

动画专业 2021 版本本科培养方案

Undergraduate Education Plan for Specialty in Animation (2021)

| | | | |
|--------------|------------------------|-------------------|------------------|
| 专业名称 | 动画 | 主干学科 | 艺术学 |
| Major | Animation | Major Disciplines | Science of Art |
| 计划学制 | 四年 | 授予学位 | 艺术学学士 |
| Duration | 4 Years | Degree Granted | Bachelor of Arts |
| 所属大类 | 戏剧与影视学 | 大类培养年限 | 一年 |
| Disciplinary | Drama and Film Studies | Duration | 1 Year |

最低毕业学分规定

Graduation Credit Criteria

| 课程分类 Course Classification 课程性质 Course Nature | 公共基础课程 Public Basic Courses | 通识教育课程 Public Courses | 大类课程 Basic Courses in General Discipline | 专业教育课程 Specialized Courses | 个性课程 Personalized Course | 集中性实践教学环节 Practice Courses | 课外学分 Study Credit after Class | 总学分 Total Credits |
|--|--------------------------------|--------------------------|---|-------------------------------|-----------------------------|-------------------------------|----------------------------------|----------------------|
| 必修课 Required Courses | 31 | \ | 22 | 44 | \ | 27 | 10 | 180 |
| 选修课 Elective Courses | \ | 9 | \ | 21 | 6 | \ | 10 | |

一、培养目标与毕业要求

I Educational Objectives & Requirement

(一) 培养目标

动画专业面对人才培养的新时代要求，紧密围绕国家发展战略，培养德、智、体、美全面发展，掌握动画领域的专业基础知识和专业技能，具备优秀的综合素质、创作和设计实践能力和创新精神的高层次动画创作研究型人才。学生毕业 5 年左右，应能够达到以下目标：

- (1) 培养身心健康，具备良好的人文素养、艺术修养和社会责任感，遵守动画职业道德及规范，适应国家经济、科技、社会发展的高素质动画人才；
- (2) 具备造型基础、审美能力、专业素养、创作实践能力、开阔的视野和较强的创新创业意识与能力；
- (3) 具备动画创作与制作、影视策划及制作、游戏开发与美术设计、数字媒体艺术设计、虚拟现实与仿真设计及理论研究的能力，培养面向动画、影视、游戏产业及跨领域相关行业，如数字建筑、景观、交通、造船、汽车等，从事动画、游戏开发、工程动画创作与理论研究的专业人才。
- (4) 熟练掌握专业创作与制作的相关工具和软件、硬件等技术；
- (5) 具有良好的口头和书面表达能力、交流沟通能力；良好的团队意识和合作精神；具备终生学习的能力。

Facing the requirements of the new era of personnel training, animation major closely focuses on the national development strategy to cultivate high-level animation creation and research talents with all-round development of morality, intelligence, sports and beauty, professional basic knowledge and skills in the field of animation, excellent comprehensive quality, practical ability of creation and design and innovative spirit. Students should be able to achieve the following goals after 5 years of graduation.

- (1) To develop high-quality animation talent with physical and mental health, having humanistic quality and artistic accomplishment, the sense of social responsibility and animation occupation morality and standard for adapting to the national economy, science and technology, social development.
- (2) To develop animation talent with modeling foundation, aesthetic ability, professional quality, creative practice ability, broad vision and strong innovation and entrepreneurship consciousness.
- (3) To develop talent of animation creation and production, film and television planning and production, game development and arts design, digital media design, virtual reality and simulation design and theoretical research and To cultivate professionals engaged in animation, game development, engineering animation creation and theoretical research for animation, film and television, game industry and some cross domain related industries, such as digital architecture, landscape, transportation, shipbuilding, automobile, etc.
- (4) To be proficient in tools of professional creation and production and other technologies related to software, hardware.
- (5) To have good oral and written skills, communication skills; to have good team spirit and cooperation spirit; to have the ability of lifelong learning.

(二) 毕业要求

- (1) 艺术素养：掌握相关艺术理论、史论、管理知识，了解国内外优秀文化艺术，并具有较高的艺术素养、艺术修养和审美能力；
- (2) 专业基础：具备从事本专业领域所需的基础造型能力和思维能力，掌握本专业的基本理论、基本知识和动画创作规律，能够建立影视、动画、数字媒体、游戏开发、虚拟现实仿真等创作的思维方式。
- (3) 创作实践：具备专业创作实践能力，并在创作过程中体现创新意识，考虑社会、安全、法律、文化等因素。
- (4) 研究：掌握现代信息获取方法，能熟练进行文献检索和资料查询；了解影视、动画、数字媒体、游戏、虚拟现实仿真等领域的最新发展动态、前沿、趋势与理论研究；具备研究生课程学习所需的认知和基础能力，能够对创作实践过程中的思考、体会与经验，进行理论的归纳与总结；
- (5) 使用现代工具：具备动画实践与操作的能力，能够掌握和应用数字绘画、影视制作、动画制作、数字媒体、游戏开发、虚拟现实仿真设计等相关制作软件；
- (6) 政策法规：了解党和国家文艺、宣传、新闻、出版的方针政策及电影、电视政策法规；
- (7) 社会影响：在项目策划和创作实践中，能够考虑、理解和评价项目创作成果对受众及社会环境的影响。
- (8) 职业规范：具有良好的思想素质、身体素质和心理素质、能理解并遵守社会道德和职业规

范，履行社会责任并勇于担当；

- (9) 个人和团队：能够胜任专业相关的职业岗位，具有良好的团队意识和合作精神；能够在多学科背景团队中承担个体、团队成员以及负责人的角色。
 - (10) 沟通：具备良好的口头和书面表达和交流能力，至少熟练掌握一门外语进行技术沟通和交流。
 - (11) 项目管理：理解并掌握设计管理原理与经济决策方法，具备项目管理能力，并能在多学科环境中应用。
 - (12) 自主学习：具有自主学习和适应发展的能力；了解本专业的最新发展前沿，了解相关艺术及设计门类，拓展专业知识，扩大知识面，提升就业面；
- (1) Artistic Accomplishment: To master the relevant art theory, history, management knowledge and to understand the excellent culture and art at home and abroad; And to have the high humanity qualities, the artistic taste and aesthetic judgment.
 - (2) Professional Foundation: To have the basic modeling ability and thinking ability required by the professional field and master the basic theory, basic knowledge and animation creation rules of the major; Be able to establish the thinking mode of film and television, animation, digital media, game development, virtual reality simulation.
 - (3) Creative Practice: To have professional creative practice ability, and reflect the innovative consciousness in the creative process, considering social, safety, legal, cultural and other factors.
 - (4) Research: To master the methods of obtaining modern information, skillfully carry out literature retrieval and data inquiry, and understand the latest development, frontier, trend and theoretical research about film and television, animation, digital media, game development, virtual reality simulation, and have the cognitive and basic abilities required for postgraduate course learning, and be able to summarize the thinking and experience in the process of creative practice. Using Modern Tools:
 - (5) Using modern tools: To have the ability of animation practice and operation and master related production software such as digital painting, film and television production, animation production, digital media, game development, virtual reality simulation design etc.
 - (6) Policies and Regulations: To understand the principles and policies of the party and the state on literature and art, propaganda, press and publication, as well as the policies and regulations on film and television.
 - (7) Social Influence: To be able to consider, understand and evaluate the impact of project creation on the target audience and social environment in the practice of project planning and creation.
 - (8) Professional Norms: To have good ideological quality, physical quality and psychological quality, and to be able to practice social morality, fulfill social responsibility and take on responsibility bravely.
 - (9) Individuals and Teams: To be competent for professional positions and have good team spirit and cooperation spirit, and be able to play the roles of individual, team member and leader in a multidisciplinary team.
 - (10) Communication: To have good verbal and written communication skills, at least proficient in a

foreign language for communication skills.

(11) Project Management: To understand and master the principles of design management and economic decision-making methods, and have the ability of project management and applying in a multidisciplinary environment.

(12) Autonomous Learning: To have the ability to learn independently and adapt to development, understand the latest development, frontier, trend and expand their professional knowledge, broaden their knowledge and enhance their employment.

附：培养目标实现矩阵

| | 培养目标 1 | 培养目标 2 | 培养目标 3 | 培养目标 4 | 培养目标 5 |
|---------|--------|--------|--------|--------|--------|
| 毕业要求 1 | ✓ | ✓ | ✓ | | ✓ |
| 毕业要求 2 | ✓ | ✓ | ✓ | ✓ | ✓ |
| 毕业要求 3 | ✓ | ✓ | ✓ | ✓ | ✓ |
| 毕业要求 4 | ✓ | ✓ | ✓ | ✓ | ✓ |
| 毕业要求 5 | ✓ | ✓ | ✓ | ✓ | ✓ |
| 毕业要求 6 | ✓ | | | | ✓ |
| 毕业要求 7 | ✓ | ✓ | ✓ | ✓ | ✓ |
| 毕业要求 8 | ✓ | | | | ✓ |
| 毕业要求 9 | ✓ | | ✓ | | ✓ |
| 毕业要求 10 | ✓ | ✓ | ✓ | | ✓ |
| 毕业要求 11 | ✓ | | ✓ | | ✓ |
| 毕业要求 12 | ✓ | ✓ | ✓ | ✓ | |

二、专业核心课程与专业特色课程

II Core Courses and Characteristic Courses

(一) 专业核心课程：

专业导论、动画制作技法、场景设计、角色设计、动画分镜头台本创作，影视动画创作、影视制作及影视声音。

Core Courses: Major Orientation, Techniques of Animation Making, Scene Design, Role Design, Animation Creation With Different Lens and Promptbooks, Film & TV Animation Creation, Production and Sound of Film-Video.

(二) 专业特色课程：

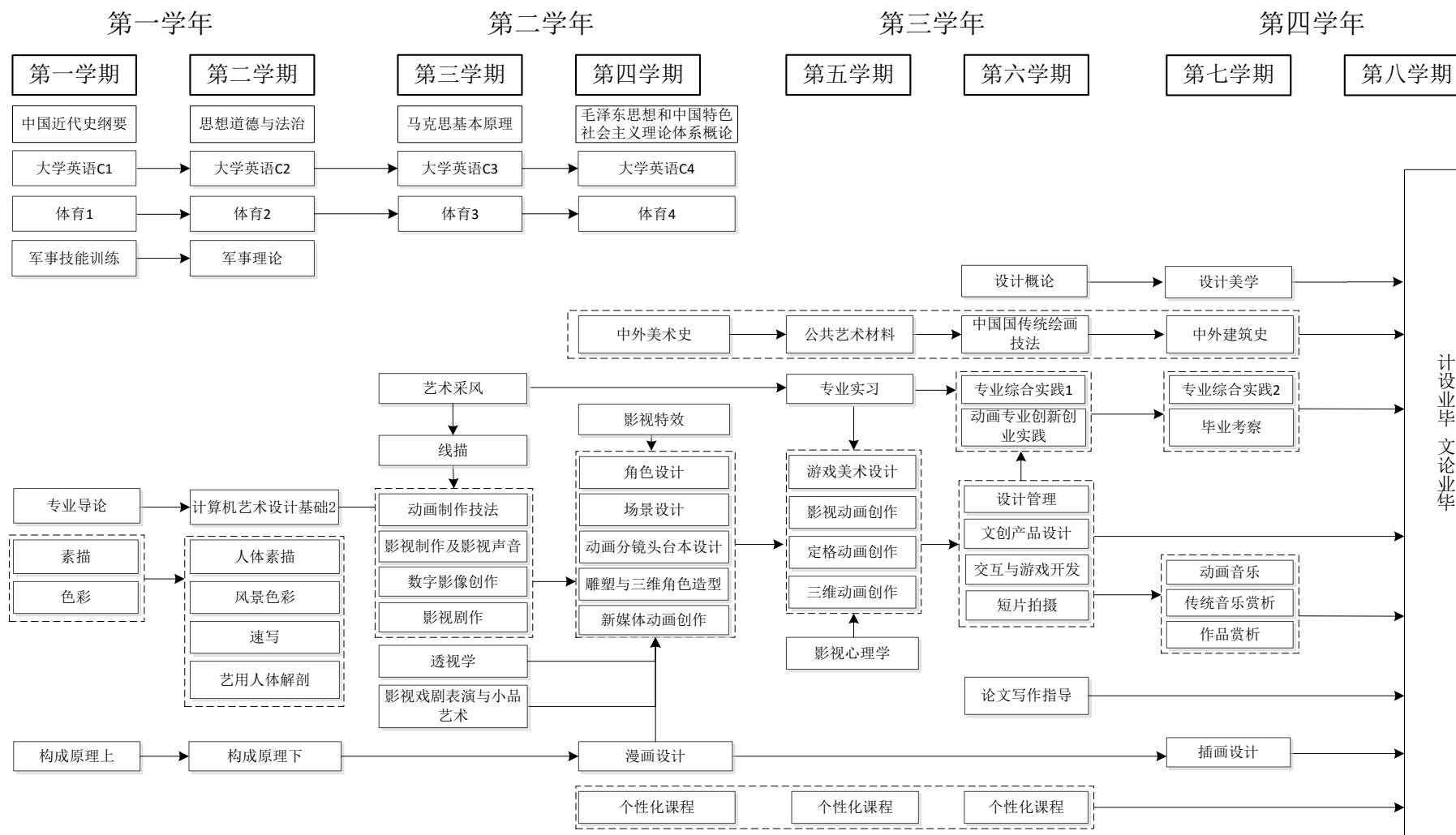
数字影像创作、影视制作及影视声音、定格动画创作、虚拟现实仿真、游戏美术设计、交互与游戏开发。

Characteristic Courses: Digital Film-Video Creation, Film Production and Sound, Stop-motion animation production, Virtual Reality Simulation, Game art design, Interaction and Game Development.

| 专业 核心 课程 | 专业 特色 课程 | 课程名称 | 动画专业毕业要求 | | | | | | | | | | | |
|----------------|----------------|------------|----------|-----|-----|-----|-----|-----|-----|-----|-----|------|------|------|
| | | | (1) | (2) | (3) | (4) | (5) | (6) | (7) | (8) | (9) | (10) | (11) | (12) |
| | | 透视学 | M | M | | | | | | | | | | |
| | | 中外美术史 C | H | | | M | | | | | | | | M |
| | | 新媒体动画创作 | | H | M | | M | | L | | | | | |
| | | 影视心理学 | M | H | | H | | | M | M | | | | |
| | | 漫画设计 | M | H | H | | | | | | | | | |
| | | 公共艺术材料 C | M | | H | | | | L | | | | | |
| | | 影视特效 | | H | | | H | | | | | | | L |
| | | 文创产品设计 | H | | H | | | | M | | | | | |
| | | 三维动画创作 | | H | M | | H | | | | | | | L |
| | | 中国传统绘画技法 | H | H | M | | | | | | | | | |
| | | 设计管理 B | H | | | | | | | | M | | H | M |
| | | 设计概论 | H | | | M | | | | | | | | M |
| | | 作品赏析 | H | L | | M | | | | | | | | |
| | | 中外建筑史 C | H | | | H | | | | | | | | M |
| | | 动画音乐 | M | | | | | L | | M | | | | |
| | | 设计美学 | H | | | M | | | | | | | | M |
| | | 传统音乐赏析 | H | | | | | | | | | | | M |
| | | 文字与版式设计 B | | | M | | | | M | | | | | L |
| | | 品牌设计 | | | M | | | | L | | | | | L |
| | | UI 设计 | | | L | | | | | | | | | L |
| | | 外出写生（艺术采风） | M | H | H | | | | | | | | | |
| | | 专业实习 | H | H | | | | | | | | L | | L |
| | | 动画专业创新创业实践 | | | M | | | M | | | | | L | |
| | | 动画综合实践 | | H | M | | H | | | | | | | |
| | | 毕业实习 | | | M | H | | | | M | | H | | |
| | | 毕业设计(论文) | | | H | H | | M | H | | H | | | |

三、课程教学进程图

III Teaching Process Map



四、理论教学建议进程表

IV Course Schedule

| (一) 公共基础必修课程 1 Public Basic Compulsory Courses | | | | | | | | | | | |
|--|--|---|--|--------------------|--------------|------------|----------------------|---------------------|---------------------|------------------------------|-----------------------------|
| 开课单位 Course college | 课程编号 Course Number | 课程名称 Course Title | 学分 Crts | 学时分配 Including | | | | | | 建议 修读学期 Suggested Term | 先修课程 Prerequisite Course |
| | | | | 总学 时Tot hrs. | 理论 Theory | 实验 Exp. | 上机 Ope- ration | 实践 Prac- tice | 课外 Extra- cur | | |
| 马克思主义学院 | 4220001210 | 思想道德与法治 Morality and the rule of law | 2.5 | 42 | 42 | | | | | 1 | |
| 马克思主义学院 | 4220002180 | 中国近现代史纲要 Outline of Contemporary and Modern Chinese History | 2.5 | 42 | 42 | | | | | 1 | |
| 马克思主义学院 | 4220005180 | 马克思主义基本原理 Marxism Philosophy | 2.5 | 42 | 42 | | | | | 2 | |
| 马克思主义学院 | 4220003180 | 毛泽东思想和中国特色社会主义理论体系概论 Introduction to Mao Zedong Thought and Socialism with Chinese Characteristics | 4.5 | 66 | 66 | | | | | 3 | |
| 外语学院 | 4030007210 | 大学英语C1 College English I | 2 | 48 | 32 | | | | 16 | 1 | |
| 外语学院 | 4030053210 | 大学英语C2 College English II | 2 | 48 | 32 | | | | 16 | 2 | |
| 外语学院 | 4030054210 | 大学英语C3 College English III | 2 | 48 | 32 | | | | 16 | 3 | |
| 外语学院 | 4030055210 | 大学英语C4 College English IV | 2 | 48 | 32 | | | | 16 | 4 | |
| 学工部 | 1050001210 | 军事技能训练 Military Skill Training | 2 | 136 | | | | 136 | | 1 | |
| 学工部 | 1050002210 | 军事理论 Military Theory | 2 | 32 | 32 | | | | | 2 | |
| 体育部 | 4210001170 | 体育1 Physical Education I | 1 | 32 | 32 | | | | | 1 | |
| 体育部 | 4210002170 | 体育2 Physical Education II | 1 | 32 | 32 | | | | | 2 | |
| 体育部 | 4210003170 | 体育3 Physical Education III | 1 | 32 | 32 | | | | | 3 | |
| 体育部 | 4210004170 | 体育4 Physical Education IV | 1 | 32 | 32 | | | | | 4 | |
| 艺设学院 | 4040021210 | 计算机艺术设计基础2 Fundamentals of Computer Art Design II | 3 | 48 | 16 | | 32 | | | 2 | |
| 小 计 Subtotal | | | 31 | 728 | 496 | 0 | 32 | 136 | 64 | | |
| (二) 通识教育选修课程 2 General Education Elective Courses | | | | | | | | | | | |
| 核心选修 Core elective courses | 文明与传统类Civilization and Tradition Courses | | 通识课程应修满至少9学分。核心选修不少于2学分；自主选修课程中，至少在艺术与审美、创新与创业两个领域各选修1门课程。 Minimum subtotal credits: 9. Core elective courses ≥2 credits. Self-selected courses, at least 1 course in art and aesthetics and 1 course in innovation and entrepreneurship. | | | | | | | | |
| | 社会与发展类Society and Development Courses | | | | | | | | | | |
| | 艺术与人文类Art and Humanities Courses | | | | | | | | | | |
| | 自然与方法类Nature and methods Courses | | | | | | | | | | |
| 自主选修 Self-selected courses | 数学与自然科学、哲学与心理学、法学与社会科学、经济与管理、历史与文化、语言与文学、艺术与审美、创新与创业 Mathematics and Natural Sciences, Philosophy and Psychology, Law and Social Science, Economics and Management, History and Culture, Language and Literature, Art and Aesthetics, Innovation and Entrepreneurship | | | | | | | | | | |
| (三) 大类必修课程 3 Basic Discipline Required Courses | | | | | | | | | | | |
| 艺设学院 | 4040485150 | 专业导论 Introduction to Animation | 1 | 16 | 16 | | | | | 1 | |

| 开课单位 Course college | 课程编号 Course Number | 课程名称 Course Title | 学分 Crs | 学时分配 Including | | | | | | 建议 修读学期 Suggested Term | 先修课程 Prerequisite Course |
|--|-----------------------|--|-----------|--------------------|--------------|------------|----------------------|---------------------|---------------------|------------------------------|-----------------------------|
| | | | | 总学 时Tot hrs. | 理论 Theory | 实验 Exp. | 上机 Ope- ration | 实践 Prac- tice | 课外 Extra- cur | | |
| 艺设学院 | 4040522170 | 素描B Drawing | 3 | 48 | 48 | | | | | 1 | |
| 艺设学院 | 4040300110 | 色彩B Color | 3 | 48 | 48 | | | | | 1 | |
| 艺设学院 | 4040008210 | 构成原理A上 Composition Principles I | 4 | 64 | 32 | | | 32 | | 1 | |
| 艺设学院 | 4040011210 | 构成原理A下 Composition Principles II | 2 | 32 | 16 | | | 16 | | 2 | |
| 艺设学院 | 4040138110 | 速写C Sketch | 3 | 48 | 48 | | | | | 2 | |
| 艺设学院 | 4040533170 | 风景色彩 Landscape Color | 3 | 48 | 48 | | | | | 2 | |
| 艺设学院 | 4040012210 | 人体素描 Figure Drawingb. | 3 | 48 | 48 | | | | | 2 | |
| 小 计 Subtotal | | | 22 | 352 | 304 | 0 | 0 | 48 | 0 | | |
| (四) 专业必修课程 4 Specialized Required Courses | | | | | | | | | | | |
| 艺设学院 | 4040038210 | 线描D Line Drawing | 3 | 48 | 32 | | | 16 | | 3 | |
| 艺设学院 | 4040039210 | 数字影像创作 Digital Image Creation | 3 | 48 | 16 | | | 32 | | 3 | |
| 艺设学院 | 4040040210 | 动画制作技法 Techniques of Animation Making (Key Frame) | 3.5 | 56 | 24 | | | 32 | | 3 | |
| 艺设学院 | 4040170110 | 影视剧作 Film & TV Play | 2 | 32 | 32 | | | | | 3 | |
| 艺设学院 | 4040041210 | 影视制作及影视声音C Production and Sound of Film-Video | 2.5 | 40 | 24 | | 16 | | | 3 | |
| 艺设学院 | 4040042210 | 角色设计D Role Design | 3.5 | 56 | 32 | | | 24 | | 4 | |
| 艺设学院 | 4040043210 | 场景设计B Scene Design | 3 | 48 | 32 | | | 16 | | 4 | |
| 艺设学院 | 4040044210 | 动画分镜头台本创作B Animation Creation With Different Lens | 3 | 48 | 32 | | | 16 | | 4 | 影视剧作、角色设计、场景设计 |
| 艺设学院 | 4040045210 | 雕塑与三维角色造型 Sculpture and 3D Character Design | 2 | 32 | 16 | | | 16 | | 4 | |
| 艺设学院 | 4040542170 | 影视动画创作B Film & TV Animation Creation | 4 | 64 | 24 | | | 40 | | 5 | 影视剧作、动画分镜头台本创作 |
| 艺设学院 | 4040046210 | 定格动画创作 Stop-motion Animation Production | 3 | 48 | 16 | | | 32 | | 5 | 影视剧作、角色设计、场景设计 |
| 艺设学院 | 4040047210 | 游戏美术设计C Game Artistic Design | 3 | 48 | 16 | | | 32 | | 5 | |
| 艺设学院 | 4040543170 | 短片拍摄D Short Cartoon Shooting | 2.5 | 40 | 8 | | | 32 | | 6 | 数字影像创作 |
| 艺设学院 | 4040048210 | 交互与游戏开发 Interaction and Game Development | 3 | 48 | 16 | | | 32 | | 6 | |
| 艺设学院 | 4040049210 | 论文写作指导 Thesis Writing Supervisor | 1 | 16 | 16 | | | | | 6 | |
| 艺设学院 | 4040050210 | 插画设计 Illustration Design | 2 | 32 | 16 | | | 16 | | 7 | 角色设计、场景设计 |
| 艺设学院 | 4040051210 | 虚拟现实仿真 Virtual Reality Simulation | 2 | 32 | 16 | | | 16 | | 7 | 计算机艺术设计基础 |
| 小 计 Subtotal | | | 46 | 736 | 368 | 0 | 16 | 352 | 0 | | |

| 开课单位 Course college | 课程编号 Course Number | 课程名称 Course Title | 学分 Crs | 学时分配 Including | | | | | | 建议 修读学期 Suggested Term | 先修课程 Prerequisite Course |
|--|-----------------------|---|-----------|--------------------|--------------|------------|----------------------|---------------------|---------------------|------------------------------|-----------------------------|
| | | | | 总学 时Tot hrs. | 理论 Theory | 实验 Exp. | 上机 Ope- ration | 实践 Prac- tice | 课外 Extra- cur | | |
| (五) 专业选修课程 5 Specialized Elective Courses | | | | | | | | | | | |
| 艺设学院 | 4040164110 | 艺用人体解剖 Artistic Human Anatomy | 2 | 32 | 32 | | | | | 2 | |
| 艺设学院 | 4040545170 | 中外美术史C History of Chinese and Foreign Fine Arts | 2.5 | 40 | 40 | | | | | 2 | |
| 艺设学院 | 4040171110 | 影视戏剧表演与小品艺术 Screen and Theatre Performance & Opusculum Art | 2 | 32 | 32 | | | | | 3 | |
| 艺设学院 | 4040140110 | 透视学 Perspective Course | 2 | 32 | 32 | | | | | 3 | |
| 艺设学院 | 4040126210 | 新媒体动画创作B New Media Animation Creation | 2.5 | 40 | 16 | | | 24 | | 4 | |
| 艺设学院 | 4040127210 | 漫画设计 Caricature Design | 2 | 32 | 16 | | | 16 | | 4 | |
| 艺设学院 | 4040128210 | 影视特效B Film Special Effects | 2.5 | 40 | 16 | | | 24 | | 4 | |
| 艺设学院 | 4040129210 | 三维动画创作C 3D Animation Creation | 2.5 | 40 | 16 | | | 24 | | 5 | |
| 艺设学院 | 4040130210 | 公共艺术材料D Public Art Materials1 | 3 | 48 | 16 | | | 32 | | 5 | |
| 艺设学院 | 4040131210 | 影视心理学 Film psychology | 2 | 32 | 32 | | | | | 5 | |
| 艺设学院 | 4040132210 | 文创产品设计 Creative Cultural Products | 2.5 | 40 | 16 | | | 24 | | 6 | |
| 艺设学院 | 4040133210 | 中国传统绘画技法 Techniques of Traditional Chinese Painting | 2 | 32 | 16 | | | 16 | | 6 | |
| 艺设学院 | 4040102110 | 设计管理B Design Management | 2 | 32 | 32 | | | | | 6 | |
| 艺设学院 | 4040134210 | 设计概论C Introduction of Design | 2 | 32 | 20 | | | 12 | | 6 | |
| 艺设学院 | 4040029110 | 动画音乐 Animation Music | 2 | 32 | 32 | | | | | 7 | |
| 艺设学院 | 4040547170 | 中外建筑史C History of Chinese and Foreign Architecture | 2.5 | 40 | 40 | | | | | 7 | |
| 艺设学院 | 4040324120 | 作品赏析 Works Appreciation | 2 | 32 | 32 | | | | | 7 | |
| 艺设学院 | 4040135210 | 设计美学C Design Aesthetics | 2 | 32 | 20 | | | 12 | | 7 | |
| 艺设学院 | 4040136210 | 传统音乐赏析 Traditional Music Appreciation | 2 | 32 | 32 | | | | | 7 | |
| 小 计 Subtotal | | | 42 | 672 | 488 | 0 | 0 | 184 | 0 | | |
| 修读说明：要求至少选修21学分。 NOTE: Minimum subtotal credits:21. | | | | | | | | | | | |
| (六) 个性课程 6 Personalized Elective Courses | | | | | | | | | | | |
| 艺设学院 | 4040201210 | 文字与版式设计B Text and Layout design | 2 | 32 | 16 | | | 16 | | 4 | |
| 艺设学院 | 4040202210 | 品牌设计 Brand Design | 2 | 32 | 16 | | | 16 | | 5 | |
| 艺设学院 | 4040163210 | UI设计 User Interface Design | 2 | 32 | 16 | | | 16 | | 6 | |
| 小 计 Subtotal | | | 6 | 96 | 48 | 0 | 0 | 48 | 0 | | |

| 开课单位 Course college | 课程编号 Course Number | 课程名称 Course Title | 学分 Crs | 学时分配 Including | | | | | 建议 修读学期 Suggested Term | 先修课程 Prerequisite Course |
|------------------------|-----------------------|----------------------|-----------|--------------------|--------------|------------|----------------------|---------------------|------------------------------|-----------------------------|
| | | | | 总学 时Tot hrs. | 理论 Theory | 实验 Exp. | 上机 Ope- ration | 实践 Prac- tice | | |

修读说明：学生从以上个性课程和学校发布的其它个性课程目录中选课，要求至少选修6学分。
NOTE: Students can select courses from above and the other personalized courses in catalog, and are required to obtain at least 6 credits.

