即使英文不夠流利，也不必過於擔心。%

教科書 : All course materials can be accessed on the Moodle platform.  
Textbooks 課程所有素材均可在Moodle平台上查看。

參考書目 : All course materials can be accessed on the Moodle platform.  
References 課程所有素材均可在Moodle平台上查看。

修課須知 : Toys today focus on learning, improving brain function and coordination while being fun. This course, awarded for PBL and innovation, lets students explore educational toys from various perspectives and design their own. No prior design or education background needed. All interested students are welcome!  
Notice 現代玩具強調學習，提升大腦與協調能力。此課程獲得PBL與創新獎，學生將從不同角度探索學習型玩具並設計玩具。無需設計或教育背景，歡迎有興趣的同學加入！

評量方式 : 1. Participation: 20%  
Grading 2. First Workshop Presentation: Exploring the Impact of Psychology and Personality on Toy Selection: 20%  
3. Second Workshop Presentation: Toy Operational Categories: 20%  
4. Third Workshop Presentation: Educational Toys: 20%  
5. Toy Operation Experiment: 20%  
1. 參予 20%  
2. 第一次workshop分享：探討心理與個性與玩具的選擇 20%  
3. 第二次workshop分享：玩具操作型類別 20%  
4. 第三次workshop分享：學科型玩具 20%  
5. 玩具操作實驗 20%

備註說明 : 1. The course will be held in a PBL classroom.  
Notes 2. The class will involve the experience and design of educational toys, so students are required to attend on time and maintain good attendance.  
3. The course is open to all students interested in the design of educational toys.  
1. 課程將在PBL教室進行。  
2. 上課期間將進行學習型玩具的體驗與設計，請選課同學務必準時出席，並保持出勤。  
3. 對學習型玩具設計有興趣的同學皆可選修。