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：駱藝瑄

Instructor:Yi-Hsuan Lo

課程名稱：跨領域創意思考與發表工作坊

Course Title：Interdisciplinary Creative Thinking and Presentation Workshop

2026/11/3

課程代號：FL3115701 Course Code 學分數：1 Credits	必選修：選修/半學年 Required/Electve:Elective/Half Yr. 先修課程： Prerequisites
節次教室：W2(T4-404) Time/Location	
專業核心能力： Core Professional Competencies	■A1. 具備妥善運用一般英語文的能力 (EGP) ■A4. 具備專業英語文溝通能力 (ESP/EAP) ■A5. 具備專案分析、規劃與執行的能力 ■A6. 具備溝通、協調、合作的能力 ■A7. 具備提升人文素養的能力
課程網址： Course Website	
課程宗旨： Course Objectives	This course aims to provide students with hands-on experience by providing opportunities for students to engage in interdisciplinary thinking, develop creative skills, and to cultivate effective presentation skills.
課程大綱： Outline of Lectures	The main purpose of the workshop is to gain an understanding of the core knowledge and thinking in major industries, as well as the main communication modes and forms of expression through diverse workshops. For example: -Core knowledge and thinking in the technology industry (Workshop I) -Main communication and forms of expression in the technology industry (Workshop II) -Core knowledge and thinking in the tourism industry (Workshop III) -Main communication and forms of expression in the tourism industry (Workshop IV) -Core knowledge and thinking in the cultural and creative industries (Workshop V) -Main communication and forms of expression in the cultural and creative industries (Workshop VI) -Core knowledge and thinking in the finance industry (Workshop VII) Main communication and forms of expression in the finance industry, etc. (Workshop VIII) In addition, through this workshop, students will be equipped with the knowledge, skills, and experience to participate in English presentation competitions both within and outside the campus.
授課方式： Method of Instruction	講授 Lecture：10% 分組討論 Group discussion：30% 案例研討 Case study：30% 操做練習 Practical exercises：10%

	講授 Lecture：%
教科書： Textbooks	Lewrick, Michael, Patrick Link, Larry Leifer. 2018. The Design Thinking Playbook: Mindful Digital Transformation of Teams, Products, Services, Businesses and Ecosystems. NY: Wiley.
參考書目： References	Relevant handouts and materials will be distributed in class and uploaded on Moodle.
修課須知： Notice	Notes: 1. The sequence of the contents and evaluation criteria are subject to change due to the cross-disciplinary nature of the course. 2. Late submission is NOT acceptable. It is only acceptable under unexpected absences. You are responsible for submitting your assignments on time even when you have an excused/expected absence notice.
評量方式： Grading	Process 40% -Mini Reflective Paper after Each Invited Talk 10% You are required to submit a mini reflective paper after each invited talk (three times in total). The purpose of this assignment is to help you stay focused, actively engage with the speaker’s ideas, and connect the talk to your Design Thinking (DT) project and your own learning. Your reflection must address required questions. A format will be provided on Moodle. - Foundational Knowledge & Skills Quiz 10% - Peer Evaluation 20% Product 40% -The Final Presentation (15%) -DT (Design Thinking) Expert 25% -CP (Collaborating Professional) Expert 25% -Course Instructor 25% -Group/Peer evaluation 25% -The Final Outcome of the Group Project (15%) -The Final Reflection Paper 10% Attendance and class participation 20% -Bonus (SDGs contest, making it to the oral presentation, and being a finalist)
備註說明： Notes	Students are required to have finished taking “Interdisciplinary Creative Design Thinking” prior to taking this course.