(七) 专业教育集中性实践教学环节

7 Specialized Practice Schedule

| 开课单位 Course college | 课程编号 Course Number | 实践环节名称 Practice Courses Name | 学分 Crs | 总学时 Tot hrs. | 周数 Weeks | 建议修读学期 Suggested Term | 先修课程 Prerequisite Course |
|------------------------|-----------------------|---|-----------|-----------------|-------------|--------------------------|-----------------------------|
| 艺设学院 | 4040551170 | 外出写生(艺术采风)B Field Practice (Landscape Painting) | 2 | 32 | 2 | 3 | |
| 艺设学院 | 4040385120 | 专业考察 Major Investigation | 3 | 48 | 3 | 5 | |
| 艺设学院 | 4040552170 | 动画专业创新创业实践 Practice of Innovation and Entrepreneurship | 1.5 | 24 | 1.5 | 6 | |
| 艺设学院 | 4040213210 | 动画综合实践1 Comprehensive Practice of Animation I | 4 | 64 | 4 | 6 | |
| 艺设学院 | 4040214210 | 动画综合实践2 Comprehensive Practice of Animation II | 4 | 64 | 4 | 7 | |
| 艺设学院 | 4040225210 | 毕业实习 Practice for Graduation | 4 | 64 | 4 | 7 | |
| 艺设学院 | 4040224210 | 毕业设计(论文) Graduation Thesis | 8.5 | 272 | 17 | 8 | |
| 小 计 Subtotal | | | 27 | 568 | 35.5 | | |

五、学时学分比例

V Proportion of class hours and credits

| 分类 | 学分 | 毕业总学分 (不含课外) | 比例 (%) |
|-----------------------|----|-----------------|-----------|
| 各类选修课程 | 36 | 160 | 23.8 |
| 实践教育课程(包括实验课) | 55 | 160 | 34.4 |
| 选修课课程设置总学分与选修毕业要求学分比例 | | | 2:1 |

六、修读指导

VI Recommendations on Course Studies

课外培养方案详见《武汉理工大学第二课堂课外学分实施办法》。

《形势与政策》和《心理健康教育》课程为课外必修课程，分别计2个课外学分。

Please refer to the cultivation plan of the second class-Implementation Measures for Extracurricular Credits of the Second Class of Wuhan University of Technology.

Situation & Policy (2 credits) and Mental Health Education (2 credits) are the required extracurricular courses.

学院教学责任人：周艳
专业培养方案责任人：周艳

设计学类 2021 版本本科培养方案

Undergraduate Education Plan for Specialty in Design Science(2021)

大类名称 设计学类

大类培养年限 1 年

Major Design Science

Duration 1 Year

(一) 公共基础必修课程

1 Public Basic Compulsory Courses

| 开课单位 Course college | 课程编号 Course Number | 课程名称 Course Title | 学分 Crs | 学时分配 Including | | | | | | 建议 修读学期 Suggested Term | 先修课程 Prerequisite Course |
|------------------------|-----------------------|--|-----------|--------------------|--------------|------------|----------------------|---------------------|---------------------|---------------------------------|--------------------------------|
| | | | | 总学时 Tot hrs. | 理论 Theory | 实验 Exp. | 上机 Ope- ration | 实践 Prac- tice | 课外 Extra- cur | | |
| 马克思主义学院 | 4220001210 | 思想道德与法治 Morality and the rule of law | 2.5 | 42 | 42 | | | | | 1 | |
| 马克思主义学院 | 4220002180 | 中国近现代史纲要 Outline of Contemporary and Modern Chinese History | 2.5 | 42 | 42 | | | | | 1 | |
| 马克思主义学院 | 4220003180 | 毛泽东思想和中国特色社会主义理论体 系概论 Introduction to Mao Zedong Thought and Socialism with Chinese Characteristics | 4.5 | 66 | 66 | | | | | 3 | |
| 马克思主义学院 | 4220005180 | 马克思主义基本原理 Marxism Philosophy | 2.5 | 42 | 42 | | | | | 2 | |
| 外语学院 | 4030007210 | 大学英语C1 College English 1 | 2 | 48 | 32 | | | | 16 | 1 | |
| 外语学院 | 4030053210 | 大学英语C2 College English II | 2 | 48 | 32 | | | | 16 | 2 | |
| 外语学院 | 4030054210 | 大学英语C3 College English III | 2 | 48 | 32 | | | | 16 | 3 | |
| 外语学院 | 4030055210 | 大学英语C4 College English IV | 2 | 48 | 32 | | | | 16 | 4 | |
| 体育部 | 4210001170 | 体育1 Physical Education I | 1 | 32 | 32 | | | | | 1 | |
| 体育部 | 4210002170 | 体育2 Physical Education II | 1 | 32 | 32 | | | | | 2 | |
| 体育部 | 4210003170 | 体育3 Physical Education III | 1 | 32 | 32 | | | | | 3 | |
| 体育部 | 4210004170 | 体育4 Physical Education IV | 1 | 32 | 32 | | | | | 4 | |
| 学工部 | 1050001210 | 军事技能训练 Military Skill Training | 2 | 136 | | | | 136 | | 1 | |
| 学工部 | 1050002210 | 军事理论 Military Theory | 2 | 32 | 32 | | | | | 2 | |
| 艺设学院 | 4040527170 | 计算机艺术设计基础1 Fundamentals of Computer Art Design I | 3 | 48 | 8 | | 40 | | | 2 | |
| 小 计 Subtotal | | | 31 | 728 | 488 | 0 | 40 | 136 | 64 | | |

| 开课单位 Course college | 课程编号 Course Number | 课程名称 Course Title | 学分 Crs | 学时分配 Including | | | | | 建议 修读学期 Suggested Term | 先修课程 Prerequisite Course |
|--|---|---|-----------|--|--------------|------------|------------------|-----------------|------------------------------|-----------------------------|
| | | | | 总学时 Tot hrs. | 理论 Theory | 实验 Exp. | 上机 Ope-ration | 实践 Prac-tice | | |
| (二) 通识教育选修课程 2 General Education Elective Courses | | | | | | | | | | |
| 核心选修 Core elective courses | 文明与传统类 Civilization and Tradition Courses | | | 通识课程应修满至少9学分。核心选修不少于2学分；自主选修课程中，至少在艺术与审美、创新与创业两个领域各选修1门课程。 Minimum subtotal credits: 9. Core elective courses \geq 2 credits. Self-selected courses, at least 1 course in art and aesthetics and 1 course in innovation and entrepreneurship. | | | | | | |
| | 社会与发展类 Society and Development Courses | | | | | | | | | |
| | 艺术与人文类 Art and Humanities Courses | | | | | | | | | |
| | 自然与方法类 Nature and methods Courses | | | | | | | | | |
| 自主选修 Self-selected courses | 数学与自然科学、哲学与心理学、法学与社会科学、经济与管理、历史与文化、语言与文学、艺术与审美、创新与创业 Mathematics and Natural Sciences, Philosophy and Psychology, Science and Social Sciences, Economics and Management, History and Culture, Language and Literature, Art and Aesthetics, Innovation and Entrepreneurship | | | | | | | | | |
| (三) 大类必修课程 3 Basic Discipline Required Courses | | | | | | | | | | |
| 艺设学院 | 4040388110 | 专业导论 Introduction to specialty | 1 | 16 | 16 | | | | 1 | |
| 艺设学院 | 4040005210 | 经典艺术与设计导览 Classic art and Design Guide | 2 | 32 | 20 | | | 12 | 1 | |
| 艺设学院 | 4040009210 | 设计概论 Introduction to design | 2 | 32 | 20 | | | 12 | 1 | |
| 艺设学院 | 4040006210 | 造型 modelling | 3 | 48 | 8 | | | 40 | 1 | |
| 艺设学院 | 4040014210 | 设计美学 Design aesthetics | 2 | 32 | 20 | | | 12 | 2 | |
| 艺设学院 | 4040015210 | 平面与色彩设计 Graphic and color design | 2 | 32 | 10 | | | 22 | 2 | |
| 艺设学院 | 4040016210 | 科学基础 Scientific basis | 1 | 16 | 16 | | | | 2 | |
| 艺设学院 | 4040017210 | 影像创作 Image creation | 2 | 32 | 4 | | | 28 | 2 | |
| 艺设学院 | 4040010210 | 文字与版式设计 Text and layout design | 3 | 48 | 16 | | | 32 | 1 | |
| 艺设学院 | 4040018210 | 书法 Calligraphy | 2 | 32 | 4 | | | 28 | 2 | |
| 小 计 Subtotal | | | 20 | 320 | 134 | 0 | 0 | 186 | 0 | |

艺术设计学专业 2021 版本本科培养方案

Undergraduate Education Plan for Specialty in Product Design (2021)

| | | | |
|--------------|-------------------|-------------------|------------------------------|
| 专业名称 | 艺术设计学 | 主干学科 | 设计学，艺术学 |
| Major | Materials Physics | Major Disciplines | Design Science , Art Science |
| 计划学制 | 四年 | 授予学位 | 设计学学士 |
| Duration | 4 Years | Degree Granted | Bachelor of Design Science |
| 所属大类 | 设计学类 | 大类培养年限 | 1 年 |
| Disciplinary | Design Science | Duration | 1 Year |

最低毕业学分规定

Graduation Credit Criteria

| 课程分类 Course Classification 课程性质 Course Nature | 公共基础课程 Public Basic Courses | 通识教育课程 Public Courses | 大类课程 Basic Courses in General Discipline | 专业教育课程 Specialized Courses | 个性课程 Personalized Course | 专业教育集中性实践教学环节 Specialized Practice Schedule | 课外学分 Study Credit after Class | 总学分 Total Credits |
|--|--------------------------------|--------------------------|---|-------------------------------|-----------------------------|--|----------------------------------|----------------------|
| 必修课 Required Courses | 31 | ∥ | 20 | 36 | \ | 23 | 10 | 180 |
| 选修课 Elective Courses | \ | 9 | \ | 35 | 6 | \ | 10 | |

一、培养目标与毕业要求

I Educational Objectives & Requirement

(一) 培养目标

- (1) 职业精神：身心健康，具备良好的敬业精神、社会责任感和设计职业道德，关注当代全球和社会问题，具有创新意识、前瞻意识和引领意识。
- (2) 专业能力：艺术设计理论与实践能力兼修。既具备较好的理论素养，也具备一定的设计实践能力，胜任从事进一步的理论研究和独立进行艺术设计的工作。
- (3) 创新能力：具备较强的创新意识，能够自觉运用艺术学、设计学及哲学、美学、社会学等理论与知识，进行设计创意、设计管理等创造性活动。
- (4) 思维能力：具备较好的艺术与设计理论思维，具备能够初步分析、解决设计问题的能力。
- (5) 学习能力：具备适应社会发展变化的学习能力，包括专业学习能力和终身学习的意识与能力，能够胜任跨专业领域内的知识更新和能力发展的需求。

(一) Educational Objectives

- (1) Professional Spirit: to develop student with physical and mental health, the students should have a good sense of professionalism, social responsibility and design professional ethics, pay attention to contemporary global and social issues, and have a sense of innovation, foresight and leadership.
- (2) Professional Abilities: students can study both theory and practical skills in art design. Not only

have good theoretical literacy, but also have a certain design practice ability, and are competent to engage in further theoretical research and independent art design work.

- (3) Innovation Abilities: students should have a strong sense of innovation and can consciously use theories and knowledge of art, design, philosophy, aesthetics, and sociology to carry out creative activities such as design creativity and design management.
- (4) Thinking Abilities: students should have good art and design theoretical thinking, and have the ability to analyze and solve design problems.
- (5) Learning Abilities: students should have the ability to adapt to social development and changes, including professional learning ability and lifelong learning awareness and ability, and can be competent for the needs of knowledge's update and the development of abilities ability in cross-professional fields.

(二) 毕业要求

- (1) 价值观: 具备正确的世界观、人生观和价值观, 对国家政治、经济、文化的方针、政策、法规有宏观的掌握, 具备较强的爱国精神和社会责任感。
- (2) 专业理论: 掌握从事艺术与设计、分析、鉴赏以及初级研究的理论知识。
- (3) 设计能力: 艺术设计及设计研究的基本方法, 能够从事艺术设计的基础性工作。
- (4) 实践技能: 掌握传统手工艺的制作、设计等技能。
- (5) 知识整合: 具有完善的艺术设计学学科知识框架、结构与认识, 具备后续科研、深造的基础。
- (6) 科技素养: 具有人工智能技术相关的知识, 并能够利用人工智能进行艺术设计及研究问题的初级能力。
- (7) 创意能力: 能够根据理论知识和市场需求, 利用一定的设计与技术手段, 进行文化创意活动。
- (8) 创新思维: 具备较为自觉的创新意识, 能够有意识地进行设计理论的创新和实践创新。
- (9) 自我发展: 具备较强的自我反思与发展意识, 具备较强的自我奋斗精神。
- (10) 终身学习: 具备不断学习, 终身学习的意识和能力, 能够胜任跨领域的学习与工作。
- (11) 领导能力: 具有严谨科学的态度和较强的专业素养, 具备进行艺术与设计的管理能力和领导能力。
- (12) 国际化能力: 具备较好的专业外语素养, 具备较强的国际视野, 能够适应国际设计竞赛和国际化分工。

(二) Graduation requirements

- (1) Values: students should have a correct world view, outlook on life and values, have a macro grasp of the country's political, economic, and cultural policies, policies, and regulations, and have a strong sense of patriotism and social responsibility
- (2) Professional Theory: students should master the basic theoretical knowledge of art and design, analysis, appreciation, and elementary research.
- (3) Design Abilities: students should master the basic methods of art design and design research, and be able to engage in the basic work of art design.
- (4) Practical Skills: students should master the production and design skills of traditional

handicrafts.

- (5) Knowledge Integration Abilities: students should have a complete knowledge framework, structure and understanding of the discipline of art and design, and have the basis for follow-up scientific research and further study.
- (6) Scientific and Technological Literacy: students should have knowledge of artificial intelligence technology, and be able to use artificial intelligence to carry out artistic design and research problems.
- (7) Creative Abilities: students should be able to use certain design and technical means to carry out cultural and creative activities based on theoretical knowledge and market demand.
- (8) Innovative Thinking: students should have a more conscious sense of innovation, and be able to consciously carry out design theoretical innovation and practical innovation.
- (9) Self-development Abilities: students should have a strong spirit of self-reflection, self-development and self-struggle.
- (10) Lifelong Learning Abilities: students should have the awareness and ability of continuous learning and lifelong learning, and be competent for cross-field learning and working.
- (11) Leadership Abilities: students should have a rigorous and scientific attitude and strong professional qualities, as well as management and leadership skills for art and design.
- (12) Internationalization Abilities: students should have good professional foreign language literacy and a strong international perspective, and be able to adapt to international design competitions and international job.

附：培养目标实现矩阵

| | 培养目标 1 | 培养目标 2 | 培养目标 3 | 培养目标 4 | 培养目标 5 |
|---------|--------|--------|--------|--------|--------|
| 毕业要求 1 | √ | | √ | | |
| 毕业要求 2 | | √ | | √ | |
| 毕业要求 3 | | √ | √ | | √ |
| 毕业要求 4 | | √ | | √ | √ |
| 毕业要求 5 | √ | | √ | √ | |
| 毕业要求 6 | √ | | | √ | |
| 毕业要求 7 | | | √ | | √ |
| 毕业要求 8 | | √ | | | √ |
| 毕业要求 9 | √ | | √ | | √ |
| 毕业要求 10 | | | √ | √ | √ |
| 毕业要求 11 | √ | | √ | √ | |
| 毕业要求 12 | √ | √ | | √ | √ |

二、专业核心课程与专业特色课程

II Core Courses and Characteristic Courses

1. 专业核心课程：

专业核心课程：中国艺术设计简史、西方艺术设计简史、中国美术简史、西方美术简史、艺术概论、设计概论、设计美学等。

Core Courses: Brief History of Chinese Design, Brief History of Western Design, Brief History of Chinese Fine Art, Brief History of Western Fine Art, Introduction to Art, Introduction to Design, Introduction to Design Aesthetics.

2. 专业特色课程:

专业特色课程: 考古学、文物鉴定、楚设计艺术史、楚艺术创意与设计、艺术策划与文案写作。

Characteristic Courses: Archaeology, The Culture Relics Appraisal, Design Art History in Chu Area, Creative Design on Chu's Art, Art Planning and Text Writing.

附: 毕业要求实现矩阵:

| 专业 核心 课程 | 专业 特色 课程 | 课程名称 | 艺术设计学专业毕业要求 | | | | | | | | | | | |
|----------------|----------------|----------------------|-------------|-----|-----|-----|-----|-----|-----|-----|-----|------|------|------|
| | | | (1) | (2) | (3) | (4) | (5) | (6) | (7) | (8) | (9) | (10) | (11) | (12) |
| | | 思想道德修养与法律基础 | H | | M | H | M | H | H | H | H | | | H |
| | | 中国近现代史纲要 | H | M | M | | | M | | H | H | L | | |
| | | 毛泽东思想和中国特色社会主义理论体系概论 | H | M | L | M | M | H | H | H | H | | H | H |
| | | 马克思主义基本原理 | H | | M | H | H | H | H | H | | | H | H |
| | | 军事理论 | | M | M | M | H | M | M | H | H | | | L |
| | | 军事训练 | H | M | M | M | H | M | M | H | H | L | | |
| | | 体育 | | M | M | L | H | H | L | H | H | | H | |
| | | 大学英语 | | M | M | M | L | H | H | L | H | L | H | H |
| | | 计算机艺术设计基础1 | | L | M | L | L | H | H | M | | M | | H |
| | | 专业导论 | | H | M | M | H | H | L | H | H | | | |
| | | 经典艺术与设计导览 | | H | L | M | H | H | H | M | | L | | |
| | | 设计概论 | | H | L | M | H | H | H | M | M | | | |
| | | 造型 | | M | L | L | H | H | H | H | L | H | H | |
| √ | | 设计美学 | M | H | L | M | H | H | H | M | | M | M | |
| | | 平面与色彩设计 | | M | L | L | H | H | H | M | | M | M | |
| | | 科学基础 | | M | M | M | H | H | H | M | | H | | H |
| | | 影像创作 | | M | M | L | H | H | H | H | L | | | H |
| | | 文字与版式设计 | L | M | L | L | H | H | H | M | L | | | |
| | | 书法 | | M | L | L | L | M | M | | L | | | H |
| | | 美学概论 | H | H | L | M | H | H | H | M | M | H | M | H |
| | | 民间工艺学 | M | H | | M | H | H | H | M | L | H | M | |
| √ | | 艺术概论 | | H | L | M | H | H | H | M | L | H | M | |
| | √ | 考古学 | H | M | L | M | H | | H | M | L | | M | |
| | | 当代设计理论前沿 | | H | L | H | H | M | H | H | | L | H | H |
| | | 现代设计鉴赏与批评 | | H | L | H | H | M | M | H | L | H | H | |
| | | 设计管理 | H | L | M | L | H | M | L | H | H | H | L | H |

| | | | | | | | | | | | | | | |
|---|---|----------------|---|---|---|---|---|---|---|---|---|---|---|---|
| √ | | 中国美术简史 | | H | L | L | H | H | H | M | M | H | M | |
| √ | | 西方美术简史 | | H | M | L | H | H | H | M | M | H | M | H |
| √ | | 中国艺术设计简史 | | H | M | M | H | H | H | M | L | H | M | |
| √ | | 西方艺术设计简史 | | H | M | M | H | H | H | M | L | H | M | H |
| | | 中国古代艺术设计交流史 | | H | M | M | H | H | H | M | L | H | M | |
| | | 中国艺术批评史纲 | | H | M | H | M | H | H | M | L | H | M | |
| | | 楚设计艺术史 | | H | M | L | H | H | H | M | M | | M | |
| | | 专业论文写作 | | L | M | H | H | H | H | L | L | H | H | |
| | | 中西美学史 | | L | L | M | M | L | L | M | H | H | M | H |
| | | 中西哲学概论 | | L | L | M | M | L | L | M | H | H | M | H |
| | | 中外建筑史 | | H | M | L | H | H | H | M | | H | M | H |
| | √ | 文物鉴定 | H | H | M | H | H | H | H | H | M | | L | |
| | | 陶艺创作 | M | L | M | L | H | H | L | L | L | | M | |
| | | 中国古代经典设计理论 | M | L | L | | H | M | H | M | L | H | H | |
| | | 美术鉴赏 | L | H | M | H | H | H | L | L | M | H | L | |
| | | 美术教育 | H | H | M | H | H | H | M | L | M | | L | |
| | | 传统音乐鉴赏 | L | H | M | H | H | H | L | L | L | | L | |
| | | 博物馆展示设计 | M | L | L | M | H | H | H | H | M | | M | |
| | | 传统手工艺创意与设计 | M | L | M | M | H | H | H | H | H | | H | |
| | √ | 楚艺术创意与设计 | M | L | L | M | H | H | H | H | H | | H | |
| | | 现代文创产品设计 | M | L | L | M | H | H | H | H | H | | M | H |
| | | 数字动画设计 | M | M | M | L | H | H | H | H | L | | M | |
| | | 人工智能设计基础 | H | L | H | L | H | H | H | H | M | | M | H |
| | | Cinema 4D 设计创意 | H | L | H | L | H | M | H | H | H | | H | H |
| | | 短视频创作与营销 | M | L | M | L | H | H | H | H | H | | M | H |
| | | 多维数字影像创作 | M | L | H | M | H | H | H | H | H | | M | H |
| | | 算法艺术 | H | L | H | L | H | H | H | H | L | | | |
| | | 乡村农业景观设计 | H | L | M | M | H | M | H | H | H | | H | |
| | | 城市景观设计 | H | L | M | M | H | H | H | H | H | | H | |
| | | 设计创意实验 | H | L | M | M | H | H | M | H | H | | H | |
| | | 博物馆展示设计 | M | M | L | L | H | H | H | H | H | | H | |
| | √ | 艺术策划与文案写作 | H | L | L | M | H | H | H | H | H | H | H | H |
| | | 设计创业与管理 | H | M | M | M | H | L | H | H | M | | H | H |

三、课程教学进程图

III Teaching Process Map



四、理论教学建议进程表

IV Course Schedule

| (一) 公共基础必修课程 | | | | | | | | | | | |
|--------------------------------------|---|--|--|--------------------|--------------|------------|----------------------|---------------------|---------------------|---------------------------------|--------------------------------|
| 1 Public Basic Compulsory Courses | | | | | | | | | | | |
| 开课单位 Course college | 课程编号 Course Number | 课程名称 Course Title | 学分 Crs | 学时分配 Including | | | | | | 建议 修读学期 Suggested Term | 先修课程 Prerequisite Course |
| | | | | 总学时 Tot hrs. | 理论 Theory | 实验 Exp. | 上机 Ope- ration | 实践 Prac- tice | 课外 Extra- cur | | |
| 马克思主义学院 | 4220001210 | 思想道德与法治 Morality and the rule of law | 2.5 | 42 | 42 | | | | | 1 | |
| 马克思主义学院 | 4220002180 | 中国近现代史纲要 Outline of Contemporary and Modern Chinese History | 2.5 | 42 | 42 | | | | | 1 | |
| 马克思主义学院 | 4220003180 | 毛泽东思想和中国特色社会主义理论体系概论 Introduction to Mao Zedong Thought and Socialism with Chinese Characteristics | 4.5 | 66 | 66 | | | | | 3 | |
| 马克思主义学院 | 4220005180 | 马克思主义基本原理 Marxism Philosophy | 2.5 | 42 | 42 | | | | | 2 | |
| 外语学院 | 4030007210 | 大学英语C1 College English 1 | 2 | 48 | 32 | | | | 16 | 1 | |
| 外语学院 | 4030053210 | 大学英语C2 College English II | 2 | 48 | 32 | | | | 16 | 2 | |
| 外语学院 | 4030054210 | 大学英语C3 College English III | 2 | 48 | 32 | | | | 16 | 3 | |
| 外语学院 | 4030055210 | 大学英语C4 College English IV | 2 | 48 | 32 | | | | 16 | 4 | |
| 体育部 | 4210001170 | 体育1 Physical Education I | 1 | 32 | 32 | | | | | 1 | |
| 体育部 | 4210002170 | 体育2 Physical Education II | 1 | 32 | 32 | | | | | 2 | |
| 体育部 | 4210003170 | 体育3 Physical Education III | 1 | 32 | 32 | | | | | 3 | |
| 体育部 | 4210004170 | 体育4 Physical Education IV | 1 | 32 | 32 | | | | | 4 | |
| 学工部 | 1050001210 | 军事技能训练 Military Skill Training | 2 | 136 | | | | 136 | | 1 | |
| 学工部 | 1050002210 | 军事理论 Military Theory | 2 | 32 | 32 | | | | | 2 | |
| 艺设学院 | 4040527170 | 计算机艺术设计基础1 Fundamentals of Computer Art Design I | 3 | 48 | 8 | | 40 | | | 2 | |
| 小 计 Subtotal | | | 31 | 728 | 488 | 0 | 40 | 136 | 64 | | |
| (二) 通识教育选修课程 | | | | | | | | | | | |
| 2 General Education Elective Courses | | | | | | | | | | | |
| 核心选修 Core elective courses | 文明与传统类 Civilization and Tradition Courses | | 通识课程应修满至少9学分。核心选修不少于2学分；自主选修课程中，至少在哲学与心理学、创新与创业两个领域各选修1门课程。 Minimum subtotal credits: 9. Core elective courses ≥ 2 credits. Self-selected courses, at least 1 course in art and aesthetics and 1 course in innovation and entrepreneurship. | | | | | | | | |
| | 社会与发展类 Society and Development Courses | | | | | | | | | | |
| | 艺术与人文类 Art and Humanities Courses | | | | | | | | | | |
| | 自然与方法类 Nature and methods Courses | | | | | | | | | | |
| 自主选修 Self-selected courses | 数学与自然科学、哲学与心理学、法学与社会科学、经济与管理、历史与文化、语言与文学、艺术与审美、创新与创业 Mathematics and Natural Sciences, Philosophy and Psychology, Science and Social Sciences, Economics and Management, History and Culture, Language and Literature, Art and Aesthetics, Innovation and Entrepreneurship | | | | | | | | | | |

| 开课单位 Course college | 课程编号 Course Number | 课程名称 Course Title | 学分 Crs | 学时分配 Including | | | | | 建议 修读学期 Suggested Term | 先修课程 Prerequisite Course |
|---|-----------------------|--|-----------|--------------------|--------------|------------|----------------------|---------------------|---------------------------------|--------------------------------|
| | | | | 总学时 Tot hrs. | 理论 Theory | 实验 Exp. | 上机 Ope- ration | 实践 Prac- tice | | |
| (三) 大类必修课程 3 Basic Discipline Required Courses | | | | | | | | | | |
| 艺设学院 | 4040388110 | 专业导论 Introduction to specialty | 1 | 16 | 16 | | | | 1 | |
| 艺设学院 | 4040005210 | 经典艺术与设计导览 Classic art and Design Guide | 2 | 32 | 20 | | | 12 | 1 | |
| 艺设学院 | 4040013210 | 设计概论 Introduction to design | 2 | 32 | 20 | | | 12 | 1 | |
| 艺设学院 | 4040006210 | 造型 modelling | 3 | 48 | 8 | | | 40 | 1 | |
| 艺设学院 | 4040014210 | 设计美学 Design aesthetics | 2 | 32 | 20 | | | 12 | 2 | |
| 艺设学院 | 4040015210 | 平面与色彩设计 Graphic and color design | 2 | 32 | 10 | | | 22 | 2 | |
| 艺设学院 | 4040016210 | 科学基础 Scientific basis | 1 | 16 | 16 | | | | 2 | |
| 艺设学院 | 4040017210 | 影像创作 Image creation | 2 | 32 | 4 | | | 28 | 2 | |
| 艺设学院 | 4040010210 | 文字与版式设计 Text and layout design | 3 | 48 | 16 | | | 32 | 1 | |
| 艺设学院 | 4040018210 | 书法 Calligraphy | 2 | 32 | 4 | | | 28 | 2 | |
| 小 计 Subtotal | | | 20 | 320 | 134 | 0 | 0 | 186 | 0 | |
| (四) 专业必修课程 4 Specialized Required Courses | | | | | | | | | | |
| 艺设学院 | 4040090210 | 美学概论 Introduction to Aesthetics | 2 | 32 | 26 | | | 6 | 3 | |
| 艺设学院 | 4040091210 | 民间工艺学 Folk Arts | 3 | 48 | 24 | | | 24 | 3 | |
| 艺设学院 | 4040092210 | 艺术概论 Introduction to Art | 2 | 32 | 32 | | | 0 | 3 | |
| 艺设学院 | 4040747170 | 考古学 Archaeology | 3 | 48 | 40 | | | 8 | 5 | |
| 艺设学院 | 4040093210 | 当代设计理论前沿 The Frontier of Design Theory | 3 | 48 | 44 | | | 4 | 6 | |
| 艺设学院 | 4040647170 | 现代设计鉴赏与批评 Appreciation and Criticism of Modern Design | 2 | 32 | 24 | | | 8 | 5 | |
| 艺设学院 | 4040693170 | 设计管理 Design Management | 3 | 48 | 24 | | | 24 | 4 | |
| 艺设学院 | 4040094210 | 中国美术简史 Brief History of Chinese Fine Art | 2 | 32 | 32 | | | 0 | 4 | |
| 艺设学院 | 4040095210 | 西方美术简史 Brief History of Western Fine Art | 2 | 32 | 32 | | | 0 | 4 | |
| 艺设学院 | 4040096210 | 中国艺术设计简史 Brief History of Chinese Design | 3 | 48 | 44 | | | 4 | 5 | |
| 艺设学院 | 4050058020 | 西方艺术设计简史 Brief History of Western Design | 3 | 48 | 44 | | | 4 | 5 | |
| 艺设学院 | 4040229210 | 中国古代设计艺术交流史 History of Design Exchange in Ancient China | 2 | 32 | 28 | | | 4 | 6 | |

| 开课单位 Course college | 课程编号 Course Number | 课程名称 Course Title | 学分 CrS | 学时分配 Including | | | | | | 建议 修读学期 Suggested Term | 先修课程 Prerequisite Course |
|--|-----------------------|---|-----------|--------------------|--------------|------------|----------------------|---------------------|---------------------|---------------------------------|--------------------------------|
| | | | | 总学时 Tot hrs. | 理论 Theory | 实验 Exp. | 上机 Ope- ration | 实践 Prac- tice | 课外 Extra- cur | | |
| 艺设学院 | 4040098210 | 中国艺术批评史纲 History of Art Criticism of China | 3 | 48 | 42 | | | 6 | | 6 | |
| 艺设学院 | 4040099210 | 楚设计艺术史 Design Art History in Chu Area | 2 | 32 | 24 | | | 8 | | 4 | |
| 艺设学院 | 4040100210 | 专业论文写作 Professional Paper's Writing | 1 | 16 | 16 | | | 0 | | 3 | |
| 小 计 Subtotal | | | 36 | 576 | 476 | 0 | 0 | 100 | 0 | | |
| (五) 专业选修课程 5 Specialized Elective Courses | | | | | | | | | | | |
| 艺设学院 | 4040173210 | 中西美学简史 Brief History of Chinese and Western Aesthetics | 3 | 48 | 40 | | | | 8 | 6 | |
| 艺设学院 | 4040174210 | 中西哲学概论 Introduction to Chinese and Western Philosophy | 3 | 48 | 48 | | | | | 4 | |
| 艺设学院 | 4040175210 | 中外建筑史 History of Architecture in China and abroad | 3 | 48 | 44 | | | 4 | | 7 | |
| 艺设学院 | 4040176210 | 文物鉴定 The Cultural Relics Appraisal | 3 | 48 | 20 | | | 20 | 8 | 5 | |
| 艺设学院 | 4040177210 | 陶艺创作 Creation of Pottery art | 3 | 48 | 20 | | | 28 | | 7 | |
| 艺设学院 | 4040178210 | 中国古代经典设计理论 Classical Design Theory in Ancient China | 3 | 48 | 48 | | | | | 5 | |
| 艺设学院 | 4040179210 | 美术鉴赏 Appriation of Fine Arts | 3 | 48 | 42 | | | 6 | | 7 | |
| 艺设学院 | 4040180210 | 美术教育 Fine Arts Education | 3 | 48 | 40 | | | 4 | 4 | 7 | |
| 艺设学院 | 4040181210 | 传统音乐鉴赏 Appriation of Traditioal Music | 2 | 32 | 16 | | | 16 | | 7 | |
| 艺设学院 | 4040182210 | 博物馆展示设计 Museum Exhibition Design | 3 | 48 | 20 | | | 28 | | 7 | |
| 艺设学院 | 4040183210 | 传统手工艺创意与设计 Creative Design on Traditional Handicraft | 4 | 64 | 12 | | | 52 | | 3 | |
| 艺设学院 | 4040184210 | 楚艺术创意与设计 Creative Design on Chu 's Art | 3 | 48 | 8 | | | 40 | | 5 | |
| 艺设学院 | 4040185210 | 现代文创产品设计 Design of Modern Creative Products | 3 | 48 | 8 | | | 40 | | 4 | |
| 艺设学院 | 4040186210 | 数字动画设计 Digital Creation Design | 4 | 64 | 24 | | | 40 | | 5 | |
| 艺设学院 | 4040187210 | 人工智能设计基础 AI Design Basis | 3 | 48 | 16 | | | 32 | | 3 | |
| 艺设学院 | 4040188210 | Cinema 4D设计创意 Cinema 4D Creation Desgn | 3 | 48 | 20 | | | 28 | | 4 | |
| 艺设学院 | 4040120210 | 短视频创作与营销 Short video creation and marketing | 4 | 64 | 16 | | | 48 | | 5 | |
| 艺设学院 | 4040122210 | 多维数字影像创作 Multidimensional digital image creation | 3 | 48 | 16 | | | 32 | | 6 | |
| 艺设学院 | 4040123210 | 算法艺术 The algorithm of art | 2 | 32 | 16 | | | 16 | | 7 | |
| 艺设学院 | 4040192210 | 乡村农业景观设计 Agricultural Landscape Design in Countryside | 3 | 48 | 8 | | | 32 | 8 | 6 | |

| 开课单位 Course college | 课程编号 Course Number | 课程名称 Course Title | 学分 Crs | 学时分配 Including | | | | | | 建议修读学期 Suggested Term | 先修课程 Prerequisite Course |
|---|-----------------------|---|-----------|-------------------|--------------|------------|-----------------|----------------|-----------------|--------------------------|-----------------------------|
| | | | | 总学时 Tot hrs. | 理论 Theory | 实验 Exp. | 上机 Operation | 实践 Practice | 课外 Extra-cur | | |
| 艺设学院 | 4070046110 | 城市园林景观设计 Garden Landscape Design in City | 3 | 48 | 24 | | | 24 | | 6 | |
| 艺设学院 | 4040194210 | 设计创意实验 Design Creative Experiment | 3 | 48 | 8 | 20 | | 20 | | 6 | |
| 艺设学院 | 4040195210 | 艺术策划与文案写作 Art Planning and Text Writing | 3 | 48 | 32 | | | 16 | | 6 | |
| 艺设学院 | 4040710170 | 设计创业与管理 Design Startups and Management | 2 | 32 | 8 | | | 24 | | 6 | |
| 小 计 Subtotal | | | 72 | 1152 | 554 | 20 | 0 | 550 | 28 | | |
| 修读说明：要求至少选修35学分。 NOTE: Minimum subtotal credits:35 | | | | | | | | | | | |

(六) 专业教育集中性实践教学环节

6 Specialized Practice Schedule

| 开课单位 Course college | 课程编号 Course Number | 实践环节名称 Practice Courses Name | 学分 Crs | 总学时 Tot hrs. | 周数 Weeks | 建议修读学期 Suggested Term | 先修课程 Prerequisite Course |
|------------------------|-----------------------|--|-----------|-----------------|-------------|--------------------------|-----------------------------|
| 艺设学院 | 4040238110 | 认知实习 Practice of Understanding 1 | 1 | 16 | 1 | 3 | |
| 艺设学院 | 4040257110 | 现代文创市场考察 Investigation of Modern Creative Products'Market | 2 | 32 | 2 | 6 | |
| 艺设学院 | 4040257110 | 艺术采风 Art Collection | 3 | 48 | 3 | 3 | |
| 艺设学院 | 4040257110 | 专业考察(文化遗产考察) Professional Investigation | 3 | 48 | 3 | 5 | |
| 艺设学院 | 4040234110 | 楚艺术考察 Investigation of Chu Art | 2.5 | 40 | 2.5 | 4 | |
| 艺设学院 | 4040227110 | 毕业实习(毕业设计1) Interhip | 3 | 48 | 3 | 7 | |
| 艺设学院 | 4040228210 | 毕业论文(毕业设计2) Graduation Thesis (Graduation Design) | 8.5 | 272 | 17 | 8 | |
| 小 计 Subtotal | | | 23 | 480 | 31.5 | | |

五、学时学分比例

V Proportion of class hours and credits

| 分类 | 学分 | 毕业总学分 (不含课外) | 比例 (%) |
|-----------------------|----|-----------------|-----------|
| 各类选修课程 | 50 | 160 | 31.3 |
| 实践教育课程（包括实验课） | 32 | 160 | 20 |
| 选修课课程设置总学分与选修毕业要求学分比例 | | | 2:1 |

六、修读指导

VI Recommendations on Course Studies

课外培养方案详见《武汉理工大学第二课堂课外学分实施办法》。

《形势与政策》和《心理健康教育》课程为课外必修课程，分别计 2 个课外学分。

Please refer to the cultivation plan of the second class-Implementation Measures for Extracurricular Credits of the Second Class of Wuhan University of Technology.

Situation & Policy (2 credits) and Mental Health Education (2 credits) are the required extracurricular courses.

学院教学责任人：周 艳
专业培养方案责任人：喻仲文

视觉传达设计专业 2021 版本本科培养方案

Plan for Four-Year Program Majors in Visual Communication Design (2021)

| | | | |
|--------------|-----------------------------|-------------------|-----------------------------------|
| 专业名称 | 视觉传达设计 | 主干学科 | 艺术学 设计学 |
| Major | Visual Communication Design | Major Disciplines | Science of Art, Science of Design |
| 计划学制 | 四年 | 授予学位 | 艺术学学士 |
| Duration | 4 Years | Degree Granted | Bachelor of Art |
| 所属大类 | 设计学类 | 大类培养年限 | 1 年 |
| Disciplinary | Design | Duration | 1 Year |

最低毕业学分规定

Graduation Credit Criteria

| 课程分类 Course Classification 课程性质 Course Nature | 公共基础课程 Public Basic Courses | 通识教育课程 Public Courses | 大类课程 Basic Courses in General Discipline | 专业教育课程 Specialized Courses | 个性课程 Personalized Course | 集中性实践教学环节 Practice Courses | 课外学分 Study Credit after Class | 总学分 Total Credits |
|--|--------------------------------|--------------------------|---|-------------------------------|-----------------------------|-------------------------------|-------------------------------------|----------------------|
| 必修课 Required Courses | 31 | \ | 20 | 49.5 | \ | 22.5 | 10 | 180 |
| 选修课 Elective Courses | \ | 9 | \ | 22 | 6 | \ | 10 | |

一、培养目标与毕业要求

I Educational Objectives & Requirement

(一) 培养目标

1.1 Educational Objectives

在文化强国与新文科建设的国家战略背景下，依托设计学科平台优势，开展专业教学研究与改革，探索文化本源与现代科技融合的新型育人模式，完善视觉传达设计人才培养体系，改革教学方法与手段，培养掌握艺术设计领域基础理论、专业知识、基本方法和实践技能，“适应能力强、实干精神强、创新意识强”，具有一定国际视野，在创意设计领域具有深厚文化底蕴、可持续创新能力的卓越人才。

学生毕业五年左右，应能达到以下目标：

- (1) 身心健康，具备良好的敬业精神、社会责任感和设计职业道德，关注当代全球和社会问题，具有创新意识、前瞻意识和引领意识。
- (2) 具备一定的设计思维、创造力及从事视觉传达设计领域创新研究的能力。能构建大系统 (Big Idea) 设计观，通过开源性的多学科创新设计，建立目标导向的整合设计能力。
- (3) 具有综合运用设计理论和创新设计为目的的视觉传达系统设计应用能力。
- (4) 精通视觉传达设计方向相关的工具和软硬件技术。
- (5) 具有良好的口头和书面表达和交流沟通能力、良好的团队意识和合作精神，具有终身学习的能力。

In cultural power and the construction of new arts under the background of national strategy, based on

a design discipline platform advantages, develop professional teaching research and reform, to explore the cultural origin and modern science and technology integration of new educational pattern and improve the visual communication design talent cultivation system, reform teaching methods and means, training to master the art design field basic theory, basic methods and practical skills, professional knowledge, Outstanding talents with "strong adaptability, strong working spirit, strong innovation consciousness", certain international vision, profound cultural background and sustainable innovation ability in the field of creative design.

Students have graduated for about 5 years would:

- (1) Physical and mental health, good professional dedication, social responsibility and design professional ethics, attention to contemporary global and social issues, innovative, forward-looking and leading consciousness.
- (2) Have certain design thinking, creativity and the ability to engage in innovative research in the field of visual communication design. Can build the Big Idea design concept, through open source multi-disciplinary innovative design, establish the goal-oriented integrated design ability.
- (3) Ability to design and apply visual communication system for the purpose of comprehensive application of design theory and innovative design.
- (4) Proficient in tools and software and hardware technologies related to the direction of visual communication design.
- (5) Good oral and written expression and communication skills, good team spirit and cooperation spirit, with the ability of lifelong learning.

(二) 毕业要求

1.2 Graduation requirements

- (1) 系统知识：能够将设计学、自然科学、人文科学和专业综合用于解决复杂设计问题；
- (2) 问题分析：能够应用设计学、自然科学、人文科学和专业理论的基本原理，识别、表达并通过文献研究分析复杂设计问题，以获得有效结论；
- (3) 设计/开发解决方案：能够掌握艺术设计创作的专业技能和方法，具备合理运用设计美学法则、编排与色彩等手段，进行高水平视觉传达设计的能力。设计针对复杂问题的解决方案，设计满足特定需求的系统、单元或流程，并能够在设计环节中体现创新意识，考虑社会、健康、安全、法律、文化审美以及环境适应等因素。
- (4) 研究：能够基于艺术设计原理并采用综合系统的方法对复杂设计问题进行研究，包括设计实验、分析与解释、系统构建与设计实践，并通过综合归纳得到合理有效的结论。
- (5) 使用现代工具：能够针对复杂设计问题，开发、选择与使用恰当的技术、资源、现代设计工具和信息技术工具，包括对复杂设计问题的预测与模拟，并能够理解其局限性，具有适应设计创新不断发展的能力。
- (6) 设计与社会：能够基于设计相关背景知识进行合理分析，评价专业设计实践和复杂设计问题解决方案对社会、健康、安全、法律、文化审美以及环境的影响，并理解应承担的责任。
- (7) 环境与可持续发展：能够理解和评价针对复杂设计问题的实施过程和结果对环境、社会可持续发展的影响。
- (8) 职业规范：具有人文社会科学素养、社会责任感，并能够在设计实践中理解并遵守设计职

业道德和规范，履行责任。

- (9) 个人和团队：能够在多学科背景下的团队：企事业单位、艺术设计、生产和管理等单位中承担以创新设计为重点的视觉传达设计的个体、团队成员以及责任人的角色。
 - (10) 沟通：能够就复杂设计问题与业界同行及社会公众进行有效沟通和交流，包括撰写报告和设计文稿、陈述发言、清晰表达或回应指令。并具备一定的国际视野，能够在跨文化背景下进行沟通和交流。
 - (11) 项目管理：理解并掌握设计项目管理与经济决策方法，并能够在多学科环境中应用。
 - (12) 终身学习：具有自主学习和终身学习的意识，有不断学习和适应发展的能力。
- (1) Systematic knowledge: able to integrate design, natural science, humanities and professional knowledge to solve complex design problems;
 - (2) Problem analysis: able to apply the basic principles of design, natural science, humanities and professional theory to identify, express and analyze complex design problems through literature research to obtain effective conclusions;
 - (3) Design/development solutions: master the professional skills and methods of artistic design and creation, and have the ability to carry out high-level visual communication design with the reasonable use of design aesthetic principles, arrangement and color and other means. Design solutions to complex problems, design systems, units or processes to meet specific needs, and be able to reflect the sense of innovation in the design process, considering social, health, safety, legal, cultural and aesthetic and environmental adaptation factors.
 - (4) Research: Able to study complex design problems based on the principles of art design and adopt a comprehensive system approach, including design experiments, analysis and interpretation, system construction and design practice, and draw reasonable and effective conclusions through comprehensive induction.
 - (5) Using modern tools: Able to develop, select and use appropriate technologies, resources, modern design tools and information technology tools for complex design problems, including prediction and simulation of complex design problems, understand their limitations, and have the ability to adapt to the continuous development of design innovation.
 - (6) Design and society: able to conduct reasonable analysis based on relevant background knowledge of design, evaluate the impact of professional design practices and solutions to complex design problems on society, health, safety, law, culture, aesthetics and the environment, and understand the responsibilities to be undertaken.
 - (7) Environment and sustainable development: able to understand and evaluate the impact of the implementation process and results of complex design problems on the sustainable development of environment and society.
 - (8) Professional norms: with humanistic and social science literacy, social responsibility, and able to understand and abide by the design professional ethics and norms in the design practice, to fulfill responsibilities.
 - (9) Individuals and teams: individuals, team members and responsible persons who can take the role of visual communication design with innovative design as the focus in enterprises, public

institutions, art design, production and management in a multi-disciplinary background.

(10) Communication: able to effectively communicate and communicate with industry peers and the public on complex design issues, including writing reports and design documents, making presentations, clearly expressing or responding to instructions. And have a certain international vision, can communicate and exchange in the cross-cultural background.

(11) Project Management: To understand and master design project management and economic decision-making methods and be able to apply them in a multidisciplinary environment.

(12) Lifelong learning: have the consciousness of independent learning and lifelong learning, and have the ability to continuously learn and adapt to development.

附：培养目标实现矩阵：

| | 培养目标 1 | 培养目标 2 | 培养目标 3 | 培养目标 4 | 培养目标 5 |
|---------|--------|--------|--------|--------|--------|
| 毕业要求 1 | ✓ | ✓ | ✓ | ✓ | |
| 毕业要求 2 | ✓ | ✓ | ✓ | | |
| 毕业要求 3 | ✓ | ✓ | ✓ | | |
| 毕业要求 4 | | ✓ | | | |
| 毕业要求 5 | | | | ✓ | |
| 毕业要求 6 | ✓ | ✓ | | | |
| 毕业要求 7 | ✓ | ✓ | | | |
| 毕业要求 8 | ✓ | | | | |
| 毕业要求 9 | | ✓ | | | ✓ |
| 毕业要求 10 | | | | ✓ | ✓ |
| 毕业要求 11 | ✓ | ✓ | | | |
| 毕业要求 12 | | | | | ✓ |

二、专业核心课程与专业特色课程

II Core Courses and Characteristic Courses

(一) 专业核心课程：

图形叙事、字体信息设计、插画设计、网格系统与版式设计、品牌设计、复数性媒介创意设计、非物质文化遗产概述。

Core Courses: Graphic Narrative; Character information design; Illustration; Grid System and Layout Design; Brand Design; Complex Medium Creative Design; Overview of Intangible Cultural Heritagedesign.

(二) 专业特色课程：

民间美术与现代设计、包装设计、绘画语言与现代设计表达、信息图解与可视化设计、UI 设计、设计心理学与用户研究、升维设计、空间环境视觉设计、动态媒介设计、书籍设计、视听互动媒体广告。

Characteristic Courses: Folk art and modern design; Packaging Design; Painting Language and Modern Design Expression; Information graphics and visual design; User Interface Design; Design Psychology and User Study; Multidimensional Design; Visual design of space environment; Dynamic Media Design; Book Design; Interactive Media Advertising.

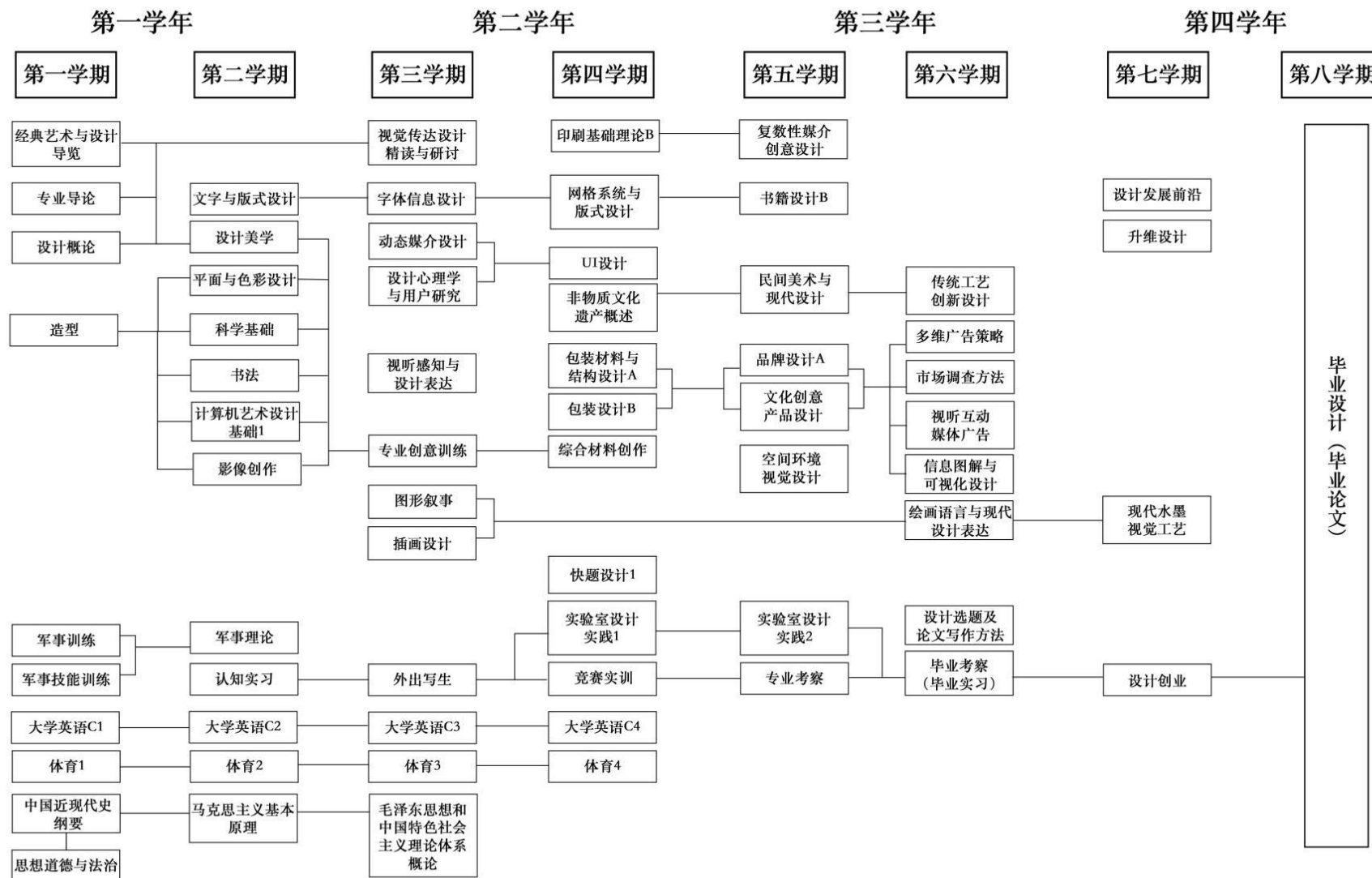
附：毕业要求实现矩阵：

| 专业 核心 课程 | 专业 特色 课程 | 课程名称 | 视觉传达设计专业毕业要求 | | | | | | | | | | | |
|----------------|----------------|----------------------|--------------|-----|-----|-----|-----|-----|-----|-----|-----|------|------|------|
| | | | (1) | (2) | (3) | (4) | (5) | (6) | (7) | (8) | (9) | (10) | (11) | (12) |
| | | 思想道德与法治 | | | M | H | M | H | | H | L | | | H |
| | | 中国近现代史纲要 | | | | | | M | L | H | | L | L | |
| | | 毛泽东思想和中国特色社会主义理论体系概论 | M | M | H | M | M | H | L | | | | | M |
| | | 马克思主义基本原理 | M | M | H | M | M | H | L | | | | | |
| | | 大学英语 | | | | | | | | | L | H | M | H |
| | | 体育 | | | | | | | L | | L | | | H |
| | | 军事技能训练 | | | | | | | L | | L | | | L |
| | | 军事理论 | H | L | L | M | L | L | L | M | | | | L |
| | | 计算机艺术设计基础1 | | | | L | H | | | | L | H | L | L |
| | | 人文社科类课程 | H | H | M | M | L | | | | | | | |
| | | 创业创新类课程 | H | H | L | M | L | L | L | | | | | |
| | | 经济管理类课程 | L | H | L | M | H | H | | | | | L | H |
| | | 专业导论 | H | M | L | L | | | | | | | | |
| | | 经典艺术与设计导览 | L | L | L | M | | | | | | | | L |
| | | 设计概论 | H | H | L | M | L | M | | | | M | | L |
| | | 造型 | L | L | H | H | M | | | | | | M | M |
| | | 设计美学 | L | H | H | H | | | | | | | M | H |
| | | 平面与色彩设计 | M | M | L | M | M | H | M | | | | | M |
| | | 科学基础 | H | M | M | M | L | L | L | | | | | |
| | | 影像创作 | M | | | | | M | | | | | | M |
| | | 文字与版式设计 | M | M | M | M | M | L | M | | | | | M |
| | | 书法 | M | M | M | M | M | L | M | | | | | M |
| √ | | 图形叙事 | M | M | M | M | | | | | | | | M |
| √ | | 字体信息设计 | M | M | M | M | | | | | | | | M |
| | | 专业创意训练 | M | | | | | | | | | L | | |
| | √ | 非物质文化遗产概述 | M | M | | | | H | | L | | | | M |
| √ | | 插画设计 | M | | M | | | | | | | | | M |
| √ | | 网格系统与版式设计 | M | | | M | M | | M | | | | | M |
| | | 印刷基础理论 B | H | M | M | | | | M | | | | | |
| | √ | 包装设计 B | M | | M | | | | M | | | | | M |
| √ | | 品牌设计 A | M | | M | | | M | | | | | | M |
| | √ | 书籍设计 B | M | | | | | | M | | | | | |
| | | 多维广告策略 | H | H | | H | M | M | | | | L | M | |
| | √ | 绘画语言与现代设计表达 | H | | | | M | | | | | L | | M |
| √ | | 复数性媒介创意设计 | M | | M | | M | | M | | | | | |
| | √ | 空间环境视觉设计 | M | | | | | | | | | | | |
| | √ | 信息图解与可视化设计 | M | | | | L | | | | | | | |

| 专业 核心 课程 | 专业 特色 课程 | 课程名称 | 视觉传达设计专业毕业要求 | | | | | | | | | | | |
|----------------|----------------|-------------|--------------|-----|-----|-----|-----|-----|-----|-----|-----|------|------|------|
| | | | (1) | (2) | (3) | (4) | (5) | (6) | (7) | (8) | (9) | (10) | (11) | (12) |
| | √ | 视听互动媒体广告 | M | | M | | M | M | | | | M | L | |
| | | 视觉传达设计精读与研讨 | H | | | L | | | | | | | L | M |
| | | 包装材料与结构设计 A | M | | M | | | L | | | | | | |
| | | 综合材料创作 | M | | M | | | | H | | | | | |
| | √ | 动态媒介设计 | M | | | | | M | | | | | | L |
| | | 视听感知与设计表达 | M | | | | | | | | | | | |
| | √ | UI 设计 | M | | | | | | | | | | | |
| | | 市场调查方法 | H | M | | H | | M | | L | | L | | M |
| | | 传统工艺创新设计 | M | | H | | | H | | | | | | |
| | √ | 设计选题及论文写作方法 | M | | | M | | | | | | | | |
| | | 快题设计 1 | | | | | | | | | | | | |
| | √ | 设计心理学与用户研究 | M | M | | H | | M | | | | | | M |
| | | 现代水墨视觉工艺 | M | | H | | M | H | | | | | | |
| | | 民间美术与现代设计 | M | | | | | H | | | | | | |
| | | 文化创意产品设计 | M | | H | | | M | | | | | L | |
| | | 设计发展前沿 | M | M | | M | | H | | | | | | H |
| | | 升维设计 | M | | | H | | M | | | | | | M |
| | | 设计创业 | M | | | | | | | | M | L | L | |
| | | 实验室设计实践 1 | | | | | | | | | | | | |
| | | 竞赛实训 | M | | | L | M | | L | | H | M | M | |
| | | 实验室设计实践 2 | | | | | | | | | | | | |
| | | 认知实习 | | | | | | | | | | | | |
| | √ | 外出写生（艺术采风） | | | | | | | | | | | | |
| | √ | 专业考察（专业实习） | | | | | | | | | L | | | |
| | | 毕业考察（毕业实习） | | | | | | | | | L | | | |
| | | 毕业设计（毕业论文） | M | | | H | M | | | | H | | M | |

三、课程教学进程图

III Teaching Process Map



四、教学建议进程表 IV Course Schedule

| (一) 公共基础必修课程 1 Public Basic Compulsory Courses | | | | | | | | | | | |
|--|--|--|--|--------------------|--------------|------------|----------------------|---------------------|---------------------|---------------------------------|--------------------------------|
| 开课单位 Course college | 课程编号 Course Number | 课程名称 Course Title | 学分 Crs | 学时分配 Including | | | | | | 建议 修读学期 Suggested Term | 先修课程 Prerequisite Course |
| | | | | 总学时 Tot hrs. | 理论 Theory | 实验 Exp. | 上机 Ope- ration | 实践 Prac- tice | 课外 Extra- cur | | |
| 马克思主义学院 | 4220001210 | 思想道德与法治 Morality and the rule of law | 2.5 | 42 | 42 | | | | | 1 | |
| 马克思主义学院 | 4220002180 | 中国近现代史纲要 Outline of Contemporary and Modern Chinese History | 2.5 | 42 | 42 | | | | | 1 | |
| 马克思主义学院 | 4220003180 | 毛泽东思想和中国特色社会主义理论体系概论 Introduction to Mao Zedong Thought and Socialism with Chinese Characteristics | 4.5 | 66 | 66 | | | | | 3 | |
| 马克思主义学院 | 4220005180 | 马克思主义基本原理 Marxism Philosophy | 2.5 | 42 | 42 | | | | | 2 | |
| 外语学院 | 4030007210 | 大学英语C1 College English 1 | 2 | 48 | 32 | | | | 16 | 1 | |
| 外语学院 | 4030053210 | 大学英语C2 College English II | 2 | 48 | 32 | | | | 16 | 2 | |
| 外语学院 | 4030054210 | 大学英语C3 College English III | 2 | 48 | 32 | | | | 16 | 3 | |
| 外语学院 | 4030055210 | 大学英语C4 College English IV | 2 | 48 | 32 | | | | 16 | 4 | |
| 体育部 | 4210001170 | 体育1 Physical Education I | 1 | 32 | 32 | | | | | 1 | |
| 体育部 | 4210002170 | 体育2 Physical Education II | 1 | 32 | 32 | | | | | 2 | |
| 体育部 | 4210003170 | 体育3 Physical Education III | 1 | 32 | 32 | | | | | 3 | |
| 体育部 | 4210004170 | 体育4 Physical Education IV | 1 | 32 | 32 | | | | | 4 | |
| 学工部 | 1050001210 | 军事技能训练 Military Skill Training | 2 | 136 | | | | 136 | | 1 | |
| 学工部 | 1050002210 | 军事理论 Military Theory | 2 | 32 | 32 | | | | | 2 | |
| 艺设学院 | 4040527170 | 计算机艺术设计基础1 Fundamentals of Computer Art Design I | 3 | 48 | 8 | | 40 | | | 2 | |
| 小 计 Subtotal | | | 31 | 728 | 488 | 0 | 40 | 136 | 64 | | |
| (二) 通识教育选修课程 2 General Education Elective Courses | | | | | | | | | | | |
| 核心选修 Core elective courses | 文明与传统类 Civilization and Tradition Courses | | 通识课程应修满至少9学分。核心选修不少于2学分；自主选修课程中，至少在艺术与审美、创新与创业两个领域各选修1门课程。 Minimum subtotal credits: 9. Core elective courses ≥ 2 credits. Self-selected courses, at least 1 course in art and aesthetics and 1 course in innovation and entrepreneurship. | | | | | | | | |
| | 社会与发展类 Society and Development Courses | | | | | | | | | | |
| | 艺术与人文类 Art and Humanities Courses | | | | | | | | | | |
| | 自然与方法类 Nature and methods Courses | | | | | | | | | | |
| 自主选修 Self-selected courses | 数学与自然科学、哲学与心理学、学与社会科学、经济与管理、历史与文化、语言与文学、艺术与审美、创新与创业 Mathematics and Natural Sciences, Philosophy and Psychology, Science and Social Sciences, Economics and Management, History and Culture, Language and Literature, Art and Aesthetics, Innovation and Entrepreneurship | | | | | | | | | | |

| 开课单位 Course college | 课程编号 Course Number | 课程名称 Course Title | 学分 Crs | 学时分配 Including | | | | | | 建议 修读学期 Suggested Term | 先修课程 Prerequisite Course |
|---|-----------------------|---|-----------|--------------------|--------------|------------|----------------------|---------------------|---------------------|---------------------------------|--------------------------------|
| | | | | 总学时 Tot hrs. | 理论 Theory | 实验 Exp. | 上机 Ope- ration | 实践 Prac- tice | 课外 Extra- cur | | |
| (三) 大类必修课程 3 Basic Discipline Required Courses | | | | | | | | | | | |
| 艺设学院 | 4040388110 | 专业导论 Introduction to Specialty | 1 | 16 | 16 | | | | | 1 | |
| 艺设学院 | 4040005210 | 经典艺术与设计导览 Classic Art and Design Guide | 2 | 32 | 20 | | | 12 | | 1 | |
| 艺设学院 | 4040013210 | 设计概论 Introduction to Design | 2 | 32 | 20 | | | 12 | | 1 | |
| 艺设学院 | 4040006210 | 造型 Modelling | 3 | 48 | 8 | | | 40 | | 1 | |
| 艺设学院 | 4040014210 | 设计美学 Design Aesthetics | 2 | 32 | 20 | | | 12 | | 2 | |
| 艺设学院 | 4040015210 | 平面与色彩设计 Graphic and Color Design | 2 | 32 | 10 | | | 22 | | 2 | |
| 艺设学院 | 4040016210 | 科学基础 Scientific Basis | 1 | 16 | 16 | | | | | 2 | |
| 艺设学院 | 4040017210 | 影像创作 Image Creation | 2 | 32 | 4 | | | 28 | | 2 | |
| 艺设学院 | 4040010210 | 文字与版式设计 Text and Layout design | 3 | 48 | 16 | | | 32 | | 1 | |
| 艺设学院 | 4040018210 | 书法 Calligraphy | 2 | 32 | 4 | | | 28 | | 2 | |
| 小 计 Subtotal | | | 20 | 320 | 134 | 0 | 0 | 186 | 0 | | |
| (四) 专业必修课程 4 Specialized Required Courses | | | | | | | | | | | |
| 艺设学院 | 4040073210 | 图形叙事 Graphic Narrative | 2.5 | 40 | 24 | | | 16 | | 3 | |
| 艺设学院 | 4040074210 | 字体信息设计 Character information design | 3 | 48 | 32 | | | 16 | | 3 | |
| 艺设学院 | 4040050210 | 插画设计 Illustration | 3 | 48 | 32 | | | 16 | | 3 | |
| 艺设学院 | 4040076210 | 专业创意训练 Project | 3 | 48 | 32 | | | 16 | | 3 | |
| 艺设学院 | 4040077210 | 动态媒介设计（视觉设计动态编 Dynamic Media Design (Open Source Programming) | 3 | 48 | 32 | | | 16 | | 3 | |
| 艺设学院 | 4040078210 | 非物质文化遗产概述 Overview of Intangible Cultural Heritagedesign | 3 | 48 | 16 | | | 32 | | 4 | |
| 艺设学院 | 4040079210 | 网格系统与版式设计 Grid System and Layout Design | 3 | 48 | 32 | | | 16 | | 4 | |
| 艺设学院 | 4040080210 | 印刷基础理论B Basic Theory of Printing | 3 | 48 | 32 | | | 16 | | 4 | |
| 艺设学院 | 4040081210 | 包装设计B Packaging Design | 3 | 48 | 32 | | | 16 | | 4 | |
| 艺设学院 | 4040082210 | 品牌设计A Brand Design | 3 | 48 | 32 | | | 16 | | 5 | |
| 艺设学院 | 4040083210 | 复数性媒介创意设计 Complex Medium Creative Design | 3 | 48 | 32 | | | 16 | | 5 | |
| 艺设学院 | 4040084210 | 书籍设计B Book Design | 3 | 48 | 32 | | | 16 | | 5 | |

| 开课单位 Course college | 课程编号 Course Number | 课程名称 Course Title | 学分 Crs | 学时分配 Including | | | | | | 建议 修读学期 Suggested Term | 先修课程 Prerequisite Course |
|--|-----------------------|---|-----------|--------------------|--------------|------------|----------------------|---------------------|---------------------|---------------------------------|--------------------------------|
| | | | | 总学时 Tot hrs. | 理论 Theory | 实验 Exp. | 上机 Ope- ration | 实践 Prac- tice | 课外 Extra- cur | | |
| 艺设学院 | 4040085210 | 空间环境视觉设计 Visual design of space environment | 3 | 48 | 32 | | | 16 | | 5 | |
| 艺设学院 | 4040086210 | 多维广告策略 Multi-dimensional advertising strategy | 3 | 48 | 32 | | | 16 | | 6 | |
| 艺设学院 | 4040087210 | 绘画语言与现代设计表达 Painting Language and Modern Design Expression | 2.5 | 40 | 24 | | | 16 | | 6 | |
| 艺设学院 | 4040088210 | 信息图解与可视化设计 Information graphics and visual design | 2.5 | 40 | 24 | | | 16 | | 6 | |
| 艺设学院 | 4040089210 | 视听互动媒体广告 Interactive Media Advertising | 3 | 48 | 32 | | | 16 | | 6 | |
| 小 计 Subtotal | | | 49.5 | 792 | 504 | 0 | 0 | 288 | 0 | | |
| (五) 专业选修课程 5 Specialized Elective Courses | | | | | | | | | | | |
| 艺设学院 | 4040158210 | 视觉传达设计精读与研讨 Intensive Reading and Seminar (Visual Communication Design) | 3 | 48 | 32 | | | 16 | | 3 | |
| 艺设学院 | 4040159210 | 设计心理学与用户研究 Design Psychology and User Study | 3 | 48 | 32 | | | 16 | | 3 | |
| 艺设学院 | 4040160210 | 视听感知与设计表达 Audio-visual perception and design expression | 3 | 48 | 32 | | | 16 | | 3 | |
| 艺设学院 | 4040161210 | 包装材料与结构设计A Packaging Materials and Structure Design | 3 | 48 | 32 | | | 16 | | 4 | |
| 艺设学院 | 4040162210 | 综合材料创作 Compositive Medium | 3 | 48 | 32 | | | 16 | | 4 | |
| 艺设学院 | 4040163210 | UI设计 User Interface Design | 2 | 32 | 16 | | | 16 | | 4 | |
| 艺设学院 | 4040164210 | 快题设计1 Quick Question Design | 3 | 48 | 16 | | | 32 | | 4 | |
| 艺设学院 | 4040165210 | 民间美术与现代设计 Folk art and modern design | 3 | 48 | 32 | | | 16 | | 5 | |
| 艺设学院 | 4040166210 | 文化创意产品设计 Cultural and creative product design | 3 | 48 | 32 | | | 16 | | 5 | |
| 艺设学院 | 4040167210 | 市场调查方法 Market Research Method | 3 | 48 | 32 | | | 16 | | 6 | |
| 艺设学院 | 4040168210 | 传统工艺创新设计 Traditional Craft Innovative Design | 3 | 48 | 32 | | | 16 | | 6 | |
| 艺设学院 | 4040169210 | 设计选题及论文写作方法 Design topic selection and paper writing methods | 3 | 48 | 32 | | | 16 | | 6 | |
| 艺设学院 | 4040170210 | 现代水墨视觉工艺 Modern Ink Visual Processing | 3 | 48 | 32 | | | 16 | | 7 | |
| 艺设学院 | 4040171210 | 设计发展前沿 Frontiers of Design Development | 3 | 48 | 32 | | | 16 | | 7 | |
| 艺设学院 | 4040172210 | 升维设计 Multidimensional Design | 3 | 48 | 32 | | | 16 | | 7 | |
| 小 计 Subtotal | | | 44 | 704 | 448 | 0 | 0 | 256 | 0 | | |
| 修读说明：要求至少选修22学分。 NOTE: Minimum subtotal credits:22. | | | | | | | | | | | |

(六) 专业教育集中性实践教学环节

6 Specialized Practice Schedule

| 开课单位 Course college | 课程编号 Course Number | 实践环节名称 Practice Courses Name | 学分 Crs | 总学时 Tot hrs. | 周数 Weeks | 建议修读学期 Suggested Term | 先修课程 Prerequisite Course |
|------------------------|-----------------------|---|-----------|-----------------|-------------|--------------------------|-----------------------------|
| 艺设学院 | 4040059110 | 认知实习 Practice of Understanding | 1 | 16 | 1 | 3 | |
| 艺设学院 | 4040250110 | 外出写生 Field Practice (Landscape Painting) | 3 | 48 | 3 | 3 | |
| 艺设学院 | 4040600170 | 实验室设计实践1 Studio Practice 1 | 1 | 16 | 1 | 4 | |
| 艺设学院 | 4040220210 | 竞赛实训 Practicum | 2 | 32 | 2 | 4 | |
| 艺设学院 | 4040256110 | 专业考察 Professional Investigation | 2 | 32 | 2 | 5 | |
| 艺设学院 | 4040601170 | 实验室设计实践2 Studio Practice 2 | 1 | 16 | 1 | 5 | |
| 艺设学院 | 4040604170 | 毕业考察(毕业实习) Internship | 3 | 48 | 3 | 6 | |
| 艺设学院 | 4040221210 | 设计创业 Design Entrepreneurship | 1 | 16 | 1 | 7 | |
| 艺设学院 | 4040228210 | 毕业设计(毕业论文) Graduate Design (Graduate Thesis) | 8.5 | 272 | 17 | 8 | |
| 小计 Subtotal | | | 22.5 | 496 | 31 | | |

五、学时学分比例

V Proportion of class hours and credits

| 分类 | 学分 | 毕业总学分 (不含课外) | 比例 (%) |
|-----------------------|----|-----------------|-----------|
| 各类选修课程 | 44 | 160 | 27.5 |
| 实践教育课程(包括实验课) | 54 | 160 | 33.8 |
| 选修课课程设置总学分与选修毕业要求学分比例 | | | 2:1 |

六、修读指导

VI Recommendations on Course Studies

课外培养方案详见《武汉理工大学第二课堂课外学分实施办法》。

《形势与政策》和《心理健康教育》课程为课外必修课程，分别计2个课外学分。

Please refer to the cultivation plan of the second class-Implementation Measures for Extracurricular Credits of the Second Class of Wuhan University of Technology.

Situation & Policy (2 credits) and Mental Health Education (2 credit) are the required extracurricular courses.

学院教学责任人：周艳

专业培养方案责任人：方卫

环境设计专业 2021 版本本科培养方案

Undergraduate Education Plan for Specialty in Environmental design (2021)

| | | | |
|--------------|----------------------|-------------------|------------------|
| 专业名称 | 环境设计 | 主干学科 | 艺术学 |
| Major | Environmental design | Major Disciplines | Art Theory |
| 计划学制 | 四年 | 授予学位 | 艺术学学士 |
| Duration | 4 Years | Degree Granted | Bachelor of Arts |
| 所属大类 | 设计学类 | 大类培养年限 | 1 年 |
| Disciplinary | Design Studies | Duration | 1 Year |

最低毕业学分规定

Graduation Credit Criteria

| 课程分类 Course Classification 课程性质 Course Nature | 公共基础课程 Public Basic Courses | 通识教育课程 Public Courses | 大类课程 Basic Courses in General Discipline | 专业教育课程 Specialized Courses | 个性课程 Personalized Course | 集中性实践教学环节 Practice Courses | 课外学分 Study Credit after Class | 总学分 Total Credits |
|--|--------------------------------|--------------------------|---|-------------------------------|-----------------------------|-------------------------------|----------------------------------|----------------------|
| 必修课 Required Courses | 31 | \ | 20 | 48 | \ | 25 | 10 | 180 |
| 选修课 Elective Courses | \ | 9 | \ | 21 | 6 | \ | 10 | |

一、培养目标与毕业要求

I Educational Objectives & Requirement

(一) 培养目标

环境设计专业面对人才培养的新时代要求，紧密围绕国家发展战略，结合建筑学科的基础知识和艺术学科的创新设计能力，培养德、智、体、美全面发展，掌握环境设计领域的专业基础知识和专业技能，具备优秀的综合素质、设计实践能力和创新精神的高层次环境设计、景观设计、室内设计复合型和创新型人才。

本培养方案学生需达到以下目标：

- (1) 品德优良，具有强烈的社会责任感、正确的价值观，具有良好的职业道德、职业责任，具有健康的体魄、良好的心理素质和文化素质。
- (2) 综合学习设计艺术学科、建筑学科的知识，扎实掌握环境设计专业的基础理论、基本知识和基本技能,具备较好的跨专业整合和拓展能力。
- (3) 通过一系列专业课程群的学习和实践教学环节的训练，掌握系统的环境设计专业理论和专业技能，具有从事景观设计、室内设计，以及与室内外环境紧密结合的建筑设计、风景园林设计、公共艺术设计等领域的设计实践和科学研究能力。
- (4) 精通环境设计专业的各类工具和软硬件技术。
- (5) 在专业领域加强综合素质发展，具有优良的空间形态创新设计能力，良好的逻辑思维能力，有效的沟通能力和良好的团队组织与合作能力。具有终身学习的意识和能力，关注学科领域的新技术、新观念，关注当代社会发展，关注学科热点问题。

Educational Objectives

Facing the new era requirements of talent training, The environmental design majors closely focus on the national development strategy, combine the basic knowledge of architecture discipline and the innovative design ability of art discipline, cultivate the comprehensive development of morality, intelligence, physical and beauty, master the professional basic knowledge and professional skills in the field of environmental design, and have excellent comprehensive quality The high-level environmental design, landscape design, interior design compound and innovative talents with practical design ability and innovative spirit.

The students of this training program need to achieve the following objectives:

- (1) Good moral character, strong sense of social responsibility, correct values, good professional ethics, professional responsibility, healthy physique, good psychological quality and cultural quality.
- (2) Learn the knowledge of design art and architecture, master the basic theory, basic knowledge and basic skills of environmental design, and have good ability of interdisciplinary integration and expansion.
- (3) Through the study of a series of professional courses and the training of practical teaching, master the systematic theory and professional skills of environmental design, and have the ability of design practice and scientific research in landscape design, interior design, architectural design, landscape architecture design, public art design and other fields closely combined with indoor and outdoor environment.
- (4) Proficient in all kinds of tools and hardware and software technology of environmental design.
- (5) Strengthen the development of comprehensive quality in the professional field, with excellent space form innovation design ability, good logical thinking ability, effective communication ability and good team organization and cooperation ability. They should have the consciousness and ability of lifelong learning, pay attention to the new technology and new ideas in the discipline field, pay attention to the development of contemporary society, and pay attention to the hot issues in the discipline.

(二) 毕业要求

- (1) 系统知识：能够将设计学、自然科学、人文科学、工程基础和专业综合用于解决复杂设计问题；
- (2) 问题分析：能够应用设计学、自然科学、人文科学、工程技术和专业理论的基本原理，识别、表达、并通过文献研究分析复杂设计问题，以获得有效结论；
- (3) 设计/开发解决方案：能够设计针对复杂问题的解决方案，设计满足特定需求的系统、单元或流程，并能够在设计环节中体现创新意识，考虑社会、健康、安全、法律、文化审美以及环境适应等因素。
- (4) 研究：能够基于设计原理并采用综合系统的方法对复杂设计问题进行研究，包括设计实验、分析与解释、系统构建与设计实践，并通过综合归纳得到合理有效的结论。
- (5) 使用现代工具：能够针对复杂设计问题，开发、选择与使用恰当的技术、资源、现代设计工具和信息技术工具，包括对复杂设计问题的预测与模拟，并能够理解其局限性。

- (6) 设计与社会：能够基于设计相关背景知识进行合理分析，评价专业设计实践和复杂设计问题解决方案对社会、健康、安全、法律、文化审美以及环境的影响，并理解应承担的责任。
- (7) 环境与可持续发展：能够理解和评价针对复杂设计问题的实施过程和结果对环境、社会可持续发展的影响。
- (8) 职业规范：具有人文社会科学素养、社会责任感，并能够在设计实践中理解并遵守设计职业道德和规范，履行责任。
- (9) 个人和团队：能够在多学科背景下的团队中承担个体、团队成员以及负责人的角色。
- (10) 沟通：能够就复杂设计问题与业界同行及社会公众进行有效沟通和交流，包括撰写报告和设计文稿、陈述发言、清晰表达或回应指令。并具备一定的国际视野，能够在跨文化背景下进行沟通和交流。
- (11) 项目管理：理解并掌握设计项目管理与经济决策方法，并能够在多学科环境中应用。
- (12) 终身学习：具有自主学习和终身学习的意识，有不断学习和适应发展的能力。

Graduation requirements

- (1) System knowledge: be able to integrate design, natural science, the humanities, engineering foundation and professional knowledge to solve complex design problems.
- (2) Problem analysis: be able to apply the basic principles of design, natural science, the humanities, engineering technology and professional theory to identify, express and analyze complex design problems through literature research, so as to obtain effective conclusions.
- (3) Design / development solutions: be able to design solutions for complex problems, design systems, units or processes to meet specific needs, and reflect the sense of innovation in the design process, taking into account society, health, safety, legality, culture and aesthetics, environmental adaptation and other factors.
- (4) Research: be able to research complex design problems based on design principles and comprehensive system methods, including design experiments, analysis and interpretation, system construction and design practice, and get reasonable and effective conclusions through comprehensive generalization.
- (5) Using modern tools: be able to develop, select and use appropriate technologies, resources, modern design tools and information technology tools for complex design problems, including the prediction and simulation of complex design problems, and be able to understand their limitations.
- (6) Design and society: be able to conduct reasonable analysis based on related background knowledge about design, evaluate the impact of professional design practice and complex design problem solutions on society, health, safety, legality, cultural aesthetics and environment, and understand the responsibilities.
- (7) Environment and sustainable development: be able to understand and evaluate the impact of the implementation process and results of complex design problems on environmental and social sustainable development.
- (8) Professional norms: have the quality of Humanities and Social Sciences, sense of social responsibility, and be able to understand and abide by the design professional ethics and norms

in the design practices, and fulfill the responsibility.

- (9) Individual and team: be able to play the role of individual, team member and responsible person in a multidisciplinary team.
- (10) Communication: be able to effectively communicate with peers in the industry and the public on complex design issues, including writing reports and design manuscripts, making statements, clearly expressing or responding to instructions. And have a certain international vision, be able to communicate and in the cross-cultural background.
- (11) Project management: understand and master design project management and economic decision-making methods, and be able to apply them in a multidisciplinary environment.
- (12) Lifelong learning: have the consciousness of self-learning and lifelong learning, have the ability of continuous learning and adapting to development.

附：培养目标实现矩阵

| | 培养目标 1 | 培养目标 2 | 培养目标 3 | 培养目标 4 | 培养目标 5 |
|---------|--------|--------|--------|--------|--------|
| 毕业要求 1 | ✓ | ✓ | ✓ | ✓ | |
| 毕业要求 2 | ✓ | ✓ | ✓ | | |
| 毕业要求 3 | ✓ | ✓ | ✓ | | |
| 毕业要求 4 | | ✓ | | | |
| 毕业要求 5 | | | | ✓ | |
| 毕业要求 6 | ✓ | ✓ | | | |
| 毕业要求 7 | ✓ | ✓ | | | |
| 毕业要求 8 | ✓ | | | | |
| 毕业要求 9 | | ✓ | | | ✓ |
| 毕业要求 10 | | | | ✓ | ✓ |
| 毕业要求 11 | ✓ | ✓ | | | |
| 毕业要求 12 | | | | | ✓ |

二、专业核心课程与专业特色课程

II Core Courses and Characteristic Courses

(一) 专业核心课程:

空间概念、室内设计原理、景观设计原理、城市景观设计、建筑空间改造设计、旅游景观设计、商业空间室内设计

Core Courses: Concept of Space, Principles of Interior Design, Principles of Landscape Design, Urban Landscape design landscape design, Reconstruction design of architectural space, Tourism landscape design, Interior design of commercial space

(二) 专业特色课程:

中外建筑园林史、专业设计表达、材料与构造、园林植物学、居住空间室内设计、住宅景观设计、办公空间室内设计、场地规划设计、三维模型与数字化、人体工学与环境行为、家具与陈设设计、景观生态设计、地理信息系统设计、综合设计。

Characteristic Courses: History of China and Foreign Architecture and Garden, Professional Design

Expression, Material and Structure, Gardens Botany, Living Space Interior Design, Residential Landscape Design, Office Space Interior Design, Site planning and design, 3D Model and Digitization, Human Engineering and Environmental behavior, Furniture and furnishings design, Landscape ecological design, Design of geographic information system, Comprehensive Design

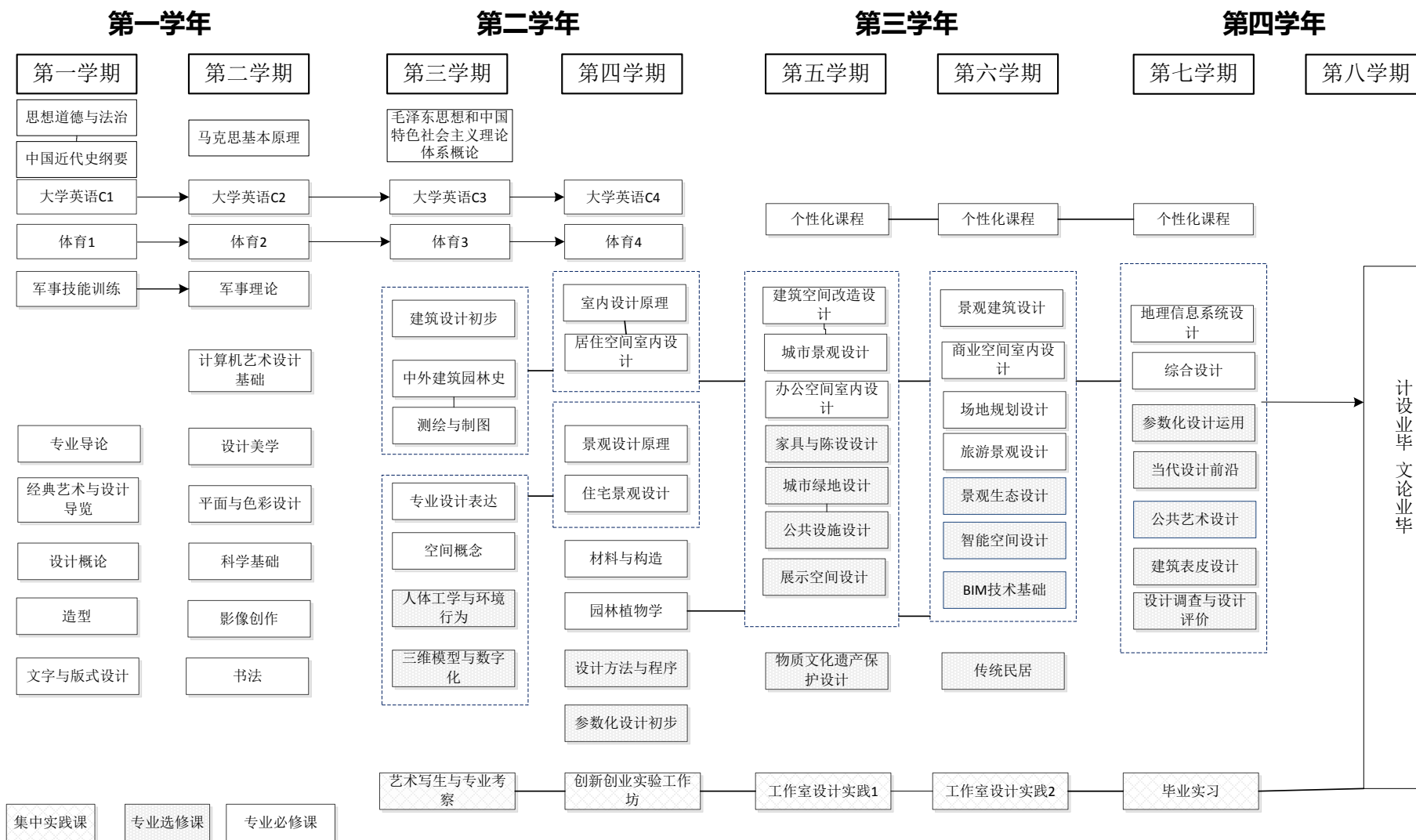
附：毕业要求实现矩阵：

| 专业 核心 课程 | 专业 特色 课程 | 课程名称 | 环境设计专业毕业要求 | | | | | | | | | | | |
|----------------|----------------|----------------------|------------|-----|-----|-----|-----|-----|-----|-----|-----|------|------|------|
| | | | (1) | (2) | (3) | (4) | (5) | (6) | (7) | (8) | (9) | (10) | (11) | (12) |
| | | 思想道德与法治 | | | M | H | M | H | | H | L | | | H |
| | | 中国近现代史纲要 | | | | | | M | L | H | | L | L | |
| | | 毛泽东思想和中国特色社会主义理论体系概论 | M | M | H | M | M | H | L | | | | | M |
| | | 马克思主义基本原理 | M | M | H | M | M | H | L | | | | | |
| | | 大学英语 | | | | | | | | | L | H | M | H |
| | | 体育 | | | | | | | L | | L | | | H |
| | | 军事技能训练 | | | | | | | L | | L | | | L |
| | | 军事理论 | H | L | L | M | L | L | L | M | | | | L |
| | | 计算机艺术设计基础1 | | | | L | H | | | | L | H | L | L |
| | | 人文社科类课程 | H | H | M | M | L | | | | | | | |
| | | 创业创新类课程 | H | H | L | M | L | L | L | | | | | |
| | | 经济管理类课程 | L | H | L | M | H | H | | | | | L | H |
| | | 专业导论 | H | M | L | L | | | | | | | | |
| | | 经典艺术与设计导览 | L | L | L | M | | | | | | | | L |
| | | 设计概论 | H | H | L | M | L | M | | | | M | | L |
| | | 造型 | L | L | H | H | M | | | | | | M | M |
| | | 设计美学 | L | H | H | H | | | | | | | M | H |
| | | 平面与色彩设计 | M | M | L | M | M | H | M | | | | | M |
| | | 科学基础 | H | M | M | M | L | L | L | | | | | |
| | | 影像创作 | M | | | | | M | | | | | | M |
| | | 文字与版式设计 | M | M | M | M | M | L | M | | | | | M |
| | | 书法 | M | M | M | M | M | L | M | | | | | M |
| | | 建筑设计初步 | H | H | H | | | H | | | M | | | |
| | ✓ | 中外建筑园林史 | H | | | M | | M | | | | | | |
| | | 测绘与制图 | M | H | H | M | H | | | | | | M | |
| | ✓ | 专业设计表达 | | M | H | | M | | | | | | | |
| ✓ | | 空间概念 | M | H | H | | M | | | | | M | | |
| ✓ | | 室内设计原理 | H | H | H | | | M | | | | | M | |
| | ✓ | 居住空间室内设计 | M | H | H | M | M | | M | | | M | | |
| | ✓ | 材料与构造 | H | H | M | M | | M | M | | | | M | |
| ✓ | | 景观设计原理 | H | H | H | | | H | M | | | M | | |

| 专业 核心 课程 | 专业 特色 课程 | 课程名称 | 环境设计专业毕业要求 | | | | | | | | | | | |
|----------------|----------------|------------|------------|-----|-----|-----|-----|-----|-----|-----|-----|------|------|------|
| | | | (1) | (2) | (3) | (4) | (5) | (6) | (7) | (8) | (9) | (10) | (11) | (12) |
| | ✓ | 住宅景观设计 | M | H | H | M | | | H | | | M | | |
| | ✓ | 园林植物学 | H | M | M | | | M | H | | | | M | |
| ✓ | | 城市景观设计 | M | H | H | | M | | M | | | M | | |
| ✓ | | 建筑空间改造设计 | M | H | H | M | | M | | | | | M | |
| | ✓ | 办公空间室内设计 | M | H | H | M | M | | M | | | | M | |
| | | 科技论文写作 | M | H | M | H | | | | M | | | | H |
| | ✓ | 场地规划设计 | H | H | H | M | | M | M | | | H | | |
| ✓ | | 旅游景观设计 | M | H | H | M | | | H | | | | M | |
| ✓ | | 商业空间室内设计 | M | H | H | M | M | | M | | | | M | |
| | ✓ | 地理信息系统设计 | M | H | M | | H | | M | | | | | |
| | ✓ | 综合设计 | H | H | H | M | | | | | | | M | |
| | ✓ | 三维模型与数字化 | M | H | M | | M | | | | | | | |
| | ✓ | 人体工学与环境行为 | H | H | M | M | | H | | | | | | |
| | | 设计方法与程序 | M | H | | M | | | | M | M | | | |
| | | 参数化设计初步 | M | M | M | | H | | | | | | H | |
| | | 公共设施设计 | M | H | H | M | | M | M | | | | M | |
| | ✓ | 家具与陈设设计 | M | H | H | M | | | | | | | M | |
| | | 城市绿地设计 | M | H | H | | | M | H | | | | M | |
| | | 展示空间设计 | M | M | H | | M | | | | | | M | |
| | | 物质文化遗产保护设计 | M | H | H | M | | H | | | | | | |
| | ✓ | 景观生态设计 | H | H | H | H | H | H | M | | | | M | |
| | | 景观建筑设计 | M | H | H | | M | | | | | | M | |
| | | 传统民居 | | M | M | H | | H | M | | | | M | |
| | | 智能空间设计 | M | H | H | M | H | | | | | | | |
| | | BIM 技术基础 | M | M | | | H | M | | | | | H | |
| | | 参数化设计运用 | M | M | H | | H | | | | | | | |
| | | 当代设计前沿 | M | | | H | | H | M | | | | | M |
| | | 公共艺术设计 | M | M | M | | | H | M | | | | | |
| | | 建筑表皮设计 | | M | H | | M | | | | | | M | |
| | | 设计调查与设计评价 | M | H | | H | M | H | M | | | H | M | |
| | | GIS 系统基础 | M | M | M | | H | | | | | | M | |
| | | 生成设计 | M | M | M | | H | M | | | | | | |
| | | 景观哲学 | | M | | H | | H | H | | | | | H |
| | | 陶艺创作 | M | M | M | | | M | | | | | | |

三、课程教学进程图

III Teaching Process Map



四、理论教学建议进程表

IV Course Schedule

| (一) 公共基础必修课程 | | | | | | | | | | | |
|--------------------------------------|---|--|--|--------------------|--------------|------------|----------------------|---------------------|---------------------|---------------------------------|--------------------------------|
| 1 Public Basic Compulsory Courses | | | | | | | | | | | |
| 开课单位 Course college | 课程编号 Course Number | 课程名称 Course Title | 学分 Crs | 学时分配 Including | | | | | | 建议 修读学期 Suggested Term | 先修课程 Prerequisite Course |
| | | | | 总学 时Tot hrs. | 理论 Theory | 实验 Exp. | 上机 Ope- ration | 实践 Prac- tice | 课外 Extra- cur | | |
| 马克思主义学院 | 4220001210 | 思想道德与法治 Morality and the rule of law | 2.5 | 42 | 42 | | | | | 1 | |
| 马克思主义学院 | 4220002180 | 中国近现代史纲要 Outline of Contemporary and Modern Chinese History | 2.5 | 42 | 42 | | | | | 1 | |
| 马克思主义学院 | 4220005180 | 马克思主义基本原理 Marxism Philosophy | 2.5 | 42 | 42 | | | | | 2 | |
| 马克思主义学院 | 4220003180 | 毛泽东思想和中国特色社会主义理论体系 概论 Introduction to Mao Zedong Thought and Socialism with Chinese Characteristics | 4.5 | 66 | 66 | | | | | 3 | |
| 外语学院 | 4030007210 | 大学英语C1 College English C I | 2 | 48 | 32 | | | | 16 | 1 | |
| 外语学院 | 4030053210 | 大学英语C2 College English C II | 2 | 48 | 32 | | | | 16 | 2 | 大学英语C1 |
| 外语学院 | 4030054210 | 大学英语C3 College English C III | 2 | 48 | 32 | | | | 16 | 3 | 大学英语C2 |
| 外语学院 | 4030055210 | 大学英语C4 College English C IV | 2 | 48 | 32 | | | | 16 | 4 | 大学英语C3 |
| 体育部 | 4210001170 | 体育1 Physical Education I | 1 | 32 | 32 | | | | | 1 | |
| 体育部 | 4210002170 | 体育2 Physical Education II | 1 | 32 | 32 | | | | | 2 | |
| 体育部 | 4210003170 | 体育3 Physical Education III | 1 | 32 | 32 | | | | | 3 | |
| 体育部 | 4210004170 | 体育4 Physical Education IV | 1 | 32 | 32 | | | | | 4 | |
| 学工部 | 1050001210 | 军事技能训练 Military Theory | 2 | 136 | | | | 136 | | 1 | |
| 学工部 | 1050002210 | 军事理论 Military Theory | 2 | 32 | 32 | | | | | 2 | |
| 艺设学院 | 4040527170 | 计算机艺术设计基础1 Fundamentals of Computer Art Design I | 3 | 48 | 8 | | 40 | | | 2 | |
| 小 计 Subtotal | | | 31 | 728 | 488 | 0 | 40 | 136 | 64 | | |
| (二) 通识教育选修课程 | | | | | | | | | | | |
| 2 General Education Elective Courses | | | | | | | | | | | |
| 核心选修 Core elective courses | 文明与传统类 Civilization and Tradition Courses | | 通识课程应修满至少9学分。核心选修不少于2学分；自主选修课程中，至少在艺术与审美、创新与创业两个领域各选修1门课程。 Minimum subtotal credits: 9. Core elective courses \geq 2 credits. Self-selected courses, at least 1 course in art and aesthetics and 1 course in innovation and entrepreneurship. | | | | | | | | |
| | 社会与发展类 Society and Development Courses | | | | | | | | | | |
| | 艺术与人文类 Art and Humanities Courses | | | | | | | | | | |
| | 自然与方法类 Nature and methods Courses | | | | | | | | | | |
| 自主选修 Self-selected courses | 数学与自然科学、哲学与心理学、法学与社会科学、经济与管理、历史与文化、语言与文学、艺术与审美、创新与创业 Mathematics and Natural Sciences, Philosophy and Psychology, Science and Social Sciences, Economics and Management, History and Culture, Language and Literature, Art and Aesthetics, Innovation and Entrepreneurship | | | | | | | | | | |
| (三) 大类必修课程 | | | | | | | | | | | |
| 3 Basic Discipline Required Courses | | | | | | | | | | | |
| 艺设学院 | 4040388110 | 专业导论 Introduction to specialty | 1 | 16 | 16 | | | | | 1 | |

| 开课单位 Course college | 课程编号 Course Number | 课程名称 Course Title | 学分 Crts | 学时分配 Including | | | | | | 建议 修读学期 Suggested Term | 先修课程 Prerequisite Course |
|--|-----------------------|--|------------|--------------------|--------------|------------|----------------------|---------------------|---------------------|---------------------------------|--------------------------------|
| | | | | 总学 时Tot hrs. | 理论 Theory | 实验 Exp. | 上机 Ope- ration | 实践 Prac- tice | 课外 Extra- cur | | |
| 艺设学院 | 4040005210 | 经典艺术与设计导览 Classic art and Design Guide | 2 | 32 | 20 | | | 12 | | 1 | |
| 艺设学院 | 4040013210 | 设计概论 Introduction to design | 2 | 32 | 20 | | | 12 | | 1 | |
| 艺设学院 | 4040006210 | 造型 modelling | 3 | 48 | 8 | | | 40 | | 1 | |
| 艺设学院 | 4040010210 | 文字与版式设计 Text and layout design | 3 | 48 | 16 | | | 32 | | 1 | |
| 艺设学院 | 4040014210 | 设计美学 Design aesthetics | 2 | 32 | 20 | | | 12 | | 2 | |
| 艺设学院 | 4040015210 | 平面与色彩设计 Graphic and color design | 2 | 32 | 10 | | | 22 | | 2 | |
| 艺设学院 | 4040016210 | 科学基础 Scientific basis | 1 | 16 | 16 | | | | | 2 | |
| 艺设学院 | 4040017210 | 影像创作 Image creation | 2 | 32 | 4 | | | 28 | | 2 | |
| 艺设学院 | 4040018210 | 书法 Calligraphy | 2 | 32 | 4 | | | 28 | | 2 | |
| 小 计 Subtotal | | | 20 | 320 | 134 | 0 | 0 | 186 | 0 | | |
| (四) 专业必修课程 4 Specialized Required Courses | | | | | | | | | | | |
| 艺设学院 | 4040054210 | 建筑设计初步 Preliminary Architectural Design | 3 | 48 | 32 | | | 16 | | 3 | |
| 艺设学院 | 4040055210 | 中外建筑园林史 History of Chinese and Foreign Architecture and Garden | 3 | 48 | 40 | | | 8 | | 3 | |
| 艺设学院 | 4040056210 | 测绘与制图 Surveying and Drawing | 3 | 48 | 24 | | | 24 | | 3 | 建筑设计初步 |
| 艺设学院 | 4040057210 | 专业设计表达 Professional Design Expression | 3 | 48 | 24 | | | 24 | | 3 | |
| 艺设学院 | 4040058210 | 空间概念 Concept of Space | 2 | 32 | 16 | | | 16 | | 3 | |
| 艺设学院 | 4040059210 | 室内设计原理 Principles of Interior Design | 2 | 32 | 24 | | | 8 | | 4 | |
| 艺设学院 | 4040060210 | 居住空间室内设计 Living Space Interior Design | 2 | 32 | 16 | | | 16 | | 4 | 室内设计原理 |
| 艺设学院 | 4040061210 | 材料与构造 Material and Structure | 3 | 48 | 40 | | | 8 | | 4 | |
| 艺设学院 | 4040062210 | 景观设计原理 Principles of Landscape Design | 2 | 32 | 24 | | | 8 | | 4 | |
| 艺设学院 | 4040063210 | 住宅景观设计 Residential Landscape Design | 2 | 32 | 16 | | | 16 | | 4 | 景观设计原理 |
| 艺设学院 | 4040064210 | 园林植物学 Gardens Botany | 3 | 48 | 40 | | | 8 | | 4 | |
| 艺设学院 | 4040576170 | 城市景观设计 Urban Landscape design | 3 | 48 | 24 | | | 24 | | 5 | |
| 艺设学院 | 4040065210 | 建筑空间改造设计 Reconstruction Design of Architectural Space | 3 | 48 | 24 | | | 24 | | 5 | |
| 艺设学院 | 4040066210 | 办公空间室内设计 Office Space Interior Design | 2 | 32 | 16 | | | 16 | | 5 | 建筑空间改造设计 |
| 艺设学院 | 4040067210 | 科技论文写作 Writing of Scientific Papers | 1 | 16 | 16 | | | | | 5 | |
| 艺设学院 | 4040068210 | 场地规划设计 Site Planning and Design | 3 | 48 | 24 | | | 24 | | 6 | |

| 开课单位 Course college | 课程编号 Course Number | 课程名称 Course Title | 学分 Crs | 学时分配 Including | | | | | | 建议 修读学期 Suggested Term | 先修课程 Prerequisite Course |
|--|-----------------------|--|-----------|--------------------|--------------|------------|----------------------|---------------------|---------------------|---------------------------------|--------------------------------|
| | | | | 总学 时Tot hrs. | 理论 Theory | 实验 Exp. | 上机 Ope- ration | 实践 Prac- tice | 课外 Extra- cur | | |
| 艺设学院 | 4040069210 | 旅游景观设计 Tourism Landscape Design | 2 | 32 | 16 | | | 16 | | 6 | 场地规划设计 |
| 艺设学院 | 4040070210 | 商业空间室内设计 Interior Design of Commercial Space | 2 | 32 | 16 | | | 16 | | 6 | |
| 艺设学院 | 4040071210 | 地理信息系统设计 Design of Geographic Information System | 2 | 32 | 16 | | | 16 | | 7 | |
| 艺设学院 | 4040072210 | 综合设计 Comprehensive Design | 2 | 32 | 16 | | | 16 | | 7 | 地理信息系统 设计 |
| 小 计 Subtotal | | | 48 | 768 | 464 | 0 | 0 | 304 | 0 | | |
| (五) 专业选修课程 5 Specialized Elective Courses | | | | | | | | | | | |
| 艺设学院 | 4040139210 | 三维模型与数字化 3D Model and Digitization | 2 | 32 | 16 | | | 16 | | 3 | |
| 艺设学院 | 4040140210 | 人体工学与环境行为 Human Engineering and Environmental behavior | 2 | 32 | 24 | | | 8 | | 3 | 空间概念 |
| 艺设学院 | 4040141210 | 设计方法与程序 Design Method and Program | 2 | 32 | 24 | | | 8 | | 4 | |
| 艺设学院 | 4040142210 | 参数化设计初步 Preliminary Study on Parametric Design | 2 | 32 | 24 | | | 8 | | 4 | |
| 艺设学院 | 4040113210 | 公共设施设计 Public Facilities Design | 2 | 32 | 16 | | | 16 | | 5 | |
| 艺设学院 | 4040144210 | 家具与陈设设计 Furniture and Furnishings Design | 3 | 48 | 24 | | | 24 | | 5 | |
| 艺设学院 | 4040145210 | 城市绿地设计 Urban Green Space Design | 3 | 48 | 24 | | | 24 | | 5 | |
| 艺设学院 | 4040146210 | 展示空间设计 Exhibition Space Design | 2 | 32 | 16 | | | 16 | | 5 | 建筑空间改造 设计 |
| 艺设学院 | 4040147210 | 物质文化遗产保护设计 Protection of Material Cultural Heritage | 2 | 32 | 16 | | | 16 | | 5 | |
| 艺设学院 | 4040148210 | 景观生态设计 Landscape Ecological Design | 3 | 48 | 24 | | | 24 | | 6 | 场地规划设计 |
| 艺设学院 | 4040149210 | 景观建筑设计 Landscape Architecture Design | 3 | 48 | 24 | | | 24 | | 6 | |
| 艺设学院 | 4040150210 | 传统民居 Traditional Residence | 2 | 32 | 24 | | | 8 | | 6 | |
| 艺设学院 | 4040151210 | 智能空间设计 Intelligent Space Design | 2 | 32 | 16 | | | 16 | | 6 | |
| 艺设学院 | 4040152210 | BIM技术基础 BIM Technology Foundation | 2 | 32 | 16 | | | 16 | | 6 | |
| 艺设学院 | 4040153210 | 参数化设计运用 Application of Parametric Design | 2 | 32 | 16 | | | 16 | | 7 | |
| 艺设学院 | 4040154210 | 当代设计前沿 The frontier of Contemporary Design | 2 | 32 | 16 | | | 16 | | 7 | |
| 艺设学院 | 4040155210 | 公共艺术设计 Public Art Design | 2 | 32 | 16 | | | 16 | | 7 | |
| 艺设学院 | 4040156210 | 建筑表皮设计 Architectural Surface Design | 2 | 32 | 16 | | | 16 | | 7 | |
| 艺设学院 | 4040157210 | 设计调查与设计评价 Design Investigation and Design Evaluation | 2 | 32 | 16 | | | 16 | | 7 | |
| 小 计 Subtotal | | | 42 | 672 | 368 | 0 | 0 | 304 | 0 | | |
| 修读说明：要求至少选修21学分。 NOTE: Minimum subtotal credits: 21 | | | | | | | | | | | |

| 开课单位 Course college | 课程编号 Course Number | 课程名称 Course Title | 学分 Crs | 学时分配 Including | | | | | | 建议 修读学期 Suggested Term | 先修课程 Prerequisite Course |
|--|-----------------------|----------------------------------|-----------|--------------------|--------------|------------|----------------------|---------------------|---------------------|------------------------------|-----------------------------|
| | | | | 总学 时Tot hrs. | 理论 Theory | 实验 Exp. | 上机 Ope- ration | 实践 Prac- tice | 课外 Extra- cur | | |
| (六) 个性课程 6 Personalized Elective Courses | | | | | | | | | | | |
| 艺设学院 | 4040208210 | GIS系统基础 GIS System Foundation | 2 | 32 | 32 | | | | | 5 | |
| 艺设学院 | 4040209210 | 景观哲学 Landscape Philosophy | 2 | 32 | 32 | | | | | 6 | |
| 艺设学院 | 4040210210 | 生成设计 Generative design | 2 | 32 | 24 | | | 8 | | 7 | |
| 艺设学院 | 4040177210 | 陶艺创作 Ceramic Making | 2 | 32 | 8 | | | 24 | | 7 | |
| 小 计 Subtotal | | | 8 | 128 | 96 | 0 | 0 | 32 | 0 | | |
| 修读说明：学生从以上个性课程和学校发布的其它个性课程目录中选课，要求至少选修6学分。 NOTE: Students can select courses from above and the other personalized courses in catalog, and are required to obtain at least 6 credits. | | | | | | | | | | | |

(七) 专业教育集中性实践教学环节
7 Specialized Practice Schedule

| 开课单位 Course college | 课程编号 Course Number | 实践环节名称 Practice Courses Name | 学分 Crs | 总学时 Tot hrs. | 周数 Weeks | 建议修读学期 Suggested Term | 先修课程 Prerequisite Course |
|------------------------|-----------------------|--|-----------|-----------------|-------------|--------------------------|-----------------------------|
| 艺设学院 | 4040216210 | 艺术写生与专业考察 Art sketch and professional investigation | 3 | 48 | 3 | 3 | |
| 艺设学院 | 4040217210 | 创新创业实验工作坊 Innovation and Entrepreneurship Experiment Workshop | 3 | 48 | 3 | 4 | |
| 艺设学院 | 4040218210 | 工作室设计实践1 Practice of Studio Design 1 | 4 | 64 | 4 | 5 | |
| 艺设学院 | 4040219210 | 工作室设计实践2 Practice of Studio Design 2 | 4 | 64 | 4 | 6 | |
| 艺设学院 | 4040226210 | 毕业实习 Internship | 2.5 | 40 | 2.5 | 7 | |
| 艺设学院 | 4040222210 | 毕业设计 Graduation Design | 8.5 | 272 | 17 | 8 | |
| 小 计 Subtotal | | | 25 | 536 | 33.5 | | |

五、学时学分比例

V Proportion of class hours and credits

| 分类 | 学分 | 毕业总学分 (不含课外) | 比例 (%) |
|-----------------------|------|-----------------|-----------|
| 各类选修课程 | 36 | 160 | 22.5 |
| 实践教育课程（包括实验课） | 35.5 | 160 | 22.2 |
| 选修课课程设置总学分与选修毕业要求学分比例 | | | 2:1 |

六、修读指导

VI Recommendations on Course Studies

课外培养方案详见《武汉理工大学第二课堂课外学分实施办法》。

《形势与政策》和《心理健康教育》课程为课外必修课程，分别计 2 个课外学分。

Please refer to the cultivation plan of the second class-Implementation Measures for Extracurricular Credits of the Second Class of Wuhan University of Technology.

Situation & Policy (2 credits) and Mental Health Education (2 credit) are the required extracurricular courses.

学院教学责任人：周 艳
专业培养方案责任人：王双全

产品设计专业 2021 版本本科培养方案

Undergraduate Education Plan for Specialty in Product Design (2021)

| | | | |
|--------------|----------------|-------------------|--------------------|
| 专业名称 | 产品设计 | 主干学科 | 设计学 |
| Major | Product Design | Major Disciplines | Design |
| 计划学制 | 四年 | 授予学位 | 艺术学学士 |
| Duration | 4 Years | Degree Granted | Art of Engineering |
| 所属大类 | 艺术类 | 大类培养年限 | 1 年 |
| Disciplinary | Arts | Duration | 1 Year |

最低毕业学分规定

Graduation Credit Criteria

| 课程分类 Course Classification 课程性质 Course Nature | 公共基础课程 Public Basic Courses | 通识教育课程 Public Courses | 大类课程 Basic Courses in General Discipline | 专业教育课程 Specialized Courses | 个性课程 Personalized Course | 集中性实践教学环节 Practice Courses | 课外学分 Study Credit after Class | 总学分 Total Credits |
|--|--------------------------------|--------------------------|---|-------------------------------|-----------------------------|-------------------------------|----------------------------------|----------------------|
| 必修课 Required Courses | 31 | \ | 20 | 44 | \ | 23 | 10 | 180 |
| 选修课 Elective Courses | \ | 9 | \ | 27 | 6 | \ | 10 | |

一、培养目标与毕业要求

I Educational Objectives & Requirement

(一) 培养目标

- (1) 身心健康, 具备良好的敬业精神、社会责任感和设计职业道德, 关注当代全球和社会问题, 具有创新意识、前瞻意识和引领意识。
 - (2) 具有从事产品设计(含信息交互设计)领域科学研究、工程设计和设计服务等工作所需的基础理论、知识与设计应用能力, 并能合理地利用设计原理和学科知识点解决设计工程问题。
 - (3) 具有综合运用设计理论和创新设计为目的的产品设计、信息交互设计的系统应用能力。
 - (4) 精通产品设计和信息与交互设计系统的工具和软硬件技术。
 - (5) 具有良好的口头和书面表达和交流沟通能力、良好的团队意识和合作精神, 具有终身学习的能力。
- (1) Be physically and mentally healthy, with good professionalism, social responsibility and design ethics. At the same time, the students should pay more attention to the contemporary global issues and social problems and have the consciousness of innovation, foresight and lead.
 - (2) The students have the abilities of basic theory, knowledge and design applications required in the field of scientific research work, engineering and design services in product design (including exhibition design and digital art). They can also solve design engineering problems by using design principles and knowledge.
 - (3) The students have the systematic application capabilities of product design, exhibition design, digital art design by using comprehensive design theory and innovative design.

- (4) Be proficient in hardware and software of product design and information interaction design.
- (5) Be good at oral and written expression and communication. The students also have good team-work spirit and have the ability of lifelong learning.

(二) 毕业要求

- (1) 系统知识：能够将设计学、自然科学、人文科学、工程基础和专业基础知识综合用于解决复杂设计问题；
- (2) 问题分析：能够应用设计学、自然科学、人文科学、工程技术和专业理论的基本原理，识别、表达、并通过文献研究分析复杂设计问题，以获得有效结论；
- (3) 设计/开发解决方案：能够设计针对复杂问题的解决方案，设计满足特定需求的系统、单元或流程，并能够在设计环节中体现创新意识，考虑社会、健康、安全、法律、文化审美以及环境适应等因素。
- (4) 研究：能够基于设计原理并采用综合系统的方法对复杂设计问题进行研究，包括设计实验、分析与解释、系统构建与设计实践，并通过综合归纳得到合理有效的结论。
- (5) 使用现代工具：能够针对复杂设计问题，开发、选择与使用恰当的技术、资源、现代设计工具和信息技术工具，包括对复杂设计问题的预测与模拟，并能够理解其局限性。
- (6) 设计与社会：能够基于设计相关背景知识进行合理分析，评价专业设计实践和复杂设计问题解决方案对社会、健康、安全、法律、文化审美以及环境的影响，并理解应承担的责任。
- (7) 环境与可持续发展：能够理解和评价针对复杂设计问题的实施过程和结果对环境、社会可持续发展的影响。
- (8) 职业规范：具有人文社会科学素养、社会责任感，并能够在设计实践中理解并遵守设计职业道德和规范，履行责任。
- (9) 个人和团队：能够在多学科背景下的团队中承担个体、团队成员以及负责人的角色。
- (10) 沟通：能够就复杂设计问题与业界同行及社会公众进行有效沟通和交流，包括撰写报告和设计文稿、陈述发言、清晰表达或回应指令。并具备一定的国际视野，能够在跨文化背景下进行沟通和交流。
- (11) 项目管理：理解并掌握设计项目管理与经济决策方法，并能够在多学科环境中应用。
- (12) 终身学习：具有自主学习和终身学习的意识，有不断学习和适应发展的能力。

Graduation requirements

- (1) System knowledge: be able to integrate design, natural science, the humanities, engineering foundation and professional knowledge to solve complex design problems.
- (2) Problem analysis: be able to apply the basic principles of design, natural science, the humanities, engineering technology and professional theory to identify, express and analyze complex design problems through literature research, so as to obtain effective conclusions.
- (3) Design / development solutions: be able to design solutions for complex problems, design systems, units or processes to meet specific needs, and reflect the sense of innovation in the design process, taking into account society, health, safety, legality, culture and aesthetics, environmental adaptation and other factors.
- (4) Research: be able to research complex design problems based on design principles and comprehensive system methods, including design experiments, analysis and interpretation, system construction and design practice, and get reasonable and effective conclusions through

comprehensive generalization.

- (5) Using modern tools: be able to develop, select and use appropriate technologies, resources, modern design tools and information technology tools for complex design problems, including the prediction and simulation of complex design problems, and be able to understand their limitations.
- (6) Design and society: be able to conduct reasonable analysis based on related background knowledge about design, evaluate the impact of professional design practice and complex design problem solutions on society, health, safety, legality, cultural aesthetics and environment, and understand the responsibilities.
- (7) Environment and sustainable development: be able to understand and evaluate the impact of the implementation process and results of complex design problems on environmental and social sustainable development.
- (8) Professional norms: have the quality of Humanities and Social Sciences, sense of social responsibility, and be able to understand and abide by the design professional ethics and norms in the design practices, and fulfill the responsibility.
- (9) Individual and team: be able to play the role of individual, team member and responsible person in a multidisciplinary team.
- (10) Communication: be able to effectively communicate with peers in the industry and the public on complex design issues, including writing reports and design manuscripts, making statements, clearly expressing or responding to instructions. And have a certain international vision, be able to communicate and in the cross-cultural background.
- (11) Project management: understand and master design project management and economic decision-making methods, and be able to apply them in a multidisciplinary environment.
- (12) Lifelong learning: have the consciousness of self-learning and lifelong learning, have the ability of continuous learning and adapting to development.

附：培养目标实现矩阵

| | 培养目标 1 | 培养目标 2 | 培养目标 3 | 培养目标 4 | 培养目标 5 |
|---------|--------|--------|--------|--------|--------|
| 毕业要求 1 | ✓ | ✓ | ✓ | ✓ | |
| 毕业要求 2 | ✓ | ✓ | ✓ | | |
| 毕业要求 3 | ✓ | ✓ | ✓ | | |
| 毕业要求 4 | | ✓ | | | |
| 毕业要求 5 | | | | ✓ | |
| 毕业要求 6 | ✓ | ✓ | | | |
| 毕业要求 7 | ✓ | ✓ | | | |
| 毕业要求 8 | ✓ | | | | |
| 毕业要求 9 | | ✓ | | | ✓ |
| 毕业要求 10 | | | | ✓ | ✓ |
| 毕业要求 11 | ✓ | ✓ | | | |
| 毕业要求 12 | | | | | ✓ |

二、专业核心课程与专业特色课程

II Core Courses and Characteristic Courses

(一) 专业核心课程:

产品设计方向: 综合设计基础、设计方法学、产品结构设计与、产品设计原理、设计材料工艺学、生活形态研究与设计专题、快题设计

信息交互方向: 数字艺术概论、数字绘画、交互设计原理及方法、互动编程基础、用户界面设计、用户研究与可用性设计、跨媒体交互创作

Product Design Direction: Fundamentals of Integrated Design、Design Methodology、Product Structural Design、Principle of Product Design、Design Materials Technology、Design topic on lifestyle research、Quick Topic Design

Direction of information interaction: Introduction to digital art、Digital drawing、Interaction design principle and methodology、Fundamentals of Interactive Programming、User interface design、User research and usability design、Cross-media Interaction Making

(二) 专业特色课程:

产品设计方向: 空间设计基础、数据可视化设计、公共设施设计、家具设计、家电产品设计专题、照明设计与工程、交通工具设计专题

Product Design Direction: Fundamentals of space design、Data visualization design、Public facilities design、Furniture Design、Electrical Appliances Product Design、Lighting Design and Engineering、Transport Design Project

信息交互方向: 信息交互展示设计、短视频创作与营销、游戏美术设计、多维数字影像创作、算法艺术、专题设计 2、智能交互设计

Direction of information interaction: Information Interaction Exhibition Design、Short video creation and marketing、Game Art Design、Multidimensional digital image creation、The algorithm of art、Thematic design 2、Intelligent Interaction Design

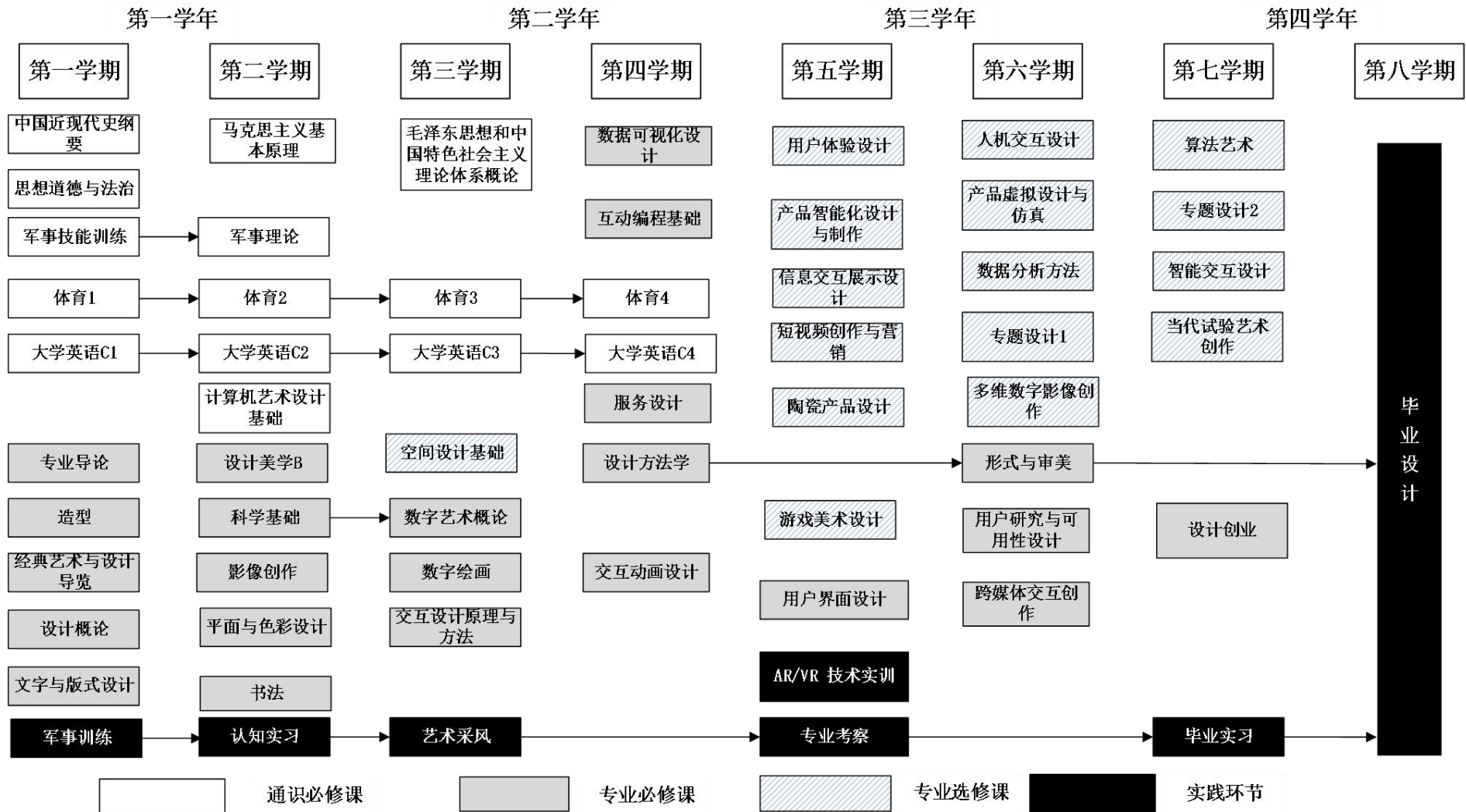
附: 毕业要求实现矩阵:

| 专业核 心课程 | 专业特 色课程 | 课程名称 | (1) | (2) | (3) | (4) | (5) | (6) | (7) | (8) | (9) | (10) | (11) | (12) |
|------------|------------|--------------------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|------|------|------|
| | | 思想道德与法治 | | | M | H | M | H | | H | L | | | H |
| | | 中国近现代史纲要 | | | | | | M | L | H | | L | L | |
| | | 毛泽东思想和中国特色社会 主义理论体系概论 | M | M | H | M | M | H | L | | | | | M |
| | | 马克思主义基本原理 | M | M | H | M | M | H | L | | | | | |
| | | 大学英语 | | | | | | | | | L | H | M | H |
| | | 体育 | | | | | | | L | | L | | | H |
| | | 军事技能训练 | | | | | | | L | | L | | | L |
| | | 军事理论 | H | L | L | M | L | L | L | M | | | | L |
| | | 计算机艺术设计基础1 | | | | L | H | | | | L | H | L | L |
| | | 人文社科类课程 | H | H | M | M | L | | | | | | | |
| | | 创业创新类课程 | H | H | L | M | L | L | L | | | | | |

| 专业核 心课程 | 专业特 色课程 | 课程名称 | (1) | (2) | (3) | (4) | (5) | (6) | (7) | (8) | (9) | (10) | (11) | (12) |
|------------|------------|------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|------|------|------|
| | | 经济管理类课程 | L | H | L | M | H | H | | | | | L | H |
| | | 专业导论 | H | M | L | L | | | | | | | | |
| | | 经典艺术与设计导览 | L | L | L | M | | | | | | | | L |
| | | 设计概论 | H | H | L | M | L | M | | | | M | | L |
| | | 造型 | L | L | H | H | M | | | | | | M | M |
| | | 设计美学 | L | H | H | H | | | | | | | M | H |
| | | 平面与色彩设计 | M | M | L | M | M | H | M | | | | | M |
| | | 科学基础 | H | M | M | M | L | L | L | | | | | |
| | | 影像创作 | M | | | | | M | | | | | | M |
| | | 文字与版式设计 | M | M | M | M | M | L | M | | | | | M |
| | | 书法 | M | M | M | M | M | L | M | | | | | M |
| | | 专业表现技法 | M | | M | L | H | | | M | | | | L |
| | | 工业设计史 | M | L | M | L | | M | L | | | | | M |
| ✓ | | 综合设计基础 | H | L | M | M | H | | M | M | L | L | | M |
| | | 设计制图 | M | M | M | | M | | | M | | | | |
| | | 计算机辅助工业设计 | M | | M | M | H | | L | M | | | | M |
| ✓ | | 设计方法学 | H | H | H | H | M | M | L | L | M | M | M | H |
| | | 人机工程学 | M | H | M | H | H | L | | L | | | | M |
| ✓ | | 产品设计原理 | H | H | H | H | L | M | L | L | | | L | M |
| ✓ | | 产品结构设计 | M | M | H | M | L | | | M | | | M | L |
| ✓ | | 设计材料工艺学 | M | L | M | L | M | | H | M | | | L | L |
| | | 模型制作 | M | | M | | H | | | M | | M | | |
| ✓ | | 快题设计 | M | M | H | M | L | M | L | | L | L | L | |
| | | 设计创业 | M | M | M | M | | | | M | H | H | M | M |
| ✓ | | 数字艺术概论 | M | L | L | M | M | M | | | | | | M |
| ✓ | | 数字绘画 | M | | L | L | M | | | | | | | L |
| ✓ | | 交互设计原理及方法 | H | M | H | L | H | M | | | | | M | M |
| | | 智能交互装置 | M | | M | M | H | | | | | | | L |
| | | 交互动画设计 | M | | M | L | M | | | | | | L | L |
| | ✓ | 数据可视化设计 | M | | L | L | H | | | | | L | L | M |
| ✓ | | 互动编程基础 | M | | M | L | H | | | | | | | L |
| ✓ | | 用户界面设计 | M | L | M | L | M | | | M | | | M | L |
| | | 形式与审美 | M | | L | | | H | | | | | | L |
| ✓ | | 用户研究与可用性设计 | H | H | M | M | M | L | | | | | | H |
| ✓ | | 跨媒体交互创作 | M | | M | L | M | | | | | | M | |
| | | 用户体验设计 | M | H | M | H | M | M | | | M | | | M |
| | | 产品智能化设计与制作 | M | M | H | M | M | | | | | | L | M |
| | | 陶瓷产品设计 | M | L | M | | L | L | L | | | | | L |
| | | 人机交互设计 | H | M | H | L | H | M | | | | | M | M |

| 专业核 心课程 | 专业特 色课程 | 课程名称 | (1) | (2) | (3) | (4) | (5) | (6) | (7) | (8) | (9) | (10) | (11) | (12) |
|------------|------------|-------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|------|------|------|
| | | 产品虚拟设计与仿真 | M | M | H | M | M | | | | | | L | M |
| | | 数据分析方法 | M | | L | L | H | | | | | L | L | M |
| | ✓ | 空间设计基础 | H | L | M | | M | L | L | M | L | L | | M |
| | ✓ | 公共设施设计 | M | M | H | M | L | M | M | | | M | L | M |
| | ✓ | 家具设计 | M | M | H | M | L | L | M | | | M | L | M |
| ✓ | | 生活形态研究与设计专题 | M | H | H | H | M | M | | | M | M | | M |
| | | 智慧生活系统设计 | M | M | H | H | M | M | | | | M | L | M |
| | ✓ | 家电产品设计专题 | M | M | H | M | L | | | | | M | L | M |
| | ✓ | 照明设计与工程 | M | M | H | L | M | | | M | | L | M | M |
| | ✓ | 交通工具设计专题 | M | M | H | M | M | | | | | M | L | M |
| | | 服务设计 | M | H | H | H | M | H | | | M | M | M | H |
| | | 商业展陈设计 | M | M | H | M | L | | L | M | | L | M | M |
| | ✓ | 信息交互展示设计 | M | M | H | M | L | | | | | L | M | M |
| | ✓ | 短视频创作与营销 | M | M | M | | H | M | | | M | | M | M |
| | ✓ | 游戏美术设计 | M | L | M | | H | | | M | | L | M | M |
| | ✓ | 专题设计 | M | M | H | M | L | L | | | | M | L | M |
| | ✓ | 多维数字影像创作 | M | L | M | | H | | | M | M | | M | M |
| | ✓ | 算法艺术 | M | L | M | H | H | | | | | | | M |
| | ✓ | 智能交互设计 | M | H | M | H | H | M | | | | | | M |
| | | 当代艺术与设计理论前沿 | H | M | | H | | M | | | | | | H |
| | | 文创设计 | M | M | H | L | L | M | | | | | | M |
| | | 未来设计 | M | H | M | H | M | H | M | | | | | H |
| | | 时尚设计 | M | L | H | | | M | | | | | L | M |
| | | 当代实验艺术创作 | M | L | | | M | H | | | M | | | M |

信息交互设计方向课程教学进程图



四、理论教学建议进程表

IV Course Schedule

| (一) 公共基础必修课程 | | | | | | | | | | | |
|--------------------------------------|---|---|--|--------------------|--------------|------------|----------------------|---------------------|---------------------|---------------------------------|--------------------------------|
| 1 Public Basic Compulsory Courses | | | | | | | | | | | |
| 开课单位 Course college | 课程编号 Course Number | 课程名称 Course Title | 学分 Crts | 学时分配 Including | | | | | | 建议 修读学期 Suggested Term | 先修课程 Prerequisite Course |
| | | | | 总学 时Tot hrs. | 理论 Theory | 实验 Exp. | 上机 Ope- ration | 实践 Prac- tice | 课外 Extra- cur | | |
| 马克思主义学院 | 4220001210 | 思想道德与法治 Morality and the rule of law | 2.5 | 42 | 42 | | | | | 1 | |
| 马克思主义学院 | 4220002180 | 中国近现代史纲要 Outline of Contemporary and Modern Chinese History | 2.5 | 42 | 42 | | | | | 1 | |
| 马克思主义学院 | 4220003180 | 毛泽东思想和中国特色社会主义理论体系概论 Introduction to Mao Zedong Thought and Socialism with Chinese Characteristics | 4.5 | 66 | 66 | | | | | 3 | |
| 马克思主义学院 | 4220005180 | 马克思主义基本原理 Marxism Philosophy | 2.5 | 42 | 42 | | | | | 2 | |
| 外语学院 | 4030007210 | 大学英语C1 College English I | 2 | 48 | 32 | | | | 16 | 1 | |
| 外语学院 | 4030 53210 | 大学英语C2 College English II | 2 | 48 | 32 | | | | 16 | 2 | |
| 外语学院 | 4030054210 | 大学英语C3 College English III | 2 | 48 | 32 | | | | 16 | 3 | |
| 外语学院 | 4030055210 | 大学英语C4 College English IV | 2 | 48 | 32 | | | | 16 | 4 | |
| 体育部 | 4210001170 | 体育1 Physical Education I | 1 | 32 | 32 | | | | | 1 | |
| 体育部 | 4210002170 | 体育2 Physical Education II | 1 | 32 | 32 | | | | | 2 | |
| 体育部 | 4210003170 | 体育3 Physical Education III | 1 | 32 | 32 | | | | | 3 | |
| 体育部 | 4210004170 | 体育4 Physical Education IV | 1 | 32 | 32 | | | | | 4 | |
| 学工部 | 1050001210 | 军事技能训练 Military Skill Training | 2 | 136 | | | | 136 | | 1 | |
| 学工部 | 1050002210 | 军事理论 Military Theory | 2 | 32 | 32 | | | | | 2 | |
| 艺设学院 | 4040527170 | 计算机艺术设计基础I Fundamentals of Computer Art Design I | 3 | 48 | 8 | | 40 | | | 2 | |
| 小 计 Subtotal | | | 31 | 728 | 488 | 0 | 40 | 136 | 64 | | |
| (二) 通识教育选修课程 | | | | | | | | | | | |
| 2 General Education Elective Courses | | | | | | | | | | | |
| 核心选修 Core elective courses | 文明与传统类Civilization and Tradition Courses | | 通识课程应修满至少9学分。核心选修不少于2学分；自主选修课程中，至少在艺术与审美、创新与创业两个领域各选修1门课程。 Minimum subtotal credits: 9. Core elective courses ≥2 credits. Self-selected courses, at least 1 course in art and aesthetics and 1 course in innovation and entrepreneurship. | | | | | | | | |
| | 社会与发展类Society and Development Courses | | | | | | | | | | |
| | 艺术与人文类Art and Humanities Courses | | | | | | | | | | |
| | 自然与方法类Nature and methods Courses | | | | | | | | | | |
| 自主选修 Self-selected courses | 数学与自然科学、哲学与心理学、法学与社会科学、经济与管理、历史与文化、语言与文学、艺术与审美、创新与创业 Mathematics and Natural Sciences, Philosophy and Psychology, Science and Social Sciences, Economics and Management, History and Culture, Language and Literature, Art and Aesthetics, Innovation and Entrepreneurship | | | | | | | | | | |
| (三) 大类必修课程 | | | | | | | | | | | |
| 3 Basic Discipline Required Courses | | | | | | | | | | | |
| 艺设学院 | 4040388110 | 专业导论 Introduction to specialty | 1 | 16 | 16 | | | | | 1 | |

| 开课单位 Course college | 课程编号 Course Number | 课程名称 Course Title | 学分 Crts | 学时分配 Including | | | | | | 建议 修读学期 Suggested Term | 先修课程 Prerequisite Course |
|--|-----------------------|---|------------|--------------------|--------------|------------|----------------------|---------------------|---------------------|---------------------------------|--------------------------------|
| | | | | 总学 时Tot hrs. | 理论 Theory | 实验 Exp. | 上机 Ope- ration | 实践 Prac- tice | 课外 Extra- cur | | |
| 艺设学院 | 4040005210 | 经典艺术与设计导览 Classic art and Design Guide | 2 | 32 | 20 | | | 12 | | 1 | |
| 艺设学院 | 4040013210 | 设计概论 Introduction to design | 2 | 32 | 20 | | | 12 | | 1 | |
| 艺设学院 | 4040006210 | 造型 modelling | 3 | 48 | 8 | | | 40 | | 1 | |
| 艺设学院 | 4040024210 | 设计美学B Design aesthetics | 2 | 32 | 20 | | | 12 | | 2 | |
| 艺设学院 | 4040015210 | 平面与色彩设计 Graphic and color design | 2 | 32 | 10 | | | 22 | | 2 | |
| 艺设学院 | 4040016210 | 科学基础 Scientific basis | 1 | 16 | 16 | | | 0 | | 2 | |
| 艺设学院 | 4040017210 | 影像创作 Image creation | 2 | 32 | 4 | | | 28 | | 2 | |
| 艺设学院 | 4040010210 | 文字与版式设计 Text and layout design | 3 | 48 | 16 | | | 32 | | 1 | |
| 艺设学院 | 4040018210 | 书法 Calligraphy | 2 | 32 | 4 | | | 28 | | 2 | |
| 小 计 Subtotal | | | 20 | 320 | 134 | 0 | 0 | 186 | 0 | | |
| (四) 专业必修课程 4 Specialized Required Courses | | | | | | | | | | | |
| 产品设计方向 | | | | | | | | | | | |
| 艺设学院 | 4040473140 | 专业表现技法E Professional Representation | 3 | 48 | | | | 48 | | 3 | |
| 艺设学院 | 4040032210 | 工业设计史 History of Industrial Design | 2 | 32 | 24 | | | 8 | | 3 | |
| 艺设学院 | 4040679170 | 综合设计基础 Fundamentals of Integrated Design | 4 | 64 | 32 | | | 32 | | 3 | |
| 艺设学院 | 4040639170 | 设计制图B Design Cartography B | 4 | 64 | 16 | | | 48 | | 3 | |
| 艺设学院 | 4040680170 | 计算机辅助工业设计 CAD Industrial Design | 4 | 64 | 16 | | 48 | | | 3 | |
| 艺设学院 | 4040681170 | 设计方法学 Design Methodology | 3 | 48 | 16 | | | 32 | | 4 | |
| 艺设学院 | 4040641170 | 人机工程学 Ergonomics Engineering | 3 | 48 | 32 | | | 16 | | 4 | |
| 艺设学院 | 4040683170 | 产品设计原理 Principle of Product Design | 3 | 48 | 32 | | | 16 | | 4 | |
| 艺设学院 | 4040685170 | 产品结构 Product Structural Design | 2 | 32 | 16 | | | 16 | | 4 | |
| 艺设学院 | 4040034210 | 设计材料工艺学 Design Materials Technology | 3 | 48 | 32 | | | 16 | | 5 | |
| 艺设学院 | 4040686170 | 模型制作B Model Making B | 4 | 64 | 16 | | | 48 | | 5 | |
| 艺设学院 | 4040035210 | 生活形态研究与设计专题 Design topic on lifestyle research | 3 | 48 | 16 | | | 32 | | 6 | |
| 艺设学院 | 4040036210 | 快题设计 Quick Topic Design | 4 | 64 | 16 | | | 48 | | 6 | |
| 艺设学院 | 4040037210 | 设计创业 Design entrepreneurship | 2 | 32 | 10 | | | 22 | | 7 | |
| 小 计 Subtotal | | | 44 | 704 | 24 | | 48 | 382 | | | |

| 开课单位 Course college | 课程编号 Course Number | 课程名称 Course Title | 学分 Crts | 学时分配 Including | | | | | 建议 修读学期 Suggested Term | 先修课程 Prerequisite Course | |
|--|-----------------------|---|------------|--------------------|--------------|------------|----------------------|---------------------|---------------------------------|--------------------------------|---------------------|
| | | | | 总学 时Tot hrs. | 理论 Theory | 实验 Exp. | 上机 Ope- ration | 实践 Prac- tice | | | 课外 Extra- cur |
| 信息交互设计方向 | | | | | | | | | | | |
| 艺设学院 | 4040690170 | 数字艺术概论 Introduction to digital art | 2 | 32 | 32 | | | | | 3 | |
| 艺设学院 | 4040607170 | 数字绘画 digital drawing | 4 | 64 | 16 | | | 48 | | 3 | |
| 艺设学院 | 4040691170 | 交互设计原理及方法 Interaction design principle and methodology | 3 | 48 | 40 | | | 8 | | 3 | |
| 艺设学院 | 4040097110 | 设计方法学 Design Methodology | 3 | 48 | 32 | | | 16 | | 4 | |
| 艺设学院 | 4040207210 | 服务设计 Service design | 3 | 48 | 32 | | | 16 | | 4 | |
| 艺设学院 | 4040692170 | 交互动画设计 Interactive animation design | 4 | 64 | 40 | | | 24 | | 4 | |
| 艺设学院 | 4040112210 | 数据可视化设计 Data visualization design | 3 | 48 | 24 | | | 24 | | 4 | |
| 艺设学院 | 4040694170 | 互动编程基础 Fundamentals of Interactive Programming | 4 | 64 | 40 | | | 24 | | 4 | |
| 艺设学院 | 4040754170 | 用户界面设计 User interface design | 3 | 48 | 32 | | | 16 | | 5 | |
| 艺设学院 | 4040695170 | 形式与审美 Form and Aesthetics | 2 | 32 | 16 | | | 16 | | 6 | |
| 艺设学院 | 4040696170 | 用户研究与可用性设计 User research and usability design | 3 | 48 | 32 | | | 16 | | 6 | |
| 艺设学院 | 4040697170 | 跨媒体交互创作 Cross-media Interaction Making | 5 | 80 | 32 | | | 48 | | 6 | |
| 艺设学院 | 4040758170 | 专题设计1 Thematic design 1 | 3 | 48 | 24 | | | 24 | | 6 | |
| 艺设学院 | 4070145110 | 设计创业 Design entrepreneurship | 2 | 32 | 10 | | | 22 | | 7 | |
| 小 计 Subtotal | | | 44 | 704 | 402 | 0 | 0 | 302 | 0 | | |
| (五) 专业选修课程 5 Specialized Elective Courses | | | | | | | | | | | |
| 产品设计和信息交互设计方向共选部分 | | | | | | | | | | | |
| 艺设学院 | 4040102210 | 用户体验设计 User experience design | 3 | 48 | | | | 32 | | 5 | |
| 艺设学院 | 4040103210 | 产品智能化设计与制作 Product Intelligent Design and Production | 3 | 48 | | | | 32 | | 5 | |
| 艺设学院 | 4040104210 | 陶瓷产品设计 Ceramic Product Design | 2 | 32 | 4 | | | 28 | | 5 | |
| 艺设学院 | 4040105210 | 人机交互设计 Human-computer Interaction Design | 3 | 48 | | | | 32 | | 6 | |
| 艺设学院 | 4040106210 | 产品虚拟设计与仿真 Product Virtual Design and Simulation | 2 | 32 | 8 | | | 24 | | 6 | |
| 艺设学院 | 4040107210 | 数据分析方法 Data Analysis Method | 2 | 32 | | | | 24 | | 6 | |
| 艺设学院 | 4040108210 | 智慧生活系统设计 Visual Guidance and Signage System Design | 3 | 48 | | | | 36 | | 6 | |
| 艺设学院 | 4040109210 | 商业展陈设计 Commercial Display Design | 3 | 48 | 16 | | | 32 | | 7 | |
| 艺设学院 | 4040110210 | 当代实验艺术创作 Contemporary Experimental Art Creation | 2 | 32 | 4 | | | 28 | | 7 | |
| | | | 23 | 368 | 32 | 0 | 0 | 268 | | | |

| 开课单位 Course college | 课程编号 Course Number | 课程名称 Course Title | 学分 Crts | 学时分配 Including | | | | | 建议 修读学期 Suggested Term | 先修课程 Prerequisite Course |
|--|-----------------------|---|------------|--------------------|--------------|------------|----------------------|---------------------|---------------------------------|--------------------------------|
| | | | | 总学 时Tot hrs. | 理论 Theory | 实验 Exp. | 上机 Ope- ration | 实践 Prac- tice | | |
| 产品设计方向选修部分 | | | | | | | | | | |
| 艺设学院 | 404011210 | 空间设计基础 Fundamentals of space design | 2 | 32 | | | | 24 | | 3 |
| 艺设学院 | 4040112210 | 数据可视化设计 Data visualization design | 2 | 32 | | | | 16 | | 4 |
| 艺设学院 | 4040113210 | 公共设施设计 Public facilities design | 3 | 48 | | | | 32 | | 5 |
| 艺设学院 | 4040052110 | 家具设计 A Furniture Design A | 3 | 48 | | | | 32 | | 5 |
| 艺设学院 | 4040115210 | 家电产品设计专题 Electrical Appliances Product Design | 3 | 48 | | | | 36 | | 6 |
| 艺设学院 | 4040116210 | 照明设计与工程 Lighting Design and Engineering | 3 | 48 | | | | 32 | | 6 |
| 艺设学院 | 4040117210 | 交通工具设计专题 Transport Design Project | 3 | 48 | | | | 36 | | 7 |
| 艺设学院 | 4040207210 | 服务设计 Service design | 3 | 48 | | | | 32 | | 7 |
| | | | 22 | 352 | 16 | 0 | 0 | 240 | | |
| 信息交互设计方向选修部分 | | | | | | | | | | |
| 艺设学院 | 4040119210 | 信息交互展示设计 Information Interaction Exhibition Design | 3 | 48 | | | | 36 | | 5 |
| 艺设学院 | 4040120210 | 短视频创作与营销 Short video creation and marketing | 4 | 64 | | | | 48 | | 5 |
| 艺设学院 | 4040121210 | 游戏美术设计 Game Art Design | 3 | 48 | | | | 32 | | 5 |
| 艺设学院 | 4040122210 | 多维数字影像创作 Multidimensional digital image creation | 3 | 48 | | | | 32 | | 6 |
| 艺设学院 | 4040123210 | 算法艺术 The algorithm of art | 2 | 32 | | | | 16 | | 7 |
| 艺设学院 | 4040124210 | 专题设计2 Thematic design 2 | 4 | 64 | | | | 48 | | 7 |
| 艺设学院 | 4040125210 | 智能交互设计 Intelligent Interaction Design | 3 | 48 | | | | 24 | | 7 |
| 小 计 Subtotal | | | 22 | 352 | | | | 236 | | |
| 修读说明：要求至少选修27学分。 NOTE: Minimum subtotal credits:27. | | | | | | | | | | |
| (六) 个性课程 6 Personalized Elective Courses | | | | | | | | | | |
| 艺设学院 | 4040197210 | 当代艺术与设计理论前沿 the Frontier of Contemporary Art and Design Theory | 2 | 32 | 16 | | | 16 | | 3 |
| 艺设学院 | 4040198210 | 文创设计 Cultural and creative design | 3 | 48 | | | | 32 | | 4 |
| 艺设学院 | 4040199210 | 未来设计 Design for Future | 2 | 32 | | | | 24 | | 5 |
| 艺设学院 | 4040200210 | 时尚设计 Fashion Design | 2 | 32 | 8 | | | 24 | | 6 |
| 小 计 Subtotal | | | 9 | 144 | 24 | 0 | 0 | 96 | | |
| 修读说明：学生从以上个性课程和学校发布的其它个性课程目录中选课，要求至少选修6学分。 NOTE: Students can select courses from above and the other personalized courses in catalog, and are required to obtain at least 6 credits. | | | | | | | | | | |

(七) 专业教育集中性实践教学环节
7 Specialized Practice Schedule

| 开课单位 Course college | 课程编号 Course Number | 实践环节名称 Practice Courses Name | 学分 CrS | 总学时 Tot hrs. | 周数 Weeks | 建议修读学期 Suggested Term | 先修课程 Prerequisite Course |
|------------------------|-----------------------|---|-----------|-----------------|-------------|--------------------------|-----------------------------|
| 艺设学院 | 4040238110 | 认知实习 Practice of Understanding 1 | 1 | 16 | 1 | 3 | |
| 艺设学院 | 4040257110 | 专业考察 Professional Invetigation | 3 | 48 | 3 | 5 | |
| 艺设学院 | 4040448130 | 毕业实习(毕业设计1) Interhip | 3 | 48 | 3 | 7 | |
| 艺设学院 | 4040227210 | 毕业论文(毕业设计2) Graduation Thesis (Graduatio Design) | 8.5 | 272 | 17 | 8 | |
| 产品设计方向 | | | | | | | |
| 艺设学院 | 4040211210 | 设计沙龙 Design salon | 3 | 48 | 3 | 3 | |
| 工程训练中心 | 4080151110 | 机械制造工程实训C Training on Mechanical Manufacturing Engineering | 2 | 32 | 2 | 5 | |
| 艺设学院 | 4040450130 | 木工工艺实习 Practice of Woodward and Crafts | 2.5 | 40 | 2 | 6 | |
| 信息交互设计方向 | | | | | | | |
| 艺设学院 | 4040714170 | 艺术采风 Landscape Painting | 3 | 48 | 3 | 3 | |
| 艺设学院 | 4040715170 | AR/VR 技术实训 AR/VR technology training | 2 | 32 | 2 | 5 | |
| 艺设学院 | 4040212210 | 智能交互装置 Intelligent interactive device | 2.5 | 40 | 2 | 6 | |
| 小 计 Subtotal | | | 23 | 624 | 38 | | |

五、学时学分比例

V Proportion of class hours and credits

| 产品设计方向 | | | |
|-----------------------|------|-----------------|-----------|
| 分类 | 学分 | 毕业总学分 (不含课外) | 比例 (%) |
| 各类选修课程 | 46.5 | 160 | 29.1 |
| 实践教育课程（包括实验课） | 48 | 160 | 30 |
| 选修课课程设置总学分与选修毕业要求学分比例 | | | 2:1 |
| 信息交互设计方向 | | | |
| 分类 | 学分 | 毕业总学分 (不含课外) | 比例 (%) |
| 各类选修课程 | 42 | 160 | 26 |
| 实践教育课程（包括实验课） | 48 | 160 | 30 |
| 选修课课程设置总学分与选修毕业要求学分比例 | | | 2.5:1 |

六、修读指导

VI Recommendations on Course Studies

课外培养方案详见《武汉理工大学第二课堂课外学分实施办法》。

《形势与政策》和《心理健康教育》课程为课外必修课程，分别计 2 个课外学分。

Please refer to the cultivation plan of the second class-Implementation Measures for Extracurricular Credits of the Second Class of Wuhan University of Technology.

Situation & Policy (2 credits) and Mental Health Education (2 credit) are the required extracurricular courses.

学院教学责任人：方兴

专业培养方案责任人：汤军

工业设计专业 2021 版本本科培养方案

Undergraduate Education Plan for Specialty in Industrial Design (2021)

| | | | |
|----------|-------------------|-------------------|-----------------------------------|
| 专业名称 | 工业设计 | 主干学科 | 机械工程、设计学 |
| Major | Industrial Design | Major Disciplines | Mechanical Engineering, Design |
| 计划学制 | 四年 | 授予学位 | 工学学士 |
| Duration | 4 Years | Degree Granted | Bachelor of Engineering |

最低毕业学分规定

Graduation Credit Criteria

| 课程分类 Course Classification 课程性质 Course Nature | 公共基础课程 Public Basic Courses | 通识教育课程 Public Courses | 大类课程 Basic Courses in General Discipline | 专业教育课程 Specialized Courses | 个性课程 Personalized Course | 专业教育集中性实践教学环节 Specialized Practice Schedule | 课外学分 Study Credit after Class | 总学分 Total Credits |
|--|--------------------------------|--------------------------|---|-------------------------------|-----------------------------|--|-------------------------------------|----------------------|
| 必修课 Required Courses | 31 | \ | 28 | 42 | \ | 19 | 10 | 180 |
| 选修课 Elective Courses | \ | 9 | \ | 25 | 6 | \ | 10 | |

一、培养目标与毕业要求

I Educational Objectives & Requirement

(一) 培养目标

本专业旨在培养有广阔的国际视野，具备为国担当、厚德博学、求实创新精神，能够运用设计知识和技能解决社会复杂问题的工业设计领域领军人才。学生毕业五年左右一般能够成为企业设计骨干，且具有设计主管、项目负责人和设计创业的基础能力。具体目标如下：

- (1) 身心健康，适应国家经济科技与社会文化发展需求，具备深厚文化底蕴和广阔国际视野、具备社会责任感和职业精神。
- (2) 系统掌握工业设计的基础理论知识、原理、方法以及设计表达等全面基础素养。
- (3) 具备适当处理环境、用户、市场、功能、形态、结构、材料工艺和信息的专业技能与研究方法，能够在工业设计及相关领域，特别是交通工具、装备制造和智能产品等领域具有良好实践能力。
- (4) 了解工业设计的发展动态与趋势，具有一定的工业设计经历和经验。
- (5) 具有良好的口头和书面表达和交流沟通能力、合作精神和创新意识，并具有终身学习能力的设计、开发、研究和教学的专业领军人才。

The major aims to cultivate leading talents in the field of industrial design to have a broad international perspective, be responsible for the country, have a virtuous, knowledgeable, realistic and innovative spirit, and can use design knowledge and skills to solve complex social problems. Students generally can become the backbone of corporate design about five years after graduation, and have the

basic abilities of design supervisor, project leader and design entrepreneurship. The specific goals are as follows:

- (1) To develop high-quality animation talent with physical and mental health, having good cultural cultivation, professional spirit, the sense of social responsibility.
- (2) Systematically master the Comprehensive basic accomplishment, such as the principles, progress, methods and presentation skills of industrial design.
- (3) To develop the professional skills and research approach to properly deal with environment, user, market, function, form, structure, material process and information. To develop the abilities of practicing in industrial design and related fields, especially in vehicles, equipment manufacturing and intelligent products aspect.
- (4) To develop the understanding of trends and development of industrial design, having certain experience of performing industrial design.
- (5) With good oral and written expression and communication skills, the team spirit and innovation consciousness, to develop the lifelong learning ability Professional leaders in design, development, research and teaching.

(二) 毕业要求

- (1) 掌握从事本专业领域工作所需的数学、自然科学、社会科学和人文学科基础知识，了解相关的技术和社会发展趋势；系统地掌握本专业领域的理论知识，主要包括设计基础、设计历史及理论、人机交互、可持续设计、服务模式及商业模式设计等基础知识；全面地掌握本专业领域的工程知识，主要包括工业设计工程基础、设计材料及加工、人机工程等。
- (2) 具有较强的创新意识，掌握基本的创新方法，能够综合利用所学知识原理和技能，分析社会和消费者需求，识别设计痛点和市场机会并正确表达，能够通过文献研究对复杂设计问题进行分析，并获得有效结论。
- (3) 掌握工业设计产品开发全周期、全流程的基本设计方法和技术，具有较强的创新意识和审美、造型、配色、选材、装饰能力，能够基于对安全、健康、法律、文化及环境因素的考虑对产品的造型、结构、界面或交通工具的造型、内饰及其服务进行设计，并为产品或交通工具的策划、宣传、营销提供系统性解决方案。
- (4) 熟练地掌握本专业领域的研究方法，通过产品设计原理与方法、用户研究、人机工程、结构设计等课程，对复杂设计问题进行研究、分析与解释数据、并通过信息综合得到合理有效的结论。
- (5) 能够针对设计问题，正确选择与恰当使用本专业领域的技术、资源、现代设计工具和信息技术工具，主要包括设计表现、模型制作、计算机辅助设计等进行预测与模拟，并理解其局限性。
- (6) 能够合理分析、评价设计方案对社会、健康、安全、法律以及文化的影响，并理解应承担的责任。
- (7) 对环境保护、可持续发展有充分认识，并能够基于此思考和评价设计对环境、社会可持续发展的影响。
- (8) 学生具有良好的思想素质、身体素质、心理素质、文化修养、社会道德和责任担当等人文素养和社会责任感，能够在设计实践中理解并遵守职业道德和规范，履行责任。
- (9) 能够在多学科背景下的团队中承担工业设计师、设计团队成员以及负责人的角色。
- (10) 能够就设计问题与同行及社会公众进行有效沟通和交流，包括撰写报告和设计文稿、陈述

发言、清晰表达或回应指令，并具备一定的国际视野，能够在跨文化背景下进行沟通和交流。

- (11) 具有较好的设计项目管理能力，理解并掌握设计项目管理原理与经济决策方法，并能在多学科环境中应用。
 - (12) 能够胜任本专业相关的职业岗位，具备研究生课程学习所需的认知和基础能力；学生具有自主学习和终身学习的意识，具有不断学习和适应发展的能力。
- (1) Students should master the basic knowledge of mathematics, natural science, social science and humanities that what is needed for performing the tasks of this professional field, understand the related trends of technology and society. Students should master systematically the theories knowledge of this professional field, mainly including the basic knowledge of design foundations, design history and theories, human-product interaction, design for sustainability, Service patterns and business models design. Students should master comprehensively the engineering knowledge of this professional field, mainly including the basic knowledge of engineering foundations, materials, process and ergonomics. Students are able to use the above knowledge to solve design problems.
 - (2) Students should have good senses of creation and innovation, grasp the basic methodology of creation and innovation, be able to using comprehensively the learned knowledge and skills to understand the requirements of the society and customers, Identify design pain points and market opportunities and express them correctly. Able to analyze complex design problems through literature research and reach effective conclusions.
 - (3) To develop the master of industrial design product development cycle, the whole process of basic design methods and techniques, with strong innovation consciousness and aesthetic, modelling, color, material selection, decoration, can be based on safety, health, legal, cultural, and environmental factors of consideration for the product modelling, the structure, interface, or transportation of modelling, interior and design services, And provide systematic solutions for the product or vehicle planning, publicity, marketing.
 - (4) Students should master expertly the research methodologies, mainly including the methods of user research, design procedure and method, through product design principles and methods, user research, ergonomics, structural design and other courses, to study complex design problems, analysis and interpretation of data, and through information synthesis to get reasonable and effective conclusions.
 - (5) Students should be able to correctly select and properly use the technology, resources, modern design tools and information technology tools in their professional field, mainly including the skills of designing representation, prototype making, computer and professional software operating, etc., and understand their limitations. Moreover, students can predict and simulate design problems.
 - (6) Students should be able to reasonably analyze and evaluate the impacts of design solutions on social, health, safety, legal and cultural, understand their responsibilities.
 - (7) Students should have a full understanding of environmental protection and sustainable development, and be able to think and evaluate the impact of design on environment and social sustainable development based on this.

- (8) Students should have good ideological quality, physical quality, psychological quality, cultural accomplishment, social morality, responsibility and other humanistic quality and sense of social responsibility, be able to understand and abide by professional ethics and norms in design practice and fulfill the responsibilities.
- (9) Students should be able to assume the role of industrial designer, design team member, and principal in a multidisciplinary team.
- (10) Students should be able to communicate effectively with peers and the public on design issues, including writing reports and design manuscripts, making statements, expressing clearly or responding to instructions, and possessing a certain international perspective, able to communicate in a cross-cultural context.
- (11) Students should have good design project management capabilities, understand and master design project management principles and economic decision-making methods, and be able to apply them in a multi-disciplinary environment.
- (12) Students should be qualified for the professional positions related to their major, and have the cognitive and basic abilities required for postgraduate course learning; Students have the consciousness of self-learning and lifelong learning, and have the ability of continuous learning and adapting to development.

附：培养目标实现矩阵

| | 培养目标 1 | 培养目标 2 | 培养目标 3 | 培养目标 4 | 培养目标 5 |
|---------|--------|--------|--------|--------|--------|
| 毕业要求 1 | √ | √ | | √ | |
| 毕业要求 2 | √ | | √ | | |
| 毕业要求 3 | | √ | √ | √ | |
| 毕业要求 4 | | √ | √ | | |
| 毕业要求 5 | | √ | √ | | |
| 毕业要求 6 | √ | √ | √ | | |
| 毕业要求 7 | √ | | √ | | |
| 毕业要求 8 | √ | √ | √ | √ | |
| 毕业要求 9 | | √ | √ | | √ |
| 毕业要求 10 | √ | | | | √ |
| 毕业要求 11 | | √ | √ | √ | |
| 毕业要求 12 | | √ | √ | √ | √ |

二、专业核心课程与专业特色课程

II Core Courses and Characteristic Courses

(一) 专业核心课程：

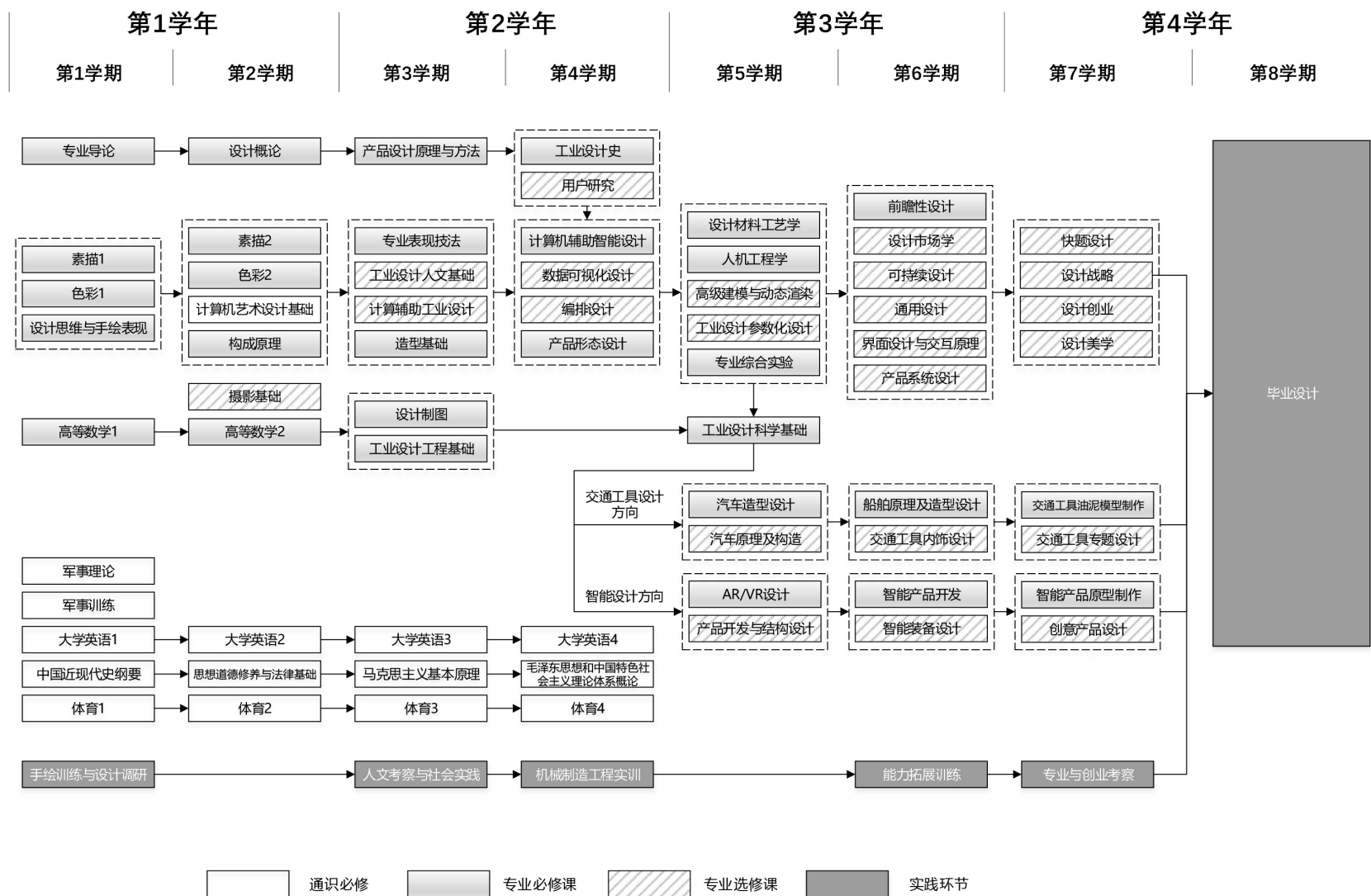
设计概论、产品设计原理与方法、产品形态设计、前瞻性设计、工业设计工程基础、工业设计科学基础、人机工程学。

Introduction to Design, Product Design Theory, Form Design of Products, Advanced Design, Engineering Foundation of Industrial Design, Scientific Basis of Industrial Design, Human Factors Engineering。

| 专业 核心 课程 | 专业 特色 课程 | 课程名称 | 工业设计专业毕业要求 | | | | | | | | | | | | |
|----------------|----------------|------------|------------|-----|-----|-----|-----|-----|-----|-----|-----|------|------|------|---|
| | | | (1) | (2) | (3) | (4) | (5) | (6) | (7) | (8) | (9) | (10) | (11) | (12) | |
| | | 数据可视化设计 | | H | | M | | | | | | | | | |
| | | 编排设计 | | | M | | | | | | | | H | | |
| √ | | 产品形态设计 | | | H | | M | | | | | | | | M |
| √ | | 工业设计科学基础 | H | | | | H | | | | | | | | |
| | | 设计材料工艺学 | H | | M | | | | | | | | | | |
| √ | | 人机工程学 | M | | | H | | | | | | | | | |
| | | 通用设计 | | | | | | | | | | | | | |
| | | 工业设计参数化设计 | | | | | H | | | | | | | | |
| | | 高级建模与动态渲染 | | | M | | H | | | | | | | | |
| | | 专业综合实验 | | | H | | H | | | | | | | | |
| | | 创意产品设计 | M | M | H | | | | | | | | | | |
| | √ | 汽车造型设计 | | | H | H | M | | | | | | | | |
| | | 汽车原理及构造 | H | M | | | | | | | | | | | |
| | √ | AR/VR 设计 | M | | | | H | | | | | | | | |
| | √ | 界面设计与交互原理 | M | | | | H | | | | | | | | |
| √ | | 前瞻性设计 | M | | | H | | | M | | | | | | |
| | | 设计市场学 | M | M | H | | | | | | | | | | |
| | | 可持续设计 | | | | | | M | H | | | | | | |
| | | 产品系统设计 | | | H | H | | | | | | | | M | |
| | √ | 船舶原理及造型设计 | H | M | H | H | M | | | | | | | | |
| | √ | 交通工具内饰设计 | | | H | H | M | | | | | | | | |
| | √ | 智能产品开发 | | | H | H | M | | | | | | | | |
| | | 快题设计 | | | M | | H | | | | | | | | |
| | | 设计战略 | | | | | | M | | | | | M | H | |
| | | 设计创业 | | M | H | | | M | | | H | M | M | | |
| | | 设计美学 | M | | H | | | | | | | | | | |
| | √ | 智能装备设计 | M | | H | M | | | | | | | | | |
| | √ | 交通工具油泥模型制作 | | | M | | H | | | | | | | | |
| | | 交通工具专题设计 | M | | H | M | | | | | | | | | |
| | | 智能产品原型制作 | | | M | | H | | | | | | | | |
| | | 手绘训练与设计调研 | M | | | | H | | | | | | | | |
| | | 人文考察与社会实践 | M | M | M | | | | | H | | H | | | |
| | | 机械制造工程实训 | | | | | H | | | | | | | | |
| | | 能力拓展训练 | | | | | | | | | | H | | | |
| | | 专业综合实验 | | | M | M | H | H | | | | | | | |
| | | 专业与创业考察 | | | | | | | | M | M | H | | | |
| | | 毕业设计 | H | H | H | M | H | M | M | M | H | H | M | H | |

三、课程教学进程图

III Teaching Process Map



四、教学建议进程表

IV Course Schedule

| (一) 公共基础必修课程 | | | | | | | | | | | |
|--------------------------------------|---|--|--|-------------------|--------------|------------|----------------------|-----------------|---------------------|---------------------------------|--------------------------------|
| 1 Public Basic Compulsory Courses | | | | | | | | | | | |
| 开课单位 Course college | 课程编号 Course Number | 课程名称 Course Title | 学分 Crs | 学时分配 Including | | | | | | 建议 修读学期 Suggested Term | 先修课程 Prerequisite Course |
| | | | | 总学时 Tot hrs. | 理论 Theory | 实验 Exp. | 上机 Ope- ration | 实践 Prac-tice | 课外 Extra- cur | | |
| 马克思主义学院 | 4220001210 | 思想道德与法治 Morality and the rule of law | 2.5 | 42 | 42 | | | | | 1 | |
| 马克思主义学院 | 4220002180 | 中国近现代史纲要 Outline of Contemporary and Modern Chinese History | 2.5 | 42 | 42 | | | | | 1 | |
| 马克思主义学院 | 4220003180 | 毛泽东思想和中国特色社会主义理论 体系概论 Introduction to Mao Zedong Thought and Socialism with Chinese Characteristics | 4.5 | 66 | 66 | | | | | 3 | |
| 马克思主义学院 | 4220005180 | 马克思主义基本原理 Marxism Philosophy | 2.5 | 42 | 42 | | | | | 2 | |
| 学工部 | 1050002210 | 军事理论 Military Theory | 2 | 32 | 32 | | | | | 2 | |
| 体育部 | 4210001170 | 体育1 Physical Education I | 1 | 32 | 32 | | | | | 1 | |
| 体育部 | 4210002170 | 体育2 Physical Education II | 1 | 32 | 32 | | | | | 2 | |
| 体育部 | 4210003170 | 体育3 Physical Education III | 1 | 32 | 32 | | | | | 3 | |
| 体育部 | 4210004170 | 体育4 Physical Education IV | 1 | 32 | 32 | | | | | 4 | |
| 外语学院 | 4030001210 | 大学英语1 College English I | 2 | 48 | 32 | | | | 16 | 1 | |
| 外语学院 | 4030002210 | 大学英语2 College English II | 2 | 48 | 32 | | | | 16 | 2 | 大学英语1 |
| 外语学院 | 4030003210 | 大学英语3 College English III | 2 | 48 | 32 | | | | 16 | 3 | 大学英语2 |
| 外语学院 | 4030004210 | 大学英语4 College English IV | 2 | 48 | 32 | | | | 16 | 4 | 大学英语3 |
| 艺设学院 | 4040022210 | 计算机艺术设计基础3 Fundamentals of Computer Art Design III | 3 | 48 | 32 | | 16 | | | 2 | |
| 学工部 | 1050001210 | 军事技能训练 Military Skill Training | 2 | 136 | | | | 136 | | 1 | |
| 小 计 Subtotal | | | 31 | 728 | 512 | | 16 | 136 | 64 | | |
| (二) 通识教育选修课程 | | | | | | | | | | | |
| 2 General Education Elective Courses | | | | | | | | | | | |
| 核心选修 Core elective courses | 文明与传统类 Civilization and Tradition Courses | | 通识课程应修满至少9学分。核心选修不少于2学分；自主选修课程中，至少在艺术与审美、创新与创业两个领域各选修1门课程。 Minimum subtotal credits: 9. Core elective courses ≥2 credits. Self-selected courses, at least 1 course in art and aesthetics and 1 course in innovation and entrepreneurship. | | | | | | | | |
| | 社会与发展类 Society and Development Courses | | | | | | | | | | |
| | 艺术与人文类 Art and Humanities Courses | | | | | | | | | | |
| | 自然与方法类 Nature and methods Courses | | | | | | | | | | |
| 自主选修 Self-selected courses | 数学与自然科学、哲学与心理学、法学与社会科学、经济与管理、历史与文化、语言与文学、艺术与审美、创新与创业 Mathematics and Natural Sciences, Philosophy and Psychology, Science and Social Sciences, Economics and Management, History and Culture, Language and Literature, Art and Aesthetics, Innovation and Entrepreneurship | | | | | | | | | | |
| (三) 大类必修课程 | | | | | | | | | | | |
| 3 Basic Discipline Required Courses | | | | | | | | | | | |
| 理学院 | 4050001210 | 高等数学A上 Higher Mathematics I | 4.5 | 72 | 72 | | | | | 1 | |
| 理学院 | 4050002210 | 高等数学A下 Higher Mathematics II | 5.5 | 88 | 88 | | | | | 2 | 高等数学上 |
| 艺设学院 | 4040388110 | 专业导论 Introduction to Specialty | 1 | 16 | 16 | | | | | 1 | |

| 开课单位 Course college | 课程编号 Course Number | 课程名称 Course Title | 学分 Crs | 学时分配 Including | | | | | | 建议 修读学期 Suggested Term | 先修课程 Prerequisite Course |
|--|-----------------------|--|-----------|-------------------|--------------|------------|----------------------|-----------------|---------------------|---------------------------------|--------------------------------|
| | | | | 总学时 Tot hrs. | 理论 Theory | 实验 Exp. | 上机 Ope- ration | 实践 Prac-tice | 课外 Extra- cur | | |
| 艺设学院 | 4040004210 | 素描A1 Sketch I | 3 | 48 | 16 | 16 | | 16 | | 1 | |
| 艺设学院 | 4040521170 | 素描A2 Sketch II | 2 | 32 | 8 | 8 | | 16 | | 2 | 素描1 |
| 艺设学院 | 4040524170 | 色彩A1 Color I | 3 | 48 | 16 | 16 | | 16 | | 1 | |
| 艺设学院 | 4040525170 | 色彩A2 Color II | 2 | 32 | 8 | 16 | | 8 | | 2 | 色彩1 |
| 艺设学院 | 4040003210 | 设计思维与手绘表现 Professional Representation I | 2 | 32 | 16 | | | 16 | | 1 | 素描1、色彩1 |
| 艺设学院 | 4040100110 | 设计概论B Introduction to Design | 2 | 32 | 32 | | | | | 2 | 专业导论 |
| 艺设学院 | 4040531170 | 构成原理B Constitution principle | 3 | 48 | 24 | 12 | | 12 | | 2 | 素描1、色彩1 |
| 小 计 Subtotal | | | 28 | 448 | 296 | 68 | 16 | 84 | 0 | | |
| (四) 专业必修课程 4 Specialized Required Courses | | | | | | | | | | | |
| 艺设学院 | 4040052210 | 产品设计原理与方法 Product Design Theory and method | 2 | 32 | 32 | | | | | 3 | 设计概论 |
| 艺设学院 | 4040718170 | 专业表现技法A1 Professional Representation I | 2 | 32 | 16 | | | 16 | | 3 | 素描1、色彩1 |
| 艺设学院 | 4040720170 | 造型基础A Molding Foundation | 2 | 32 | 16 | 8 | | 8 | | 3 | 构成原理 |
| 艺设学院 | 4040249210 | 设计制图 Design Cartography | 3 | 48 | 40 | | | 8 | | 3 | |
| 艺设学院 | 4040237210 | 工业设计工程基础 Basis of Industrial Design Engineering | 3 | 48 | 40 | 8 | | | | 3 | 高等数学 |
| 艺设学院 | 4040241210 | 计算机辅助智能设计 Computer Aided Intelligent Design | 3 | 48 | 32 | 16 | | | | 4 | |
| 艺设学院 | 4040724170 | 产品形态设计A Form Design of Products | 3 | 48 | 32 | | | 16 | | 4 | 造型基础 |
| 艺设学院 | 4040036110 | 工业设计史 History of Industrial Design | 2 | 32 | 32 | | | | | 4 | 设计概论 |
| 艺设学院 | 4040238210 | 工业设计科学基础 Basis of Industrial Design Science | 3 | 48 | 24 | 24 | | | | 5 | |
| 艺设学院 | 4040034210 | 设计材料工艺学 Design Materials and Technology | 3 | 48 | 32 | 16 | | | | 5 | |
| 艺设学院 | 4040248210 | 人机工程学B Human Factors Engineering | 2 | 32 | 28 | 4 | | | | 5 | |
| 艺设学院 | 4040370120 | 专业综合实验 Comprehensive Experiment | 2 | 64 | | 64 | | | | 5 | 产品设计原理与方法 |
| 艺设学院 | 4040732170 | 前瞻性设计 Prospective Design | 2 | 32 | 16 | | | 16 | | 6 | 产品开发设计 |
| 交通工具设计方向 | | | | | | | | | | | |
| 艺设学院 | 4040733170 | 汽车造型设计B Exterior Design of Automobile | 3 | 48 | 32 | | | 16 | | 5 | |
| 艺设学院 | 4040233210 | 船舶原理及造型设计 Principle and Structure of Ship | 3 | 48 | 32 | | | 16 | | 6 | 工业设计工程基础 |
| 艺设学院 | 4040243210 | 交通工具油泥模型制作 Vehicle Model Making | 4 | 64 | 8 | 56 | | | | 7 | 产品形态设计 |
| 智能设计方向 | | | | | | | | | | | |
| 艺设学院 | 4040053210 | AR/VR设计 AR/VR Design | 3 | 48 | 32 | | | 16 | | 5 | Python程序设计基础与综合实验 |
| 艺设学院 | 4040250210 | 智能产品开发 Intelligent Product Development | 3 | 48 | 32 | | | 16 | | 6 | Python程序设计基础与综合实验 |
| 艺设学院 | 4040251210 | 智能产品原型制作 Intelligent Product Prototyping | 4 | 64 | 8 | 56 | | | | 7 | 智能产品开发 |

| 开课单位 Course college | 课程编号 Course Number | 课程名称 Course Title | 学分 Crs | 学时分配 Including | | | | | | 建议 修读学期 Suggested Term | 先修课程 Prerequisite Course |
|--|-----------------------|--|-----------|-------------------|--------------|------------|----------------------|-----------------|---------------------|---------------------------------|--------------------------------|
| | | | | 总学时 Tot hrs. | 理论 Theory | 实验 Exp. | 上机 Ope- ration | 实践 Prac-tice | 课外 Extra- cur | | |
| 小 计 Subtotal | | | 42 | 704 | 412 | 196 | 0 | 96 | 0 | | |
| (五) 专业选修课程 5 Specialized Elective Courses | | | | | | | | | | | |
| 艺设学院 | 4040137210 | 摄影基础 Fundamental of Photography B | 2 | 32 | 8 | 24 | | | | 2 | |
| 艺设学院 | 4040239210 | 工业设计人文基础 Humanities Foundation of Industrial Design | 2 | 32 | 32 | | | | | 3 | |
| 艺设学院 | 4040240210 | 计算机辅助工业设计 CAD of industrial design | 3 | 48 | 32 | | 16 | | | 3 | |
| 艺设学院 | 4040739170 | 用户研究 User research | 2 | 32 | 24 | | | 8 | | 4 | 设计概论 |
| 艺设学院 | 4040112210 | 数据可视化设计 Data Visualization | 3 | 48 | 32 | | | 16 | | 4 | 计算机辅助平面设计 |
| 艺设学院 | 4040231210 | 编排设计 Layout design | 2 | 24 | 16 | | | 8 | | 4 | 计算机辅助平面设计 |
| 艺设学院 | 4040236210 | 工业设计参数化设计 Parametric Design for Industrial Design | 3 | 48 | 32 | | 16 | | | 5 | 计算机辅助工业设计 |
| 艺设学院 | 4040235210 | 高级建模与动态渲染 Advanced Modeling and Dynamic Rendering | 3 | 48 | 32 | | 16 | | | 5 | 计算机辅助工业设计 |
| 艺设学院 | 4040744170 | 可持续设计B Design for Sustainability | 2 | 32 | 16 | | | 16 | | 6 | 产品设计原理与方法 |
| 艺设学院 | 4040745170 | 通用设计B General Design | 3 | 48 | 32 | | | 16 | | 6 | 人机工程学 |
| 艺设学院 | 4040742170 | 设计市场学 Design Marketing | 2 | 32 | 24 | | | 8 | | 6 | 设计概论 |
| 艺设学院 | 4040245210 | 界面设计与交互原理 Interface Design and Interaction Principles | 3 | 48 | 32 | | | 16 | | 6 | 编排设计 |
| 艺设学院 | 4040232210 | 产品系统设计 Product System Design | 3 | 48 | 32 | | | 16 | | 6 | |
| 艺设学院 | 4040105110 | 设计美学B Design Aesthetics | 3 | 32 | 32 | | | 16 | | 7 | 产品形态设计 |
| 艺设学院 | 4040246210 | 快题设计 Quick Task Design | 3 | 48 | 24 | | | 24 | | 7 | 设计思维与手绘表现 |
| 艺设学院 | 4040037210 | 设计创业 Design Management | 2 | 32 | 16 | | | 16 | | 7 | 设计市场学 |
| 艺设学院 | 4040247210 | 设计战略 Design strategy | 3 | 48 | 32 | | | 16 | | 7 | |
| 仅限交通工具设计方向选（至少选修2门） | | | | | | | | | | | |
| 汽车学院 | 4090058110 | 汽车原理及构造 Principle and Structure of Automobile | 3 | 48 | 48 | | | | | 5 | 工业设计工程基础 |
| 艺设学院 | 4040242210 | 交通工具内饰设计 Transportation Interior Design | 3 | 48 | 32 | | | 16 | | 6 | 人机工程学 |
| 艺设学院 | 4040244210 | 交通工具专题设计 Thematic Design of Automobile | 3 | 48 | 24 | | | 24 | | 7 | 汽车造型设计 |
| 仅智能设计方向可选（至少选修2门） | | | | | | | | | | | |
| 艺设学院 | 4040138210 | 产品开发与结构设计 Product Development and structure design | 3 | 48 | 40 | | | 8 | | 5 | |
| 艺设学院 | 4040252210 | 智能装备设计 Intelligent Equipment Design | 3 | 48 | 32 | | | 16 | | 6 | 界面设计与交互原理 |
| 艺设学院 | 4040234210 | 创意产品设计 Creative Product Design | 3 | 48 | 24 | | | 24 | | 7 | 产品设计原理与方法 |
| 小 计 Subtotal | | | 53 | 872 | 552 | | 48 | 216 | | | |

| 开课单位 Course college | 课程编号 Course Number | 课程名称 Course Title | 学分 Crs | 学时分配 Including | | | | | 建议 修读学期 Suggested Term | 先修课程 Prerequisite Course |
|------------------------|-----------------------|----------------------|-----------|-------------------|--------------|------------|----------------------|-----------------|---------------------------------|--------------------------------|
| | | | | 总学时 Tot hrs. | 理论 Theory | 实验 Exp. | 上机 Ope- ration | 实践 Prac-tice | | |

修读说明：要求至少选修23学分。

NOTE: Minimum subtotal credits:23.

(六) 个性课程

6 Personalized Elective Courses

| | | | | | | | | | | | |
|------|------------|--|---|----|----|--|--|----|--|---|--|
| 艺设学院 | 4040204210 | 工艺美术史 History of Arts and Crafts | 2 | 32 | 32 | | | 0 | | 3 | |
| 艺设学院 | 4040205210 | 场景设计 Matte Painting | 2 | 32 | 8 | | | 24 | | 4 | |
| 艺设学院 | 4040197210 | 当代艺术与设计理论前沿 the Frontier of Contemporary Art and Design Theory | 2 | 32 | 16 | | | 16 | | 5 | |
| 艺设学院 | 4040206210 | 设计驱动式创新 Design-driven Innovation | 2 | 32 | 16 | | | 16 | | 6 | |
| 艺设学院 | 4040207210 | 服务设计 Servic Design | 2 | 32 | 16 | | | 16 | | 6 | |

修读说明：从以上课程中选择，或从学校发布的其它个性课程目录中选课，要求至少选修6学分。

NOTE: Sudents can select courses from above and the other personalized courses in catalog, and are required to obtain at least 6 credits.

(七) 专业教育集中性实践教学环节

7 Specialized Practice Schedule

| 开课单位 Course college | 课程编号 Course Number | 实践环节名称 Practice Courses Name | 学分 Crs | 总学时 Tot hrs. | 周数 Weeks | 建议修读学期 Suggested Term | 先修课程 Prerequisite Course |
|------------------------|-----------------------|--|-----------|-----------------|-------------|--------------------------|--------------------------------|
| 艺设学院 | 4040215210 | 手绘训练与设计调研 Sketch Training and design research | 1 | 16 | 1 | 1 | 设计思维与手绘表现 |
| 艺设学院 | 4040230210 | 人文考察与社会实践 Humanities Investigation and Social Practice | 2 | 32 | 2 | 3 | 工业设计人文基础 |
| 机电学院 | 4080151110 | 机械制造工程实训C Machinery Manufacturing Engineering Practice | 2 | 32 | 2 | 4 | |
| 艺设学院 | 4040384120 | 能力拓展训练 Professional ability development | 1 | 16 | 1 | 6 | 编排设计 |
| 艺设学院 | 4040753170 | 专业与创业考察 Design Industry and Business Start upInvestigation | 4.5 | 72 | 4.5 | 6(暑假) | |
| 艺设学院 | 4040253210 | 毕业设计(论文) Graduate Design (Thesis) | 8.5 | 272 | 17 | 8 | |
| 小 计 Subtotal | | | 19 | 440 | 27.5 | | |

五、学时学分比例

V Proportion of class hours and credits

| 分类 | | 学分 | 毕业总学分 (不含课外) | 比例 (%) |
|-----------------------|---------------------------|------|-----------------|-----------|
| 各类选修课程 | | 40 | 160 | 25 |
| 实践教育课程（包括实验课） | | 44 | 160 | 25 |
| 数学与自然科学类课程 | | 29 | 160 | 18.1 |
| 工程基础类课程、专业基础类课程与专业类课程 | | 60 | 160 | 37.5 |
| 工程实践与毕业设计（论文） | 通识必修和专业必修中独立设课的综合 性实验课 | 14.5 | 160 | 9.1 |
| | 集中实践环节中的工程实践课 | 8 | 160 | 5 |
| | 毕业设计（论文） | 8.5 | 160 | 5.3 |
| 人文社会科学类通识教育课程 | | 28 | 160 | 17.5 |
| 选修课课程设置总学分与选修毕业要求学分比例 | | | | 2.1:1 |

六、修读指导

VI Recommendations on Course Studies

课外培养方案详见《武汉理工大学第二课堂课外学分实施办法》。

《形势与政策》和《心理健康教育》课程为课外必修课程，分别计 2 个课外学分。

Please refer to the cultivation plan of the second class-Implementation Measures for Extracurricular Credits of the Second Class of Wuhan University of Technology.

Situation & Policy (2 credits) and Mental Health Education (2 credits) are the required extracurricular courses.

学院教学责任人：周 艳
专业培养方案责任人：吕杰锋